



**EXTREME
MASTERS**



Intel Extreme Masters

Rulebook

Foreword

This document outlines the rules that should at all times be followed when participating in an Intel Extreme Masters 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 Intel Extreme Masters Admin Staff

Table of Contents

1	Definitions.....	9
1.1	Participants.....	9
1.2	Team Sheet.....	9
1.3	Team Positions.....	9
1.3.1	Team-Manager.....	9
1.3.2	Team-Captain.....	9
1.3.3	Orga.....	9
1.3.4	Player.....	9
1.3.5	Honorary member, Inactive, Trial or Team-Owner.....	9
1.4	Time Zone.....	9
1.5	The Season.....	9
1.6	Region.....	9
1.7	Penalty Points.....	10
1.7.1	Definitions and Scope of Penalty Points.....	10
1.7.1.1	Minor Penalty Points.....	10
1.7.1.2	Major Penalty Points.....	10
1.7.1.3	Assigned Penalty Points.....	10
1.7.1.4	Penalty Points for Repeat Offences.....	10
1.7.1.5	League Bans and Penalty Points Outside the Intel Extreme Masters.....	10
1.8	Live Matches.....	10
1.9	Disciplines.....	10
1.10	Tournament Organization.....	10
1.10.1	Administration List.....	10
2	General.....	11
2.1	Rule Changes.....	11
2.2	Validity of the Rules.....	11
2.3	Confidentiality.....	11
2.4	ESIC.....	11
2.4.1	Code of Conduct.....	11
2.4.2	Prohibited Substances and Methods.....	11
2.4.2.1	Doping.....	11
2.4.2.1.1	Refusing to be tested.....	11
2.4.2.1.2	List of Prohibited Substances and Methods.....	11
2.4.2.1.3	Prescribed medication.....	11
2.4.2.1.4	Categories of Doping.....	12
2.4.2.2	Alcohol or other psychoactive drugs.....	12
2.4.3	Betting.....	12
2.5	Publisher or ESIC Bans.....	12
2.6	Additional Agreements.....	12
2.7	Match Broadcasting.....	12
2.7.1	Rights.....	12
2.7.2	Waiving These Rights.....	12
2.7.3	Player Responsibility.....	12
2.8	Communication.....	12
2.8.1	E-Mail.....	12
2.9	Conditions of Participation in the Intel Extreme Masters.....	13
2.9.1	Age Restriction.....	13
2.9.2	Regional Limitations for Participants.....	13
2.9.3	Home Country/Region.....	13
2.9.4	Residence/Nationality and Number of Players in a Team.....	13
2.9.5	Country/Region of Qualifiers.....	13
2.9.6	Home Country/Region on Team Matches.....	13
2.10	Player Accounts.....	13
2.10.1	Standards.....	13

2.10.2	Premium Account.....	13
2.10.3	Nicknames.....	13
2.10.4	Photo.....	13
2.10.5	Game Accounts.....	14
2.10.5.1	Playing With Wrong Game Accounts.....	14
2.11	Team Accounts.....	14
2.11.1	Standards.....	14
2.11.2	Team Names.....	14
2.11.3	Changes on the Team Accounts.....	14
2.12	Licenses in the Intel Extreme Masters.....	14
2.12.1	Definition.....	14
2.12.2	Duration.....	14
2.12.3	1on1 License.....	14
2.12.4	Team License.....	14
2.12.5	Changing the Team License Holder.....	15
2.12.6	Withdrawal of License.....	15
2.12.7	Review of License.....	15
2.13	Sponsor Restrictions.....	15
2.13.1	Mature Content.....	15
2.13.2	Name Sponsors.....	15
2.14	Player Changes.....	15
2.14.1	Adding a New Player During the Intel Extreme Masters Season.....	15
2.14.2	Player Addition Deadline.....	16
2.14.3	Multiple Contracts.....	16
2.14.4	Lineup Restriction between Qualifier and Event.....	16
2.15	Prize Money.....	16
2.15.1	Prize Deductions Due to Penalty Points.....	16
2.15.2	Withdrawal of Prize Money.....	16
2.15.3	Transfer of Prize Money.....	16
2.16	Penalties and consequences for leaving the Intel Extreme Masters.....	16
2.16.1	Leaving During the Intel Extreme Masters Season.....	16
2.16.2	Deletion of Matches.....	17
2.17	Match Start.....	17
2.17.1	Punctuality.....	17
2.17.2	Delaying the Match.....	17
2.17.3	Participants Not Showing.....	17
2.18	Match Procedures.....	17
2.18.1	Lineup.....	17
2.18.2	Determining the „better seed“.....	17
2.18.3	Match Result.....	17
2.18.4	Storage and keeping of Match Media.....	17
2.19	Match Protests.....	18
2.19.1	Definition.....	18
	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.....	18
2.19.2	Match Protest Rules.....	18
2.19.2.1	Deadline for Match Protests.....	18
	The latest time that participants are allowed to issue a match protest is the earliest of the three following:.....	18
2.19.2.2	Contents of a Match Protest.....	18
2.19.2.3	People in a Match Protest.....	18
2.19.2.4	Behaviour in Match Protests.....	18
2.20	Results in Rematch.....	18
2.21	Interviews.....	18
3	Qualification.....	18

3.1	Qualification for seasonal Intel Extreme Masters Events.....	18
3.1.1	StarCraft II.....	18
3.1.1.1	WCS Events.....	18
3.1.1.2	non-WCS Events.....	19
3.1.2	League of Legends.....	19
3.1.2.1	Main Regions.....	19
3.1.2.2	Wildcard Regions.....	19
3.1.3	Counter-Strike: Global Offensive.....	19
3.2	Qualification for the World Championship Finals.....	19
3.3	Replacements.....	19
3.3.1	Replacement Deadline.....	19
3.3.2	Qualified or Invited Event Group Stage or Playoff Participant.....	19
3.3.3	Final Qualifier Participant.....	19
3.3.3.1	Before the relevant open qualifier grid has been finalized.....	19
3.3.3.2	After the relevant open qualifier grid has been finalized but before the final qualifier grid has been finalized.....	20
3.3.3.3	After the final qualifier grid has been finalized but before the first round of the final qualifier has ended.....	20
3.3.3.4	After the first round of the final qualifier has ended.....	20
4	Event Rules.....	20
4.1	Tournament Stages.....	20
4.1.1	Group Stage.....	20
4.1.2	Playoffs.....	20
4.1.2.1	Playoffs After Groups of Four.....	20
4.1.2.2	Playoffs after Groups of Six.....	20
4.2	Punctuality.....	20
4.3	Equipment.....	20
4.4	Clothing.....	20
4.5	Gaming Areas.....	21
4.6	Administrators.....	21
4.7	Media representatives.....	21
4.8	Interviews, Press Conference, Signing/Photograph/Video Sessions.....	21
4.9	Stage Matches.....	21
4.10	Removable Media.....	21
4.11	Warm-up Period.....	21
4.12	Demos and Replays.....	21
4.13	Demo and Replay Rights.....	21
4.14	Photo and Other Media Rights.....	21
4.15	Winners Ceremony.....	21
5	Other Infringements.....	21
5.1	General.....	21
5.2	Breach of Netiquette.....	22
5.2.1	Insults.....	22
5.2.2	Spamming.....	22
5.2.3	Spamming In-game.....	22
5.3	Unsportsmanlike Behavior.....	22
5.3.1	Faking Match results.....	22
5.3.2	Faking Match media.....	22
5.3.2.1	Cheat Suspicion.....	22
5.3.3	Ringer/Faker.....	22
5.3.4	Playing with Disallowed Player.....	22
5.3.5	Misleading admins or players.....	22
5.3.6	Cheating.....	23
6	Game Specific Rules StarCraft II.....	24
6.1	Before the Match.....	24
6.1.1	Map choice.....	24

