

ESL Premiership Spring 2019 Rulebook



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1 Definitions

1.1 Range of Validity

The ESL Premiership (from now on "League") is operated as part of the ESL UK by Turtle Entertainment UK Ltd. This rulebook is only valid for the League, its participants (for this Rulebook from now on "Team(s)") and all matches played within the scope of the League. With his participation, the Team and its players (from now on "Player(s)") state that they understand and accept all rules specified in this Rulebook.

1.2 Participants

A league participant is a Team or a Player that is participating in the League. Any member of a Team is a participant of that Team. No Team or Player can be part of more than one organisation taking part in seasons of Intel Extreme Masters, ESL One, ESL Pro League, ESL National Championships or any of those leagues' qualifiers.

1.3 Time Zone

The ESL website (<https://pro.eslgaming.com/uk>) will display the times of matches according to the time-zone assigned to them from their Geo-IP location. Where there is not a Geo-IP location available, then any official time will be given in GMT.

1.4 League Officials

Each Team can contact the League administration via support ticket on the ESL/ESEA website, via Discord or email - leagueops.uk@eslgaming.com

1.5 Penalty Points

1.5.1 Definitions and Scope of Penalty Points

Penalty points are given for rule violations within the League; they may be either minor or major penalty points dependent on the incident in question.

1.5.1.1 Minor Penalty Points

Minor penalty points are given for minor incidents such as not uploading required match media, insufficient match statements, insufficient information on a Team account or other related material, and so on. Every minor penalty point deducts 1% (one per cent) of the overall prize money received by the Team or Player in the season they are given.

1.5.1.2 Major Penalty Points

Major penalty points are given for significant 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 per cent) of the overall prize money for that season.

1.5.1.3 Assigned Penalty Points

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

1.5.1.4 League Bans and Penalties Outside The ESL Premiership

League bans and penalty points gathered in any other ESL league or tournament does not apply to the League except when the punishment has been awarded for cheating. Some other infractions like ringing/faking or insults can also be punished, depending on the severity of the misbehaviour.

2 General

2.1 Rule Changes

The League administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The League administration also reserves the right to make a judgment on cases that are not explicitly supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

2.2 Validity of the Rules

If any provision of the Rulebook shall be invalid or impracticable in whole or in part, this shall not affect the validity of the remaining part of this Rulebook. Instead of the invalid or impracticable provision, an appropriate provision shall apply which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the Rulebook.

2.3 Confidentiality

The content of protests, support tickets, discussions or any other correspondence with league officials and administrators are deemed strictly confidential. The publication of such material is prohibited without prior written consent from the League administration.

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 The ESL Premiership. More information can be found on their website at <http://www.esportsintegrity.com/>.

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

2.4.1 Code of Conduct

All Teams and Players agree to behave appropriately and respectfully towards other Teams and Players, spectators, the press, the broadcast team, League officials, and League administration. Being role models is the occupational hazard of being a Player or organiser, and we should behave accordingly. Any harassment should be reported to the above-listed League 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 Teams and Players but every single person involved with or present at a stage of the League. 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 League. The list can be found here: <http://esl.pm/prohibitedlist>

2.4.2.1.3 Prescribed medication

If Players have an active prescription for a substance on the WADA list, they must send proof to the League administration before the first day of the League (27th January 23:59 GMT). 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 Team.

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.

Repeated cases of doping by the same Player on the same Team will be punished harder for both the Team 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.

2.5 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 the League. Also, ESIC bans will be honoured and translated into ESL bans.

2.6 Additional Agreements

The League administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual Players or Teams. The League administration highly discourages such agreements taking place, and such agreements that are contradicting the League Rulebook are under no circumstances allowed.

2.7 Match Broadcasting

2.7.1 Rights

ESL UK owns all broadcasting rights of the League. Including but not limited to Video streams, TV broadcasts, GoTV, Shoutcast streams, replays, demos or live score bots.

2.7.1.1 Waiving These Rights

ESL UK has the right to grant a licence for the broadcast of one or multiple matches to a third party or the Teams themselves. In such cases, the broadcasts must have been arranged with the league administration 24 hours before the start of the match.

2.7.2 Teams Responsibility

Teams cannot refuse to have their matches broadcast by ESL-authorized broadcasts, nor can they choose in what manner the match will be broadcast. The league administration can only reject the broadcast. The Teams agree to make sufficient accommodation so that broadcasting of matches can take place.

2.8 Communication

2.8.1 Email

The primary official communication method of the League is email, the League will use the email that has been registered in the user's profile on the ESL website, and therefore this email address should always be kept updated and checked regularly so that no significant announcements are missed.

2.8.2 Discord

Discord is used as a second form of communication during playdays and offline events. Official communication will still always be sent via email. The email method will never be used as live tournament support during playdays and offline events.

2.9 Conditions of Participation in the League

The following conditions must be met to participate in the League.

