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
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1 Definitions

1.1 Range of Validity
The Intel Extreme Masters is operated as part of the ESL by Turtle Entertainment GmbH. This is the only rulebook which is valid for the Intel Extreme Masters, its participants and all matches played within the scope of the Intel Extreme Masters. With his participation the participant states that he understands and accepts all rules.

1.2 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 National/Regional Championship or any of those leagues' qualifiers. If in doubt, please contact an admin if the league in question poses a conflict.

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

1.4 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.

1.5 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 9.1.
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.

1.6 Punishments

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

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

1.6.1.2 Major Penalty Points
Major penalty points are given for major incidents such as deliberately deceiving admins, failing to show up for matches, repeated rule breaking, and so on. Every major penalty point deducts ten percent (10%) of the overall prize money for that competition.
1.6.1.3 Monetary Fines
Monetary fines are given for failure to fulfill obligations that are not directly related to the tournament, like press/media appointments, or planned sessions for fan interaction.

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

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

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

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

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

1.6.4 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.

1.7 Live Matches
The term “Live Matches” refers to matches that take place in a public location, during events, matches in a studio, or matches broadcast by ESL TV or an official partner.

1.8 Disciplines
Games used in this season of the Intel Extreme Masters are:
- StarCraft II: Legacy of the Void by Blizzard Entertainment
- Counter-Strike: Global Offensive by Valve Corporation
There may be side games or new games added over the span of the season.

1.9 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
Schanzenstr. 23
51063 Köln
Germany
http://www.turtle-entertainment.de

1.9.1 Administration List

<table>
<thead>
<tr>
<th>Name</th>
<th>Role</th>
</tr>
</thead>
<tbody>
<tr>
<td>Carsten ‘Storch’ Kramer</td>
<td>Director League Operations</td>
</tr>
<tr>
<td>Daniel ‘daniel’ Schulte</td>
<td>Vice Director League Operations</td>
</tr>
<tr>
<td>Michal ‘michau’ Slowinski</td>
<td>Head Referee CSGO</td>
</tr>
<tr>
<td>HyeongJin ‘Volcano’ Oh</td>
<td>Head Referee SC2</td>
</tr>
<tr>
<td>Johan Godderis</td>
<td>Head Referee PUBG</td>
</tr>
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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 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.

2.5 Match Broadcasting

2.5.1 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, GOTV, replays, demos or TV broadcasts.

2.5.2 Waiving These Rights
Turtle Entertainment GmbH has the right to award broadcasting rights for one or multiple matches to a third party or the participants themselves. In such cases the broadcasts must have been arranged with a head admin before the start of the match. For the necessary contact details please look at point 1.9.1 and make sure any additional broadcast has been approved before the match in question starts. ([https://play.eslgaming.com/broadcast](https://play.eslgaming.com/broadcast))

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

2.6 Communication

2.6.1 E-Mail
The main official communication method of the 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.

2.7 Conditions of Participation in the Intel Extreme Masters
The following conditions must be met in order to participate in the Intel Extreme Masters

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

2.7.2 Regional Limitations for Participants
Any individual player may not participate in or try to qualify for the same event from more than one country or region.
This does not apply for the World Finals, but rule 2.7.3 still applies there.
2.7.3 Home Country/Region
A team player’s home country is the country where his main place of residence (proven by legal registration or long term visa in connection with evidence of long time habitation - 90-day visas are not enough) is or the country he holds a valid 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 9.1). 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.

2.7.4 Residence/Nationality and Number of Players in a Team
The team roster can hold an unlimited amount of members from any country or nationality, only the lineup composition in a match may be restricted, see 2.7.5 and 2.7.6.

2.7.5 Country/Region of Qualifiers
Qualifiers for Intel Extreme Masters, including invitations, are usually restricted to a country, a region or a sub-region (we will call it region for the rest of the paragraph). A 1on1 player or team is only allowed to take part in qualifiers for their respective home region.
Exceptions from this rule are possible, if the league administration can be convinced that there is a valid reason why the team would be unable to attend all required parts of the qualifier in their home region and why the team should be allowed to play the qualifier in the region suggested by the team.
This has to be requested actively by the team, and separately for each individual case.
Examples for such reasons are
i) There are no qualifiers in the home region(s) for the team and the team is willing to travel to the region of the qualifier to play it.
ii) The team is taking part in (a) competition(s) in a region other than their home region(s) and has matches to play there before and after and in such close timely proximity to the qualifier(s) in their home region(s) that travelling back for that qualifier(s) would be unreasonable.
iii) The team is staying in another region for good reason (esports-related) for a prolonged time that spans over the time of the qualifier for their home region and it can be clearly shown that this condition has not been created to be able to take part in a qualifier that might be easier to qualify from.
For all rule purposes, if such an exception has been granted, the respective region will be considered that team’s home region for the entire event or (if that happens before the end of the event) until the conditions for the exception expire.