6.1.1.1	Best-of-One Matches.....	24
6.1.1.2	Best-of-Three Matches.....	24
6.1.1.3	Best-of-Five Matches.....	24
6.1.1.4	Best-of-Seven Matches.....	24
6.1.2	Map list.....	24
6.1.3	Battle.Net.....	24
6.1.4	Game settings.....	24
6.1.4.1	Race.....	24
6.1.4.2	Unit Skins.....	24
6.1.4.3	Custom Decals.....	24
6.1.5	Before the match start.....	25
6.1.5.1	Match sanctioning by the administration.....	25
6.1.5.2	Player colors.....	25
6.1.5.3	Status on Battle.net.....	25
6.2	During the match.....	25
6.2.1	Disconnections.....	25
6.2.1.1	Disconnections with no replay available.....	25
6.2.2	Pauses.....	25
6.2.3	Completion of the match.....	25
6.3	After the match.....	25
6.3.1	Draws.....	25
6.3.2	Match media.....	25
6.3.3	Breaks between Maps.....	25
6.4	SC2 Ranking.....	26
7	Game Specific Rules League of Legends.....	27
7.1	Before the match.....	27
7.1.1	Communications Software.....	27
7.1.2	Game Mode.....	27
7.1.3	Ban/Pick.....	27
7.1.3.1	Ban/Pick Mode.....	27
7.1.3.2	Match sanctioning by the administration.....	27
7.1.4	Adjusting Runes and Masteries:.....	27
7.2	During the match.....	27
7.2.1	Player disconnect.....	27
7.2.2	Pause.....	27
7.2.2.1	Syntax.....	27
7.2.2.2	Reasons for pause.....	27
7.2.2.3	Pause Duration.....	28
7.2.2.4	Communication during Pause.....	28
7.2.3	Game Restart.....	28
7.2.3.1	Game of Record.....	28
7.2.4	Draws.....	28
7.2.4.1	Completion of the match.....	28
7.2.5	Change of Players during matches.....	29
7.3	After the Match.....	29
7.3.1	Match media.....	29
7.4	LoL Ranking.....	29
7.4.1	LoL Time Coefficient.....	29
8	Game Specific Rules Counter-Strike: Global Offensive.....	30
8.1	Anti-Cheat.....	30
8.1.1	ESL Wire Anti-Cheat.....	30
8.2	Match Procedure.....	30
8.2.1	Mappool Main Event.....	30
8.2.2	Mapchoice.....	30
8.2.2.1	Best-of-One Matches.....	30
8.2.2.2	Best-of-Three Matches.....	30

8.2.2.3	Best-of-Five Matches.....	30
8.2.3	Tiebreakers.....	30
8.2.4	In-Game item's nametag.....	31
8.2.5	Number of Players.....	31
8.2.6	Dropping of Players.....	31
8.2.7	Change of Players during matches.....	31
8.2.7.1	Online.....	31
8.2.7.2	Offline.....	31
8.2.8	Leaving the Server.....	31
8.2.9	Continuing a Disrupted Game.....	31
8.2.10	Draws.....	31
8.2.11	Usage of pause function.....	31
8.2.11.1	Technical Pause.....	31
8.2.11.2	Tactical Pause / Timeout.....	32
8.2.11.3	Admin Pause.....	32
8.2.11.4	Communication during Pause.....	32
8.3	Player Settings.....	32
8.3.1	Configuration / Startparameters.....	32
8.3.2	Forbidden Scripts.....	32
8.3.3	A3D.....	32
8.3.4	Graphics drivers, or similar tools.....	32
8.3.5	Color depth.....	33
8.3.6	Custom Data.....	33
8.4	Server.....	33
8.4.1	Server Settings.....	33
8.4.2	Server Plugins.....	33
8.5	Use of Bugs and Glitches.....	33
8.5.1	Warm-up-map check.....	33
8.5.2	During the match.....	33
8.5.3	General.....	33
8.5.4	New Positions.....	34
8.6	Match Media.....	34
8.6.1	Mandatory Demo Recording.....	34
8.6.1.1	Requesting Demos.....	34
8.6.2	Cheat Accusations.....	34
8.6.3	Screenshots.....	34
8.6.3.1	Missing Screenshots.....	34
8.6.3.2	Score Screenshots.....	34
9	Game Specific Rules Overwatch.....	35
9.1	Match Procedure.....	35
9.1.1	Mappool Main Event.....	35
9.1.2	Map Tie Breaker.....	35
9.1.3	Match Rules.....	35
9.1.4	Mapchoice.....	35
9.1.5	Nickname Ingame.....	35
9.1.6	Number of Players.....	35
9.1.7	Dropping of Players.....	35
9.1.8	Leaving the Server.....	35
9.1.9	Change of Players.....	35
9.1.9.1	Change of Players during matches.....	35
9.1.9.2	Change of Players between matches.....	36
9.1.10	Usage of pause function.....	36
9.1.10.1	Technical Pause.....	36
9.1.10.2	Admin Pause.....	36
9.1.10.3	Communication during Pause.....	36
9.2	Custom Match Settings.....	36

9.2.1 Rule Set.....	36
9.2.2 Map Options.....	36
9.2.3 Maps.....	36
9.2.4 Hero Options.....	36
9.2.5 Heroes.....	36
9.2.6 Gameplay Options.....	36
9.2.7 Team Options.....	37
9.3 Use of Bugs and Glitches.....	37
9.4 Communication Software.....	37
10 Appendix.....	38
10.1 List of countries and their assigned IEM regions.....	38
11 Copyright Notice.....	44

1 Definitions

1.1 Participants

An Intel Extreme Masters participant is a team or a player that is participating in an Intel Extreme Masters competition. Any member of an Intel Extreme Masters 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 Pro Series / ESL Meisterschaft or any of those leagues' qualifiers. If in doubt, please contact an admin if the league in question poses a conflict.