2.9.1 Age Restriction

All Players participating in the League must be over 16 years of age.

2.9.2 Home Country/Region

A Player's home country is the nation in which he resides for a majority of the period in which the League is contested. In each fixture in the League, a team must field three out of five players whose home country is either the United Kingdom of Great Britain and Northern Ireland (hereafter UK) or the Republic of Ireland (hereafter Ireland).

2.9.3 Residence/Nationality and Number of Players in a Team

The Team roster can hold a maximum of five Starters and four Substitutes. The nationality of participants is only legislated for in each fixture, see 2.9.2.

2.9.4 Nicknames

No sponsor tags are allowed in the nickname on the ESL website under any circumstances, and the general ESL rules for the choice of nicknames apply.

2.9.5 Game Accounts

Every Player must have their game account entered on their ESEA member profile. This is including but not limited to: Counter-Strike: Global Offensive players must have their Steam ID registered on the ESEA website to be able to play.

2.9.6 Team Names

The League Team name may not have any extensions such as "CS team". The League Team name may include sponsors. Any Team name found to be untoward will be changed, if not via request it will be done, without warning.

2.9.7 Changes on the Team Accounts

Any changes in the Team account should be approved by the League administration before the changes can take place. Changes can not be made less than 24 hours in advance. This includes but is not limited to:

- Adding or removing Players
- Changing the Team name

- Changing the Team logo

2.10 Licences in the League

2.10.1 Definition

Before each league season, ESL awards the league Licence to the participating teams, or individuals. In most cases, these are participants that:

- Have qualified through the ESL Premiership Qualifiers
- Have been invited to the league via external events
- Secured their invitation due to their placing in prior events.

2.10.2 Duration

A league licence is valid for one season only, anyone who was entitled to a licence in season one is not automatically granted a licence in season two. Each licence will be known to the team from the administration team before the start of the new season.

2.10.3 Team Licence

The licence in team competitions is owned by the starting players on a registered roster. The players may nominate one individual who can be a member of their roster (a Captain) or can be an external figure (a Manager), who will serve as their primary point of contact with the league administration. This person will be responsible for keeping the team in order and will be held answerable by the league administration for any irregularities in a team's behaviour and performance. The point of contact will also be the individual responsible for submitting roster changes during the Mid-Season Transfer Window (see 2.11.2).

If the starting players wish to change their point of contact they may do so at any time by emailing the league administration. To change the point of contact for the team, the team must demonstrate that a clear majority of the roster approves of the change.

The point of contact will be the individual to whom the prize form is submitted at the end of the season.

2.10.4 Withdrawal of Licence

ESL reserves the right to withdraw a league licence from any Team if the league administration feels that the participant in question has not behaved within the guidelines set out by the league and its governing organisation. This includes but is not limited to:

- Players or team members have committed a material breach of the provisions outlined in this Rulebook
- A majority of the licence holding players leave the roster.

2.11 Player changes and Team line-ups

It is required for teams to email the administration team their starting rosters 24 hours before the start of their match. If any changes happen after this time then they should be communicated as soon as possible, failure to do so could lead to penalties.

2.11.1 Roster Lock

Twenty-four hours before the first match day of the season, the team sheets for each team will lock. Now, the roster must be complete with (5) five starters (at least (3) three of whom must have played for the team that secured qualification) and up to (4) four substitutes. These subs must not be registered to any other team in The ESL Premiership as a player. Each team must field at least (3) three starters from their roster in every game and are only allowed to use subs registered to the roster before the lock. Failure to do so will lead to a default loss and penalty points.

2.11.2 Transfers

Teams are allowed to make two transfers during the season which includes the group stage, play-offs, finals and relegations. These transfers can be for any starter and any substitute. If a team doesn't register four substitutes at the start of the season and adds one during the season, this is also considered a transfer. Players in the ESL Premiership must not play for more than two licence holders in a single season. There will be no ability to add any other players to your roster once you have used all transfers available.

2.12 Multiple Contracts

All Players in the League are strictly forbidden from having contract or agreement with two (2) or more League Teams, may it be written or oral. If such a contract or agreement is found to be in existence, ESL reserves the right to ban the player from playing any more matches until the situation has been resolved. If the situation cannot be resolved, the ESL has the right to remove the Player or Team(s) in question.

2.13 Prize Money

All prize money will be paid out, at the latest 90 days after the League finals have completed.

If a Team or Player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

2.13.1 Prize Money Distribution

| First | Second | Third/Fourth | Fifth/Sixth | Seventh/Eighth |
|--------|--------|--------------|-------------|----------------|
| £5,500 | £2,800 | £1,500 | £700 | £500 |

2.13.2 Prize Deductions Due to Penalty Points

Every penalty point that a Team or a Player acquires during the season comes 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 Team or the Player at the end of the season.

2.13.3 Prize Deductions Due to Forfeits

For each default loss a Team is awarded during the regular season, 5 minor penalty points will be assigned.