2.7.6 Home Country/Region on Team Matches
The majority of the lineup present in a team match must have the home country (for qualifiers that are restricted to a country) or region (for qualifiers that are restricted to a region) from which the team qualified for the 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 5.11.4). Which exact players those are is up to the team.

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

2.8.1 Nicknames
A change in nickname during a Intel Extreme Masters season must first be notified to the administration for approval before the change can be undertaken. The general ESL rules for the choice of nicknames apply.

2.8.2 Game Accounts
Every playing member must have their game accounts entered in their ESL member profile. This is including but not limited to:
- Battle.net ID for StarCraft II
- Steam ID for Counter-Strike: Global Offensive

2.8.2.1 Playing With Wrong Game Accounts
It is not allowed to play with a different game account than the one given in the ESL 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 the 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.
2.9 Team Accounts

2.9.1 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 2.9.2.

2.9.2 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 2.11). To prevent confusion, only names that are not already being used by another team in the same discipline are allowed.

2.9.3 Changes on the Team Accounts
Any changes in the team account should be approved by the 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

2.10 Licenses in the Intel Extreme Masters

2.10.1 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.

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

2.10.3 1on1 License
The license in a 1on1 competition always lies with the player himself.

2.10.4 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 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 its qualifiers stay together as a team.

The license holder or representative is responsible for all actions and commitments of the team. Any changes in the team license must be reported to and accepted by the 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 its license.

2.10.5 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.
2.10.6 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.

2.10.7 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.

2.11 Sponsor Restrictions

2.11.1 Mature Content
Sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature themes and products are not allowed in connection to Intel Extreme Masters.

2.12 Player Changes
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.

2.12.1 Adding a New Player

2.12.1.1 Restrictions for Adding New Players
During an Intel Extreme Masters season, every player addition is counted as a “new player”. This includes new players in other ESL Pro Gaming competitions (including but not limited to IEM, ESL One, ESL Pro League and ESL National Championships). The maximum number of new players any team can add within any 120 days is the number of players in the default lineup (e.g. 5on5 = 5).
A player can only join an IEM participant if he has not been playing for more than one other team in ESL Pro Gaming competitions during the last 120 days. 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.
A player can only play for one team in every event (including its qualifiers). The exception mentioned above is not possible in such a case.

2.12.1.2 Formal Requirements
Before a player can be officially added to the roster, the administrators of Intel Extreme Masters must be formally informed in writing. This information should contain:
- Nick
- Link to the player
- Full Name
- Previous team history since the beginning of this IEM season
Failure to notify the Intel Extreme Masters Administration with the necessary information before adding the player may be penalized with up to two (2) 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.

2.12.1.3 Player Addition Deadline
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.

2.12.2 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.

2.12.3 Lineup Restriction during an Event
Once a team plays for the first time in a qualifier, the lineup of the team has to contain a majority of that first
lineup until the end of the main event, throughout all qualifiers and stages of the event. The same applies for teams that were invited to the event or a later stage of the qualifiers, in that case the default lineup of the team at the time of the invitation or a specific lineup named in context with the invitation is relevant. This rule does not apply to cases where a team qualified to the IEM World Championship by winning a seasonal event.

2.13 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.

2.13.1 Prize Deductions Due to Penalty Points

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

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

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

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

2.13.2 Prize Deductions Due to Monetary Fines

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

2.13.3 Withdrawal of Prize Money

As long as the prize money for the 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.

2.13.4 Transfer of Prize Money

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

2.14 Penalties and consequences for leaving the Intel Extreme Masters

2.14.1 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 and all its members get banned until the end of main event.

The next time that participant plays (or the organization of this team fields a team from the same country) in an event of the same or next season, the player/organization will be penalized with between five (5) minor penalty points and one (1) major penalty point 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, bans, suspensions or similar sanctions may also come into effect, especially on very late cancellations, according to what the tournament administration sees fit.

2.14.2 Deletion of Matches

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

2.15 Match Start

2.15.1 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 (if rescheduling is generally possible). All participants in a
match should be on the server and ready to go at the latest 10 minutes before the match is to start.