1.2 Team Sheet

This is a complete listing of all the players, organizers, and managers that are registered to the team in the specific competition and has to be created by all teams that are part of an ongoing season. When a team wants to add a new player, organizer, manager, or any other participant to any team, they need to update and submit the team-sheet **before** adding the player.

In the current IEM system with isolated events, team sheets will usually not be requested from the participants.

1.3 Team Positions

This paragraph describes the positions allowed in an ESL team account in the Intel Extreme Masters.

1.3.1 Team-Manager

The Team-Manager must be at least 18 years old. The Team-Manager is responsible for the day to day running of the team, such as writing match statements, updating and maintaining the roster, and in general being the contact person of the team towards the ESL. This person is responsible for keeping himself and the team updated with regards to rules and regulations around the Intel Extreme Masters. The Team manager is eligible to play for the team in a match.

1.3.2 Team-Captain

The Team-Captain is the in game leader of the team. The Team-Captain is the only person in the team allowed to protest, make comment, or in general communicate about issues during the progress of the match. This person is the „spokesperson“ of the team while the match is being played.

1.3.3 Orga

The Orga is a member of the organization that has assistant roles to the Team-Manager and Team-Captain, and may deal with day to day business delegated by his Team-Manager or Team-Captain, such as match arranging, writing statements, or otherwise dealing with day to day operation of the team.

1.3.4 Player

The Player has no further rights in the team other than to be able to play for the team. The Player has no specific rights when it comes to interacting with admins, opposing team members, or in any other way doing any managerial tasks for the team.

1.3.5 Honorary member, Inactive, Trial or Team-Owner

Honorary members, Inactives, Trials or Team-Owners are not allowed in an Intel Extreme Masters team sheet or in the team account on the ESL website.

1.4 Time Zone

The ESL website 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.

1.5 The Season

The season starts with the week of the first qualification round for the first IEM event of the season and will end with the final match of the World Championship.

1.6 Region

For Intel Extreme Masters, 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 10.1 .

An exception are the SC2 tournaments that are part of the Blizzard WCS. Those have different regional rules that can be found on the official WCS Battle.net page from Blizzard.

1.7 Penalty Points

1.7.1 Definitions and Scope of Penalty Points

Penalty points are given for rule violations within the Intel Extreme Masters, they may be either Minor or Major penalty points dependent on the incident in question.

1.7.1.1 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 points deducts 1% (one percent) of the overall prize money received by the team or player in the tournament they are given.

1.7.1.2 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 10% (ten percent) of the overall prize money for that tournament.

1.7.1.3 Assigned Penalty Points

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

1.7.1.4 Penalty Points 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.

1.7.1.5 League Bans and Penalty Points Outside the Intel Extreme Masters

League bans and penalty points outside the Intel Extreme Masters do normally not apply towards the Intel Extreme Masters 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.

1.8 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.

1.9 Disciplines

The Games used in this season of the Intel Extreme Masters are:

- StarCraft II: Legacy of the Void by Blizzard Entertainment
- League of Legends by Riot Games
- Counter-Strike: Global Offensive by Valve Corporation

1.10 Tournament Organization

The Intel Extreme Masters is organized by the Electronic Sports League (ESL). The Electronic Sports League is operated by Turtle Entertainment GmbH.

Turtle Entertainment GmbH
Siegburger Str. 189
50679 Köln
Germany

<http://www.turtle-entertainment.de>

1.10.1 Administration List

Name	Role
Carsten 'Storch' Kramer	Chief Tournament Director

Daniel 'daniel' Schulte	Assistant Chief Tournament Director
Johan 'Junior' Godderis	Tournament Director LoL
Michal 'michau' Slowinski	Tournament Director CSGO
HyeongJin 'Volcano' Oh	Tournament Director SC2

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 Intel Extreme Masters tournament directors.

2.4 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 our tournaments, including Intel Extreme Masters. 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 complete and more detailed information, please visit the ESIC website.

2.4.1 Code of Conduct

All Intel Extreme Masters participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, ESL TV, and Intel Extreme Masters 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 Intel Extreme Masters. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

2.4.2 Prohibited Substances and Methods

2.4.2.1 Doping

2.4.2.1.1 Refusing to be tested

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

2.4.2.1.2 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 Intel Extreme Masters tournaments. The list can be found here:

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

2.4.2.1.3 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.

2.4.2.1.4 Categories of 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 penalty points, a ban for the player and (a) default loss(es), as well as possibly disqualification of the participant.

Repeated cases of doping by the same player will be punished harder, up to a lifetime ban for the player.

Repeated cases of doping on the same team (but by a different player) will also be punished harder for the team (only in team games).

Repeated cases of doping by the same player on the same team will be punished harder for both the team (only in team games) and the player.

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.

2.4.2.2 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, 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.

2.4.3 Betting

Betting on matches in a league/tournament that you or your team are involved in is strictly forbidden. Betting against yourself or against your own team will be punished by disqualification for the team/player taking part in the league/tournament and a minimum of twelve months ESL-ban for the player who arranged the bet.

2.5 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 Intel Extreme Masters tournaments.

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

2.6 Additional Agreements

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

2.7 Match Broadcasting

2.7.1 Rights

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

2.7.2 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 1.10.1 and make sure any additional broadcast has been approved before the match in question starts. (<http://archive.esl-world.net/masters/broadcast/>)

2.7.3 Player Responsibility

Players cannot refuse to have their matches broadcast by ESL-authorized broadcasts (<http://archive.esl-world.net/masters/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.

2.8 Communication

2.8.1 E-Mail

The main official communication method of the Intel Extreme Masters is email, the Intel Extreme Masters 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.

2.9 Conditions of Participation in the Intel Extreme Masters

The following conditions must be met in order to participate in the Intel Extreme Masters

2.9.1 Age Restriction

All participants of Intel Extreme Masters have to be over 16 years of age.

2.9.2 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 2.9.3 still applies there.

2.9.3 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 IEM 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 10.1). 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 IEM event, this choice remains valid for the entirety of that event.

2.9.4 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 2.9.5 and 2.9.6 .

2.9.5 Country/Region of Qualifiers

Qualifiers for Intel Extreme Masters, 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.

2.9.6 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 Intel Extreme Masters. 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 5.3.4). Which exact players those are is up to the team.

2.10 Player Accounts

2.10.1 Standards

Each participating member must have an account on the ESL Play website (<http://play.eslgaming.com/>) and have his personal details entered in his profile, this includes:

- Real name (must be public)
- Photo
- Place of Residence
- Country
- Birth Date
- Game account information (see 2.10.5)

An individual player may only hold one ESL account; breach of this rule is punishable according to the standard ESL multi-account rule-set.

2.10.2 Premium Account

Signup for qualifiers may require Premium status. In those qualifiers, players will not be allowed to compete without it. For more info about premium go to:

<http://play.eslgaming.com/order>

2.10.3 Nicknames

A change in nickname during a Intel Extreme Masters season 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.

2.10.4 Photo

The member photo must be a current photo (no baby pictures), the member can not have been cut and pasted

into the picture, must be clearly recognizable, and it must contain only the member in question.

2.10.5 Game Accounts

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

- Battle.net ID for StarCraft II
- Summoner name for League of Legends
- Steam ID for Counter-Strike: Global Offensive

2.10.5.1 Playing With Wrong Game Accounts

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

2.11 Team Accounts

2.11.1 Standards

The Intel Extreme Masters team account must be an ESL team account **only** used for the Intel Extreme Masters, and no other tournament. This team account should have no history before entering the Intel Extreme Masters for the first time. If a team is taking part in the Intel Extreme Masters for the second time, the team account that was used the first time has to be used again. An Intel Extreme Masters 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 2.11.2. Not all team positions are allowed, compare 1.3.

2.11.2 Team Names

The Intel Extreme Masters 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 2.13.2). To prevent confusion, only names that are not already being used by another team in the same discipline are allowed.

2.11.3 Changes on the Team Accounts

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

- Adding or removing players
- Changing the team name

2.12 Licenses in the Intel Extreme Masters

2.12.1 Definition

Before each tournament, the Electronic Sports League awards the Intel Extreme Masters 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 Intel Extreme Masters national qualifiers
- have qualified through Intel Extreme Masters 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.

2.12.2 Duration

Intel Extreme Masters licenses are valid for one Intel Extreme Masters event, only.

2.12.3 1on1 License

The license in a 1on1 competition always lies with the player himself.

2.12.4 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 Intel Extreme Masters 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 Intel Extreme Masters team account on ESL, but in such a 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 Intel Extreme Masters or it's 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 Intel Extreme Masters 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 it's license.

2.12.5 Changing the Team License Holder

A license-holder can request a transfer of the Intel Extreme Masters license to another entity during a season, if there is an adequate reason for doing so. It is at the Intel Extreme Masters 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 IEM event and no longer than ½ season) 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.

2.12.6 Withdrawal of License

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

2.12.7 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 IEM on a similar level of play.

2.13 Sponsor Restrictions

2.13.1 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 Intel Extreme Masters.

2.13.2 Name Sponsors

Name sponsors can at the same time only sponsor one team per discipline in Intel Extreme Masters 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.

2.14 Player Changes

2.14.1 Adding a New Player During the Intel Extreme Masters Season

After the player edition deadline (see 2.14.2) every new member in the account is counted as a new player. The maximum amount of new players any team can add during a season of Intel Extreme Masters is the number of players in the default lineup (i.e. 5on5 = 5). Any player can only switch to another IEM participant once per season, meaning that over the span of a season no player can play for more than two different clans in IEM. A special exception from this rule can be made if the player or his team can clearly prove that this change is permanent (i.e. by presenting a valid contract). This exception can never be made when the third team is the same as the first one he played for.

Before a player can be officially added to the roster, a support ticket to the administrators of Intel Extreme Masters must be submitted. This ticket should contain:

- Nick
- Link to the player
- Full Name
- Previous team history since the beginning of this IEM season

A player needs to be added at the latest 24 hours before a match is to start. If a player is added less than 24 hours before the start of the match, then the opposing team needs to approve the use of the player. A player can only play for one team in every event (including its qualifiers). A special exception from this rule can be made if the player or his team can clearly prove that this change is permanent (i.e. by presenting a valid contract).

Failure to notify the Intel Extreme Masters Administration with the necessary information before adding the player may be penalized with up to 2 (two) minor penalty points.

After a player is added to the team, the team management also needs to update and resubmit the Intel Extreme Masters Team sheet (if one was required) that holds all the vital information about the players. The old Intel Extreme Masters Team sheet will be deemed invalid when any member changes have been made.

If a team for any reason does not have the sufficient number of players to participate in an Intel Extreme Masters match, the team will be removed, and its license expires. Therefore it is suggested that every Intel Extreme Masters team has substitutes added in the roster to compensate for any player losses during the season.

2.14.2 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.

2.14.3 Multiple Contracts

For a player in the Intel Extreme Masters to have a contract or agreement with 2 or more Intel Extreme Masters 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 Intel Extreme Masters have the right to remove the player or team(s) in question.

2.14.4 Lineup Restriction between Qualifier and Event

Every team in an IEM event that qualified for it has to use a majority lineup from the qualifier in the entire event. This rule does not apply to the IEM World Finals.

2.15 Prize Money

All prize money should ideally be paid out 90 days after the Intel Extreme Masters 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 Intel Extreme Masters 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.

2.15.1 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.

2.15.2 Withdrawal of Prize Money

As long as the prize money for the Intel Extreme Masters 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.

2.15.3 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.

2.16 Penalties and consequences for leaving the Intel Extreme Masters

2.16.1 Leaving During the Intel Extreme Masters Season

If a participant leaves the Intel Extreme Masters 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.

The next time that participant plays (or the organization of this team fields a team from the same country) in an event of the same or next season, 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.

2.16.2 Deletion of Matches

All matches involving teams or solo players that have left a stage of the Intel Extreme Masters 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.

2.17 Match Start

2.17.1 Punctuality

All matches in the Intel Extreme Masters should start as stated on the website, any changes in the time must be accepted by the opposing party and administrators, even 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.

2.17.2 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 10 minutes until 30 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 2.17.3) 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.

2.17.3 Participants Not Showing

If a participant is not ready to play until 30 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.

2.18 Match Procedures

2.18.1 Lineup

For team games, the lineup must be added before match start. Violations can be punished with a Minor Penalty each.

2.18.2 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.

2.18.3 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.

2.18.4 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.

2.19 Match Protests

2.19.1 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.

2.19.2 Match Protest Rules

2.19.2.1 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)

2.19.2.2 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.

2.19.2.3 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.

2.19.2.4 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.