2.15.2 Delaying the Match
Two (2) 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 (1) additional minor penalty point every 5 minutes until 15 minutes after the scheduled start of the match. At that point, the match will be postponed and instead of the delay penalties, a no-show (see 2.15.3) will be awarded. If the match is broadcast by ESL TV or in any other way a live match, three additional penalty points will be awarded for any delay in the match start caused by a team.

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

2.16 Match Procedures

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

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

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

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

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

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

2.17 Match Protests

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

2.17.2 Match Protest Rules

2.17.2.1 Deadline for Match Protests
The latest time that participants are allowed to issue a match protest is the earliest of the three following:

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

2.17.2.2 Contents of a Match Protest
The protest must contain detailed info about why the protest was filed, how the discrepancy came to be and when the discrepancy occurred. A protest may be declined if proper documentation is not presented. A simple „they are cheaters“ will not do.
2.17.2.3 People in a Match Protest
In team matches, only one representative per team is supposed to be writing in the protest, violations can be punished with one (1) minor penalty point.

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

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

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

3 Qualification

3.1 Qualification for 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 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, none of the below are guaranteed methods to be used):

- 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.

### 3.3.1 Replacement Tiebreaker
If participants have an identical score/position on/in the relevant invite list or qualifier, the one that has had the smallest change in lineup since then will be preferred.
If that leaves several options, the tournament administration will make a choice based on other results or/and random draw.

### 3.3.2 Replacement Deadline
A replacement deadline will be set by the tournament administration. Its passing does not mean that there will be no further replacement, but the rules for replacing are different from that point on, see 3.3.3 - 3.3.4. 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.

### 3.3.3 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.

### 3.3.4 Final Qualifier Participant

#### 3.3.4.1 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.

#### 3.3.4.2 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.

#### 3.3.4.3 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.

#### 3.3.4.4 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 its 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
Two participants from the same group will never be seeded into the same half of the playoff grid.

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

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

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

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

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

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

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

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

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

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

4.9.1 Missing Media Obligations

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

- Not showing up complete and on time for the media day: $4000 + 5% of the prize money winnings
- Appearing incomplete or too late for a signing session:
  
  1-30% of the lineup missing: $600 + 0.75% of the prize money winnings
  31-50% of the lineup missing: $800 + 1% of the prize money winnings
  51-70% of the lineup missing: $1000 + 1.25% of the prize money winnings
  71-99% of the lineup missing: $1200 + 1.5% of the prize money winnings
  100% of the lineup missing: $2000 + 2.5% of the prize money winnings

- Appearing incomplete or too late for a press conference:
  
  1-30% of the lineup missing: $360 + 0.45% of the prize money winnings
  31-50% of the lineup missing: $480 + 0.6% of the prize money winnings
  51-70% of the lineup missing: $600 + 0.75% of the prize money winnings
  71-99% of the lineup missing: $720 + 0.9% of the prize money winnings
  100% of the lineup missing: $1200 + 1.5% of the prize money winnings

Similar punishments will be applied if other, comparable media obligations are missed.

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

4.10 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.

4.11 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.

4.12 Mobile phones, tablets, cameras or similar devices

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

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

4.13 Internet access

Internet access on tournament computers is disabled for all participants.

4.14 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.

4.15 Demos and Replays

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

4.16 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.
4.17 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.

4.18 Winners Ceremony

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

5 Rule Violations, Punishments and ESIC

ESL and its tournaments are part of ESIC, the Esports Integrity Coalition. That means that all rules and regulations of ESIC apply to all ESL tournaments, including 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 more detailed information, please also visit the ESIC website.

5.1 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.

5.2 First-time and repeat offences

All punishments listed below are meant for first-time offences. Repeat offenders (both the specific player and - in team competitions - his team) will be punished proportionally harder.

5.3 Cheating

The use of the following programs is considered cheating: Multihacks, Wallhack, Aimbot, Colored Models, No-Recoil, No-Flash and Sound changes. These are only examples, other programs or methods may be considered cheats as well.

5.3.1 Punishments for Cheating

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

In team competitions, the team will be disqualified from the current season of Intel Extreme Masters.

5.4 Doping

5.4.1 Refusing to be tested

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

5.4.2 List of Prohibited Substances and Methods

The List of Prohibited Substances and Methods created by the Esports Integrity Coalition (ESIC) is valid for the Intel Extreme Masters tournaments. The list can be found here: http://www.esportsintegrity.com/the-esic-integrity-programme/esic-prohibited-list/

Any unsanctioned use of these substances is considered doping.