2.20 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.

2.21 Interviews

For every game that is broadcast on ESL TV, one player from each team must be available for an over-the-phone 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 seasonal Intel Extreme Masters Events

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

- Through online qualification
- Through invitation

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

3.1.1 StarCraft II

3.1.1.1 WCS Events

Qualification will completely follow the rules and regulations from the official Blizzard website. Undefined slots will be given to players through additional qualifiers or invites.

3.1.1.2 non-WCS Events

Qualification will be a mixture of invitation and qualification.

3.1.2 League of Legends

League of Legends teams will usually be invited into IEM based on their performance in their respective official pro-leagues or other relevant competitions. These teams are normally coming from one of the two following groups.

3.1.2.1 Main Regions

League of Legends participants from the major pro leagues (LCK, LCS NA, LCS EU, LMS, LPL).

3.1.2.2 Wildcard Regions

League of Legends participants from the pro leagues in the wildcard regions (CBLOL, GPL, LAN, LAS, LCL, LJJ, OPL, TCL)

3.1.3 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 Qualification for the World Championship Finals

Qualification for the World Championship Finals can be achieved in different ways (depending on the game and circumstances):

- First place in an IEM seasonal event
- Second place in an IEM seasonal event
- Invitation
- Qualification

3.3 Replacements

If a participant is for any reason unable to compete any more in the Intel Extreme Masters, 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:

3.3.1 Replacement Deadline

A replacement deadline will be set by the tournament administration. It's passing does not mean that there will be no further replacement, but the rules for replacing are different from that point on, see 3.3.2 - 3.3.3. 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.

3.3.2 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.

3.3.3 Final Qualifier Participant

3.3.3.1 Before the relevant open qualifier grid has been finalized

The next in line from the applicable ranking (i.e. in SC2 the next best WCS ranked player from the same region that is available) will be invited.

3.3.3.2 After the relevant open qualifier grid has been finalized but before the final qualifier grid has been finalized

The next in line from the open qualifier (i.e. in SC2 the best WCS ranked player that lost in the last round of the open qualifier) will be invited.

3.3.3.3 After the final qualifier grid has been finalized but before the first round of the final qualifier has ended

The next in line from the open qualifier (i.e. in SC2 the best WCS ranked player that lost in the last round of the open qualifier) will directly replace the dropped-out participant in the grid.

3.3.3.4 After the first round of the final qualifier has ended

The slot remains empty.

4 Event Rules

4.1 Tournament Stages

4.1.1 Group Stage

When tournaments at IEM 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. In case of a draw, the winner will be determined according to game specific rules.

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.

4.2 Punctuality

We expect every player to be at the event 90 minutes before his match 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 Intel Extreme Masters 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 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.

4.5 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.

4.6 Administrators

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

4.7 Media representatives

Each team must have nominated a number of players that is 50% or more of a match lineup in their game (i.e.: 5on5 = 3, 1on1 = 1) as media representatives for all kinds of promotional and media activities.

4.8 Interviews, Press Conference, Signing/Photograph/Video Sessions

If the league decides that one or more players that are media representatives 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. 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.

4.9 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.

4.10 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.

4.11 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.

4.12 Demos and Replays

All demos or replays must be immediately uploaded to a networked server or to a USB stick provided by the Intel Extreme Masters administration.

4.13 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.

4.14 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.

4.15 Winners Ceremony

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

5 Other Infringements

5.1 General

When a player or team has broken one or several rules set forth by the ESL, it will be referred towards this

section for the appropriate penalty, where all general punishments are listed and catalogued. Keep in mind that all 11 2.4 ESIC codes also apply.

5.2 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 penalties. 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).

5.2.1 Insults

All insults occurring in connection with the Intel Extreme Masters 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 Intel Extreme Masters 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.

5.2.2 Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the Intel Extreme Masters.

Spamming on the website (forums, match comments, player guestbooks, support and protest tickets, etc.) will be punished depending on the nature and severity.

5.2.3 Spamming In-game

3 (three) 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.

5.3 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 penalties. 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).

5.3.1 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.

5.3.2 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.

5.3.2.1 Cheat Suspicion

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

5.3.3 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 5.3.4, in that case the punishments are cummulated.

5.3.4 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.

5.3.5 Misleading admins or players

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

5.3.6 Cheating

When cheating is uncovered twelve (12) penalty points will be awarded to the player. The team will be disqualified from the current season of Intel Extreme Masters and the player will be banned from all competitions in ESL for two (2) years.

The use of the following programs will result in a cheat ban: 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.

6 Game Specific Rules StarCraft II

6.1 Before the Match

All games have to be played with the most up to date version of "StarCraft II: Legacy of the Void".
The game speed has to be "faster", no handicap, no A.I. opponents and 1vs1 mode.

6.1.1 Map choice

Both players remove a map from the map pool alternatingly as long as necessary until only the maximal required number of maps (= best-of-mode) remains. These are the maps used for the match.

Now both players pick a map from the remaining maps alternatingly as long as maps remain, determining the order of maps to be played.

The player who has the better seeding (see 2.18.2) can choose who starts with the first veto, the player who had the first veto also starts picking the first map.

The system is explained more specifically below for each game mode.

6.1.1.1 Best-of-One Matches

Veto ABABAB - remaining map is being played.

6.1.1.2 Best-of-Three Matches

Veto ABAB - Pick AB - remaining map is being played as decider map, if required.

6.1.1.3 Best-of-Five Matches

Veto AB - Pick ABAB - remaining map is being played as decider map, if required.

6.1.1.4 Best-of-Seven Matches

No Veto - Pick ABABAB - remaining map is being played as decider map, if required.

6.1.2 Map list

The mappool consists of the following maps:

- Abyssal Reef LE
- Bel'Shir Vestige LE (Void)
- Cactus Valley LE (Void)
- Honorgrounds LE
- Newkirk Precinct TE (Void)
- Paladino Terminal LE
- Proxima Station LE

6.1.3 Battle.Net

Games are to be played on the following Battle.net locations:

European Event/Qualifier: Europe

American Event/Qualifier: Americas & Oceania

Asian Event/Qualifier: South Korea

The tournament administration reserves the right to adjust these locations if necessary. If available, local offline servers may be used.

6.1.4 Game settings

6.1.4.1 Race

Players can freely chose which race to play and may also change race between maps. Picking random race is allowed. If a rematch is appointed, players may be forced to stick to the same race as in the original match, please contact the administrators if in doubt.

6.1.4.2 Unit Skins

Players must use default unit "skins" – Any extra unit "skins" are to be disabled.

6.1.4.3 Custom Decals

Players are only allowed to use the official logo of their current clan.