5.4.3 Prescribed medication

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

5.4.4 Punishments for Doping
Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant. Severe cases (i.e. use of drugs containing performance enhancing substances, like Adderall) will be punished with nullification of the results achieved under the influence of the substance, a ban of one to two (1-2) years, forfeiture of the prize money won, as well as disqualification of the participant. If a player is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least 24 hours, the player will still get a ban, but the tournament result will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

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

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

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

5.7.1 Punishments for Competition Manipulation
When competition manipulation is uncovered in the Intel Extreme Masters, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions in ESL for a duration of between one and two (1-2) years. A monetary fine is possible. In team competitions, the team will be disqualified from the current season of Intel Extreme Masters.

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

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

5.9 Publisher or ESIC Bans
The league administration reserves the right to refuse players who have standing bans from the game publisher to take part in Intel Extreme Masters tournaments. Also, ESIC bans will be honored and translated into ESL bans. CSGO VAC bans are specifically honored, but only until 2 years after they have been issued.

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

5.10.1 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.

5.10.2  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.

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

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

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

5.11.2  Faking Match media
Match media are all uploads, including but not limited to: Screenshots, ESL Wire Anti-Cheat files, demos, models, and so on.
Faking match media may result in one (1) to four (4) minor penalty points.

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

5.11.3  Ringer/Faker
Any players involved in faking or ringing a player will be barred for 2 matches, also, one (1) major penalty point will be awarded per incident.
This rule often happens in connection with rule 5.11.4, in that case the punishments are cummulated.

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

5.11.5  Misleading admins or players
Any attempts to deceive opposing players, admins, or anyone else related to the Intel Extreme Masters may be penalized with one (1) to four (4) minor penalty points.
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 2.16.2) 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
- Ascension to Aiur
- Battle on the Boardwalk
- Blackpink
- Catalyst
- Neon Violet Square
- Odyssey

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 one (1) minor penalty point 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 ingame-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 recovered from the replay (without the minimap showing). 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 Counter-Strike: Global Offensive

7.1  Anti-Cheat

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

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

7.2  Match Procedure

7.2.1  Mappool Main Event
The mappool consists of the following maps:

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

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

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

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

7.2.3.1  Best-of-One Matches
Ban A - 2 Bans B - 2 Bans A - Ban B - remaining map is being played.

7.2.3.2  Best-of-Three Matches
Ban A - Ban B - Pick A - Pick B - Ban A - Ban B - remaining map is being played as decider map, if required.

7.2.3.3  Best-of-Five Matches
Ban A - Ban B - Pick A - Pick B - Pick A - Pick B - remaining map is being played as decider map, if required.

7.2.4  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.

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

7.2.6 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 penalty points for each match.

7.2.7 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.

7.2.8 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 admin’s discretion.

7.2.9 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.

7.2.9.1 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.

7.2.9.2 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.

7.2.10 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.

7.2.11 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.

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

7.2.13 Usage of pause function

7.2.13.1 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.

7.2.13.2 Tactical Pause / Timeout
Each team is allowed to invoke a tactical pause of 30 seconds up to four times per map. Teams are allowed to use more than one tactical pause in the same round, but it has to be called during or immediately after the previous pause.

If the ESL Game Integration is being used, the special command “!timeout” has to be used. Otherwise, the “!pause” command has to be used and the team has to announce the tactical pause via chat. The pause function can be used at any time but it will only come into effect during freeze time (immediately, if used during freeze time, else at the beginning of the next freeze time). If all tactical pauses had already been used on the same map, the admin will unpause the game and continue the game, this behaviour will also lead to penalty points.

7.2.13.3 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.

7.2.13.4 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.

7.3 Player Settings

7.3.1 Configuration / Startparameters
The following commands are forbidden:
- mat_hdr_enabled

The following startparameters are forbidden:
- +mat_hdr_enabled 0/1
- +mat_hdr_leven 0/1/2

All other configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. A player may be penalized for wrong settings in any config file, regardless if it is in use, or even stored in the game folder in question. Wrong settings will be penalized with two (2) minor penalty points per value and player, but per match a team cannot get more than six (6) minor penalty points. 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.