6.1.5 Before the match start

6.1.5.1 Match sanctioning by the administration

It is not allowed to start and play any matches without an Extreme Masters admin present in the game, unless it is specifically permitted otherwise by the tournament administration. Ignoring this can result in penalties for both players.

6.1.5.2 Player colors

Players have to use certain in-game colors when asked to by an Extreme Masters official. Ignoring this can lead to a minor penalty for every instance.

6.1.5.3 Status on Battle.net

Players must have "busy" selected as their status at all times during matches. Receiving an in-game-message during a match will result in a default loss for that map and can result in further sanctions up to disqualification.

6.2 During the match

6.2.1 Disconnections

Normally, after a disconnection, the game is resumed from the replay. If for some reason, there is no replay available, the following rule will apply:

6.2.1.1 Disconnections with no replay available

If a player disconnects involuntarily within the first 3 minutes, the match will be restarted with exactly the same settings as the first one. Admins reserve the right to decide for a rematch in case a player with a clear advantage disconnected in order to preserve the spirit of competition. If a player disconnects at a later point, the following can happen:

- a) The opponent will be asked whether he wants to restart the map in question or not. Should the opponent opt for a restart of the map, the map will be restarted.
- b) Should the opponent decline a restart of the map, the tournament administration will establish whether the outcome of the map was still open or a clear advantage for one of the players was evident. The administration will then decide whether the map will be restarted or whether the match will be decided in favor of the player who remained in the game.

The match as a whole has to be finished, e.g. the second map still has to be played if the disconnect happens on the first map.

6.2.2 Pauses

Players may not pause a game unnecessarily. Should a pause be required, the player must inform the tournament administration immediately in the following manner:

- 1) type "PP" in the in-game chat
- 2) physically raise his or her hand to notify the organizers, in the case that the keyboard is unresponsive

6.2.3 Completion of the match

The match as a whole has to be finished. It is not allowed to disrupt a match between maps without the permission of the tournament administration. If a player refuses to start the remaining map/maps he will be counted as not having shown up and receive the according penalties for a no-show.

6.3 After the match

6.3.1 Draws

A draw on a map may occur if:

- a) Both players are unable to destroy each other's buildings and both players agree to it being a draw.
- b) The tournament administration declares a draw based upon the observation of the map.

In case of a draw the same map has to be replayed until a winner is established.

6.3.2 Match media

All players have to save the all replays of their matches and name them in a recognizable fashion (e.g. player1_player2_mapname)

6.3.3 Breaks between Maps

After each map a player may take a maximum of three minutes to join the next game. This time may be spent watching the replay of the past game.

In a best-of-five, players may step away from the computer for a maximum of five minutes after the third map. In

a best-of-seven this is allowed after the third and sixth map.

6.4 SC2 Ranking

If no other rule has been announced for any stage of the IEM, this is the rule to be used. Not the visible ranking on the ESL website but the active ranking rule from the ruleset valid for a match is binding.

The ranking is primarily decided with regards to the number of points that a participant has amassed during that stage of a season. A participant will earn 3 points for winning a match, and 0 points for losing a match. The below ranking priority will come into effect if 2 or more participants are on equal points. If at any point, the number of tied participants is reduced or divided into several groups of tied participants, the still tied participants will in each case be compared again starting with the first point.

1. Overall map difference
2. Overall number of map wins
3. Points amassed between the tied participants ('Mini-League')
4. Map difference between the tied participants ('Mini-League')
5. Number of map wins between the tied participants ('Mini-League')

If after all 5 points the players are indistinguishable, a decider match or matches have to be played, in an attempt to separate the participants in question. In special cases, the tournament direction can rule on a different way to determine the order in an unsolvable tie (i.e. coin toss).

7 Game Specific Rules League of Legends

7.1 Before the match

All games have to be played with the most up to date version of "League of Legends" by Riot Games. At offline events, a special tournament server and client may be provided, in which case the used patch will be announced beforehand.

7.1.1 Communications Software

All participants have to use TeamSpeak during the entire time of the tournament, exceptions can be made by a tournament admin. Skype is strictly forbidden. Additional to that, the participants have to use the server provided by the admin team and use the reserved channel for their team. Channels are password protected and limited to five (5) people. If the conditions allow it, the administration will allow a 6th person to join the team channel as coach.

It is not allowed to have any other people in the channel during an official match, external people are strictly forbidden on the whole server.

7.1.2 Game Mode

Teams have to use Classic Mode Custom Games on Summoners Rift with "Tournament Mode", which includes the automated ban/pick process.

7.1.3 Ban/Pick

The team that has the better seeding (see 2.18.2) can choose who starts with the first ban. The team that has the first ban also has the first pick and starts on the left side of the map (left side of the custom game when creating the match). In a bo3 match, the other team will start on the second map. If a third map is required, the team with the better time-coefficient from the first two maps (see rule 7.4.1) decides who starts.

If a team lets the timer run out during the pick/ban process, no champion will be banned or a random champion will be picked.

7.1.3.1 Ban/Pick Mode

First Ban mode is A – B – A – B – A – B (30 seconds per ban), continues with;

First Pick mode is A – B – B – A – A – B (60 seconds per pick or double pick), continues with;

Second Ban mode is B – A – B – A (30 seconds per ban), continues with;

Second Pick mode is B – A – A – B (60 seconds per pick or double pick).

7.1.3.2 Match sanctioning by the administration

It is not allowed to start and play any matches without an Extreme Masters admin present in the game, unless it is specifically permitted otherwise by the tournament administration. Ignoring this can result in penalties for both teams.

7.1.4 Adjusting Runes and Masteries:

Players may create and adjust rune pages as they like between games. As soon as a tournament draft is started it is forbidden to edit your rune page. Adjusting masteries is still allowed. Player's may not exit out of tournament draft mode after/ during bans & picks to make runes or other changes. 1 Minor Penalty (1% prize money reduction) will be awarded as penalty for dropping out without a valid reason, e.g. it wasn't possible to trade a champion after bans & picks.

7.2 During the match

7.2.1 Player disconnect

After the disconnect of a player the game will continue. He has to return as soon as possible back to the game and continue playing.

7.2.2 Pause

7.2.2.1 Syntax

Any player has the option of pausing (/pause) and unpausing (/unpause) the game via chat commands.

7.2.2.2 Reasons for pause

Pause may be invoked by either a tournament admin or a player when there are technical issues that could put a team at a disadvantage.

Tournament admins can order the pause of a match for any reason. Tournament admins are allowed to execute a pause command on any player station.

Players can pause the match at any time, but must signal a tournament admin immediately after the pause to identify the reason. If the situation clearly requires the game to be paused and any player is aware of it, he is supposed to invoke it as quickly as possible.

Below are examples of accepted reasons for a player issued pause, but an acceptable reason is at the sole discretion of a tournament admin:

- After any player has disconnected from the game due to any form of network disconnect or computer crash. (e.g. "Player has disconnected" message appears on screen.)
- Hardware malfunctions (e.g. monitor, peripheral, etc)
- Physical disruption of the player (e.g. fan interference, table or chair breakage)

The game will not resume until clearance from an admin is issued and all players are notified and are ready at their stations.

If a player pauses or unpauses the game without permission or reason deemed valid by tournament admins, it will be considered unfair play. Penalties will be applied by the tournament director.

7.2.2.3 Pause Duration

In any case a pause should never take longer than ten minutes, but it may not be ended before the admins signals to.

7.2.2.4 Communication during Pause

During a Pause, headsets have to stay on and any form of communication among the team is always forbidden unless the admin instructs the match participant otherwise.

7.2.3 Game Restart

A game can be restarted only at the discretion of the tournament director. Below are examples of acceptable reasons for a game restart, but an acceptable reason is at the sole discretion of the tournament director

- If a player notices that their rune, mastery, or GUI settings have not applied correctly between the game lobby and match, they can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game must be restarted if the pause was initiated before Game of Record occurred (see 7.2.3.1)
- If an admin determines that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events such as minion spawn).
- If the game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics.
- If an admin determines that there are environmental conditions that are not conducive to fairness (e.g. noise, weather, venue, player conditions).

7.2.3.1 Game of Record

A game of record ("GoR") refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GoR status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. After the establishment of GoR, game restarts will be allowed only under limited conditions.

Examples of conditions which establish GoR:

- Any attack or ability is landed on minions, jungle creeps, structures or enemy champions.
- Line-of-sight is established between players on opposing teams. EXCEPTION: GoR is not established if line-of-sight is established through use of the Summoner spell "Clairvoyance" within the opponent's base.
- Setting foot, establishing vision or targeting a skillshot ability in the opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
- Game timer reaches two minutes (2:00).

7.2.4 Draws

In case a match is becoming a stalemate the admins can call for a time limit. After this time limit is over the team that destroyed the most buildings (according to the score screen) wins.

7.2.4.1 Completion of the match

The match as a whole has to be finished. It is not allowed to disrupt a match between maps without the permission of the tournament administration. If a player refuses to start the remaining map/maps he will be counted as not having showed up and receive the according penalties for a no-show.

7.2.5 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 and the substitution can only happen between two maps.

7.3 After the Match

7.3.1 Match media

Both teams have to see to it that at least one accurate screenshot of the ban/pick results and of the map results for every map is uploaded on the ESL website. The screenshot does not have to be uploaded if the map information has already been automatically uploaded by the ESL game integration.

7.4 LoL Ranking

If no other rule has been announced for any stage of the IEM, this is the rule to be used. Not the visible ranking on the ESL website but the active ranking rule from the ruleset valid for a match is binding.

The ranking is primarily decided with regards to the number of points that a participant has amassed during that stage of a season. A participant will earn 3 points for winning a match and 0 points for losing a match. The below ranking priority will come into effect if 2 or more participants are on equal points. If at any point, the number of tied participants is reduced, or divided into several groups of tied participants, the still tied participants will in each case be compared again starting with the first point.

1. Points amassed between the tied participants ('Mini-League')
2. Map difference between the tied participants ('Mini-League')
3. Number of map wins between the tied participants ('Mini-League')
4. Higher time coefficient (see 7.4.1) between the tied participants
5. Overall map difference
6. Overall number of map wins
7. Higher overall time coefficient (see 7.4.1)

If after all 7 points the teams are indistinguishable, a decider match or matches have to be played, in an attempt to separate the participants in question. In special cases, the tournament direction can rule on a different way to determine the order in an unsolvable tie (i.e. coin toss).

7.4.1 LoL Time Coefficient

The LoL time coefficient is calculated by adding the match times of all lost maps and subtracting the match times of all won maps of the match(es) in question. A bigger number is considered better (tight losses and easy wins get rewarded).

8 Game Specific Rules Counter-Strike: Global Offensive

8.1 Anti-Cheat

8.1.1 ESL Wire Anti-Cheat

ESL Wire Anti-Cheat is mandatory for all players to use for the full duration of all matches without exception. If a player cannot use Wire Anti-Cheat then they are not allowed to take part in a match. At offline events, this rule will usually not be applied.

Important information about Linesman, which have to be followed as well, can be found on the following website: <http://www.esl.eu/eu/wire/linesman/>

8.2 Match Procedure

8.2.1 Mappool Main Event

The mappool consists of the following maps:

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

8.2.2 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.

8.2.2.1 Best-of-One Matches

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

8.2.2.2 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.

8.2.2.3 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.

8.2.3 Tiebreakers

Teams are ranked in order of their win-loss difference. If a number of teams are tied by win-loss difference at the end of the group, their ranking order will be decided as described below.

1. Sort by number of direct wins among the tied teams (if after applying point 1., the number of tied teams is reduced or split up into different groups of tied teams, re-apply point 1. again for each of the new ties).
2. If the above point brings no further differentiation, overtimes will be played among the tied teams.
 - The match order will be determined before the start of the first match. The next match always involves two teams that have currently played the least overtimes and if that leaves several options, the match is randomly determined among those options.
 - Overtimes will be played on the same map, which will be determined by veto. Order of the map veto process is randomly determined. Vetoes stop when each team has vetoed the same number of maps and not each team could get another veto before running out of maps. The odd rounds (first, third, ...) of veto run forward, the even rounds (second, fourth, ...) of veto backward. An example for 3-way-tie overtime map veto process: ABCCBA and remaining map is played. If at the end of the process, more than one map remains, the map to be used will be randomly determined between the remaining maps.
 - If possible, both teams start on the side they have started on less often so far. In no case, both teams will start on the side they have started on more often. Under no circumstances, a team can start more than half of their matches on the same side. If that leaves several options, the sides are randomly determined.
 - None of the OTs can end as a draw, it then gets continued until a winner is determined. The result of a multi-OT match will always be counted as 4:3 for all ranking purposes.
3. Sort by number of wins in the tiebreaker overtimes.
4. Sort by round score in the tiebreaker OTs (better +/-, or on same +/-, higher number of rounds).

5. If there are still unsolved ties, restart the tiebreaker process from 2.

If after any point from 3.-4. the number of tied teams is reduced or split up into different groups of tied teams, the tiebreaker process will be restarted from point 3.