7.3.2 Forbidden Scripts
In general, all scripts are illegal except for buy, toggle, demo scripts.
- Stop shoot scripts [Use or AWP scripts]
- Center view scripts
- Turn scripts [180° or similar]
- No recoil scripts
- Burst fire scripts
- Rate changers (Lag scripts)
• FPS scripts
• Anti flash scripts or binding (snd_* bindings)
• Bunnyhop scripts
• Stop sound scripts
• Jumpthrow script

If you are not sure if a script is allowed or not, then contact the admin team before you play an official match. A player may be penalized for forbidden scripts in any config file, regardless if it is in use, or even stored in the game folder in question. Forbidden scripts will be penalized with two (2) minor penalty points per value and player, but per match a team cannot get more than six (6) minor penalty points. 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.

7.3.3 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.

7.3.4 Graphics drivers, or similar tools
Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating paragraph. Furthermore it is forbidden to use all kinds of overlays which will show the usage rate of the system in any way in-game (e.g. Nvidia SLI display, Rivatuner Overlay). Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

7.3.5 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.

7.3.6 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 penalty points per player. If a player plays with custom models, then this will be penalized with five (5) minor penalty points per player and the opponent of the match may request a rematch.

7.4 Server

7.4.1 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.

7.4.2 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.

7.5 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.

7.5.1 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.

7.5.2 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).

7.5.3 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.

7.5.4 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.

7.6 Match Media

7.6.1 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.

7.6.2 Cheat Accusations

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

Each timetable must contain:

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

8.1 Tournament Format

- 20 Team tournament - 12 Invited teams & 8 Online qualified teams.
- Two day tournament with 4 matches on each day.
- The winner will be decided via the ranking after results from all 8 games are summed up.

8.2 Match Procedure

8.2.1 Before The Match

All games have to be played with the most up to date version of PlayerUnknown's Battlegrounds (henceforth called PUBG) by PUBG Corp.

8.2.1.1 Player Account

Each player will receive a custom PUBG account for use during the tournament. It is not allowed to compete with personal accounts. Players are not allowed to change the team tag or nickname.

8.2.1.2 Lobby

Each team will get a number to join in the lobby. It's not allowed to switch around, players have to stay in their assigned lobby room.

8.2.1.3 TeamSpeak

All players must join the official "IEM Oakland 2017" TeamSpeak upon setting up their station. This will work as a lobby system to ensure no one is needing to get up from their PC to receive information. You will have a channel for your team pre-created with a password or invite link ready when you setup. TeamSpeak sessions will be recorded for production videos and may be broadcasted live.

8.2.1.4 Technical Issues

If any problems occur, the player has to notify a referee immediately. If a referee is not notified in time we can not guarantee that the problem will be fixed in time for the match start.

8.2.1.5 Technical Checklist

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

8.2.1.6 Client Settings

Graphics:
- Full screen mode

Graphics Settings:
- Quality: Custom
- Screen Scale: 100
- Anti-Aliasing: Low
- Post-Processing: Low
- Shadows: Medium
- Texture: High
- Effects: Medium
- Foliage: Medium
- View Distance: High
- MotionBlur: Off
- V-Sync: Off

Control: Free Choice

Sound: All Voice Mode must be off. Team voice or Mute are both valid options.

Game play: Free Choice
8.2.1.7 Common Match Settings

- Team: Squad 4P
- Player Camera Restriction: First Person only on
- Map Option: Sunny

8.2.1.8 Map Pick

All games are to be played with the Erangel "Sunny" map setting. Teams do not pick or ban maps or weather types.

8.2.1.9 Custom Match Settings

Server

- Server Region: TBD
- Player Number restriction: 100
- Team: Squad 4P
- Zombie mode: Off
- DBNO Revive: On
- DBNO revive Casting time: 10s
- DBNO HP Decreasing rate: 1x
- Player Camera Restriction: First Person only on
- Map Option: Sunny
- Playzone Progress: 1x
- Centralized circle: 0x
- Red zone: Disabled
- Care Package Frequency: 1x
- Car / Motorbike: 1x
- Boat: 1x
- Unarmed attack Damage rate: 1x

Weapons

- Sniper Rifles: 1x
- Assault Rifles: 1.5x
- SMGs: 1x
- Shotguns: 1x
- Handguns: 1x
- Throwables: 1x
- Melee: 1x
- Crossbow: 1x

Attachment

- Scope Attachments: 1x
- Magazine Attachments: 1x
- Muzzle Attachments: 1x
- Stock, Foregrip Attachments: 1x

Consumables

- Med kit : 1x
- First aid: 1x
- Bandage: 1x
- Pain killers: 1x
- Energy drink: 1x
- Jerry can: 1x

Equip

- Bag Lv1: 1x
- Bag Lv2: 1x
- Bag Lv3: 1x
• Helmet Lv1: 1x
• Helmet Lv2: 1x
• Helmet Lv3: 1x
• Armor Lv1: 1x
• Armor Lv2: 1x
• Armor Lv3: 1x

ETC
• Costumes: 0x
• Ammunitions: 1x

8.2.1.10 Player Character
Characters must wear upper and lower body clothing, wearing shorts only is not allowed. Changing it during the match is not allowed.