If a tie occurs outside the qualification ranks for the next stage, the tiebreaker above still applies but no decider OT(s) will be played and the teams tied by original map-wins will share the money won among their shared ranks.

8.2.4 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.

8.2.5 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.

8.2.6 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.

8.2.7 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.

8.2.7.1 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.

8.2.7.2 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.

8.2.8 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.

8.2.9 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.

8.2.10 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 10000. 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.

8.2.11 Usage of pause function

8.2.11.1 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.

8.2.11.2 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 un-pause the game and continue the game, this behavior will also lead to penalty points.

8.2.11.3 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.

8.2.11.4 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.

8.3 Player Settings

8.3.1 Configuration / Startparameters

The following commands are forbidden:

- mat_hdr_enabled

The following startparameters are forbidden:

- +mat_hdr_enabled 0/1
- +mat_hdr_level 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.

8.3.2 Forbidden Scripts

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

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.

8.3.3 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.

8.3.4 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's 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.

8.3.5 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.

8.3.6 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.

8.4 Server

8.4.1 Server Settings

All servers that are to be used for an Intel Extreme Masters 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.

8.4.2 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.

8.5 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.

8.5.1 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.

8.5.2 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).

8.5.3 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.

8.5.4 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.

8.6 Match Media

8.6.1 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.

8.6.1.1 Requesting Demos

Only admins can request demos. Participant requests for demos are not valid. After requesting a demo, the player in question has 48 hours to upload his demos.

8.6.2 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 (l.e. why it cannot have been coincidence, luck, hearing or skill)

8.6.3 Screenshots

Screenshots are only valid as long as all players have the exact same nick as in their ESL profiles, fake nicks or fun nicks may be penalized with one (1) minor penalty per incident. Failure to provide a screenshot with the correct nicknames in may be penalized according to the missing match media rules.

8.6.3.1 Missing Screenshots

The punishment for missing screenshots is no more than one (1) minor penalty per match.

8.6.3.2 Score Screenshots

Both teams are responsible for taking a score screenshot of the end of each half and uploading them to the match page.

9 Game Specific Rules Overwatch

9.1 Match Procedure

9.1.1 Mappool Main Event

The map pool is determined by Blizzard and consists of the following maps:

- Eichenwalde (Hybrid)
- Hanamura (Assault)
- Hollywood (Hybrid)
- Ilios (Control)
- Lijiang Tower (Control)
- Numbani (Hybrid)
- Route 66 (Escort)
- Volskaya (Assault)
- Watchpoint: Gibraltar (Escort)

- Tiebreaker map: Nepal (Control)

9.1.2 Map Tie Breaker

In case of a tie on Assault, Escort or Hybrid, a preset best-of-one Control map is to be played. The team that captures the first objective fully, on the first point of the control map will win the tied map.

9.1.3 Match Rules

- Game mode: Best of 5
- Hero selection limit: 1 per team
- All heroes are currently allowed
- Disable kill cam: On
- High bandwidth: On
- Rule set: Competitive
- Control maps (except when used as tiebreaker) are to be played as a best-of-three (3)

9.1.4 Mapchoice

Maps are pre-determined by Blizzard and will be announced on the IEM website.

The winner of a coin toss will decide which side they start on the first map. After that, the loser of the previous map decides for the next one.

9.1.5 Nickname Ingame

Each player has to use the same nickname during official matches as in his ESL profile on the website. It is not allowed to add any additions, characters or words, only exceptions are sponsor names, which have to be short enough to still have a recognizable player name.

9.1.6 Number of Players

All matches have to be played with six players per team (6vs6), other constellations are not allowed. If a team fails to show up with enough players, the match will count as no-show.

9.1.7 Dropping of Players

- If one or more players drop, then the match will be paused. If the 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. The admins may decide to give the map win to one of the teams, if the team is in a very dominant position already.
- If players from both teams drop at the same time, the admins may decide to restart the game immediately.

9.1.8 Leaving the Server

All matches must be played to the end, failure to do so will be penalized.

9.1.9 Change of Players

Generally, only players that are part of the team can be substituted in. The rules below also apply:

9.1.9.1 Change of Players during matches

It is not allowed to change players during a best-of series unless the admin decides the substitution is the only way to finish the match properly.

9.1.9.2 Change of Players between matches

It is allowed to substitute an unlimited number of players between two best-of-series. The substitution has to be brought to the attention of an admin 10 minutes before the start of the match or 1 hour after the end of the previous match, whichever is earlier. In the team's first match of a tournament, 7pm local time on the day before the match is the substitution deadline.

Failure to report a lineup change in time may result in the change being rejected or in penalty points.

9.1.10 Usage of pause function

9.1.10.1 Technical Pause

If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The pause function can be used at any time. The player has to announce the reason before or immediately after he paused the match. If no reason is given, the match will continue. Unpausing or pausing the game without any reason will lead to penalty points.

9.1.10.2 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.

9.1.10.3 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 not allowed.

9.2 Custom Match Settings

9.2.1 Rule Set

- Rule set: Competitive

9.2.2 Map Options

- Map rotation: After a mirror match
- Map control point: All (unless otherwise specified by the tournament administration)
- Map order: Single Map
- Return to lobby: After a mirror match

9.2.3 Maps

- Disable all maps except for the map that is to be played.

9.2.4 Hero Options

- Hero selection limit: 1 per team
- All heroes are currently allowed
- Role selection limit: None
- Allow Hero Switching: On
- Respawn as random hero: Off

9.2.5 Heroes

- All heroes are to be set as "on" unless otherwise instructed.

9.2.6 Gameplay Options

- High bandwidth: On
- Control game mode format: Best of 3
- Health modifier: 100%
- Damage modifier: 100%
- Healing modifier: 100%
- Ultimate charge rate modifier: 100%
- Respawn time modifier: 100%
- Ability cooldown modifier: 100%
- Disable skins: Off

- Disable health bars: Off
- Disable kill cam: On
- Disable kill feed: Off
- Headshots only: Off

9.2.7 Team Options

- Team balancing: Off
- When balancing occurs: After a mirror match

9.3 Use of Bugs and Glitches

The intentional use of any bugs, glitches, or errors in the game is strictly forbidden and will be 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 a bonus, or the match to the opposing team, or to force a rematch. In extreme cases, the penalty for abusing bugs may be even higher.

9.4 Communication Software

The installation and use of communications software is only allowed if previously allowed by the administrators. The use of Skype is generally forbidden.

10 Appendix

10.1 List of countries and their assigned IEM regions

If your country is not listed below or you are uncertain about which country is yours, see 2.9.3 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	Asia & Australia
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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