8.2.2 During The Match

8.2.2.1 Number of players
All teams must have four players per team, other constellations are not allowed. If a team fails to show up with enough players, the match will count as no-show.

8.2.2.2 Substitutes
Substitutes are not allowed.

8.2.2.3 Coaches
Coaches are not allowed in to the tournament area.

8.2.2.4 Elimination
All members of a squad must remain seated and keep their tournament headsets on until the whole squad has been eliminated. When the whole squad is eliminated the players can chose to keep seated or leave the tournament area. Interacting with anyone in the tournament area that is not part of your squad is strictly prohibited until the match is completely over.

8.2.2.5 Scripts & Macros
The use of scripts and macros via console commands, config binds, or third party tools is prohibited. Whenever more than one command is issued with a single bind, it is considered illegitimate.

8.2.2.6 Disconnect
If an unintentional disconnection occurs, the game must continue while the crashed player may reconnect into the game as soon as they are able to.

8.2.2.7 Restarts
A game can be restarted only at the discretion of the tournament director and lead referees. 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 referee determines that technical difficulties will not allow for the game to resume as normal.
• If the game experiences a critical bug at any point during the match that significant 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).

8.2.2.8 Leaving the Server
All matches must be played to the end, failure to do so will be penalized.
8.2.2.9 Tie Breaker

If any ties occur, the squad with the better placement in the most recent game where it wasn't identical wins the tie.

8.2.3 After the Match

8.2.3.1 Breaks between Matches

There is a total of 20 minutes in between matches. Teams are expected to be ready 10 minutes before their match starts.

8.3 Ranking Points

Every kill is worth 10 points.

<table>
<thead>
<tr>
<th>Placement</th>
<th>Placement Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>300</td>
</tr>
<tr>
<td>2</td>
<td>225</td>
</tr>
<tr>
<td>3</td>
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<td>13-15</td>
<td>50</td>
</tr>
<tr>
<td>16-20</td>
<td>40</td>
</tr>
<tr>
<td>21-25</td>
<td>30</td>
</tr>
</tbody>
</table>

8.4 Usage of Bugs, Glitches & Exploits

To keep tournaments as efficient as possible, ESL reserves the right to disqualify teams. This will only be done in cases where a team purposefully stalls or attempts to block the tournament from starting.

- Usage of Reshade, SweetFX, VibranceGUI, and other 3rd party programs that enhance, add, modify, or remove game appearance, color, or files, is strictly prohibited during this event.
- You as a player are not allowed to add, modify or remove game files from their intended state. Any such manipulation will result in immediate disqualification.
- Intentionally changing your character's angle to look through a texture or object is prohibited.
- You are not allowed to set two actions to the same key in key bindings.
- If your match is streamed on an official channel any removal of clothes will be punished. You are required to keep your character clothed in these matches.

The intentional use of any bugs, glitches, or errors in the game is strictly forbidden and will be penalised. Any team found to be using any known exploit will forfeit their game upon the first occurrence of the exploit. If the team is found to use another known exploit for a second time and it is determined to have been done on purpose they will be removed from the event and barred from any future events. Betting during any ESL event (by a player, team, or on behalf of anyone associated with the team) is off limits. Those partaking will be disqualified from the event in question and will receive a minimum of 6 months ban.
## Appendix

### 9.1 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 2.7.3 or ask an admin.

<table>
<thead>
<tr>
<th>Country</th>
<th>Region</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ascension Island</td>
<td>Europe &amp; Africa</td>
</tr>
<tr>
<td>Andorra</td>
<td>Europe &amp; Africa</td>
</tr>
<tr>
<td>United Arab Emirates</td>
<td>Asia &amp; Australia</td>
</tr>
<tr>
<td>Afghanistan</td>
<td>Asia &amp; Australia</td>
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<td>Antigua and Barbuda</td>
<td>Americas</td>
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<td>Americas</td>
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<td>Europe &amp; Africa</td>
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<td>Europe &amp; Africa</td>
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