2.13.4 Withdrawal of Prize Money

If the prize money for the League has not been paid out, the League administration reserves the right to cancel any pending payment if any infringement of the provisions set out in this Rulebook has been discovered.

2.13.5 Transfer of Prize Money

The prize money will be sent as a bank transfer. Failure to provide sufficient information for the payments to be complete will result in payments not being made. If a Team has not collected their winnings within one year of the initial payment date, the prizes are forfeited.

2.14 Replacements

If a Team is for any reason unable to compete further in the League and is removed before the replacement deadline, a replacement will be called up. Replacement Teams will be considered and invited at the discretion of the league administration.

2.14.1 Replacement Deadline

Replacements will only be invited if the withdrawal of a team occurs prior to the third matchday of the League during the Regular Season. For the Season Finals, every attempt will be made to replace a team that withdraws assuming said withdrawal occurs a reasonable period prior to the start of the event.

2.15 Penalties and consequences for leaving the League

2.15.1 Leaving during any stage

If a Team leaves or gets disqualified from the League during an ongoing stage, the Team forfeits all prize money accumulated for the whole season.

2.15.2 Deletion of Matches

All matches involving Teams that had left a season of the League before it ended will be deleted. In playoff brackets, the most recent or the next upcoming match (depending on the situation) of the Team will be considered a default win for his opponent.

2.15.3 Ban for Players

If a Team gets disqualified from the League during an ongoing season, all its Players get banned until the end of the season.

2.16 Match Start

2.16.1 Punctuality

All matches in the League should start as stated on the website, no changes to the time can be requested. All Teams and Players in a match should be on the server or in the game lobby and ready to go at the latest 10 minutes before the match is to start. Each team should be ready to start the game 30 minutes before their official start time. If any team is not ready at this time, then they are subject to penalties being applied.

2.16.1.1 Request a new game server or lobby

Teams must report game/server issues no later than five (5) minutes before the scheduled start time of the match. Failure to do so will forfeit a Team's right to request a game server change at the League administration's discretion.

2.16.2 Delaying the Match

Match starts are absolute unless the League administration has confirmed changes. Not starting a match as scheduled will result in three (3) minor penalties. For every five (5) minutes the match start is being delayed further the Team will receive additional three (3) minor penalty points. After 15 minutes, the team is considered as no show.

2.16.3 No show

If a Team is not ready to play 15 minutes after the official match starting time, the Team will be considered as no show and will receive a default loss. For each default loss, a Team will be assigned five minor penalty points.

2.16.3.1 Disqualification due to no shows

If a Team receives three forfeit losses during one season due to no-shows, the Team will be disqualified from the League with all its consequences.

2.17 Match Procedures

2.17.1 Determining the "higher seed" during the finals

Coin tosses are the last resort, so whenever a clear seeding is given, we will avoid them and declare one Team the

"higher seed". This Team then has the choice about who starts in the map-veto/pick and ban process.

- At the end of the group stages, the team's seeding will be based off their ranking in that group stage, therefore the team with the lowest ranking number will be deemed the "higher seed".
- In online and offline stages, the league administration can manually seed the teams.

If a case is not covered here or still unclear for any reasons, the Team should contact a league official.

2.17.2 Storage and keeping of Match Media

The Team must store all match media (screenshots/demos/replays) for a minimum of two (2) weeks after the match has ended. If there is a protest on the match, the records need to be stored by the Team for a minimum of two (2) weeks after the protest has been closed and resolved.

2.18 Match Protests

2.18.1 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 an official communication between the Teams and the League administration.

2.18.2 Match Protest Rules

2.18.2.1 Deadline for Match Protests

The latest time that Teams can issue a match protest is the earliest of the three following:

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

2.18.2.2 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" is not appropriate.

2.18.2.3 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.

2.19 Interviews

For every game that is broadcast, one Player from each Team must be available for an over-the-phone, or Skype interview should production deem it necessary. The Team must provide contact information via the team sheet for an interview in that case. In addition to this, players may also be required for interviews with members of Press and ESL content producers throughout the season.

2.20 Ranking and Tiebreakers

If no other rule has been announced for any stage of the League, this is the rule to be used. Not the visible ranking on the ESL website but the current 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 Team has amassed during that stage of a season. A Team will earn three (3) points for winning a match and 0 points for losing a match. For CSGO, a Team will also earn two (2) points for winning a game in overtime. The below ranking priority will come into effect if two (2) or more Teams are on equal points. If at any point, the number of tied Teams is reduced, or divided into several groups of tied Teams, the still tied Teams will in each case be compared again starting with the first point. Some games will have

1. Game Difference in a Head-to-Head
2. Games won across the League
3. Round Difference

3 League System

3.1 Stages

- First Stage: Regular Season
- Second Stage: Finals
- Third Stage: Relegations

3.2 Regular Season

The regular season consists of two groups. Each group has a total of 4 teams, playing against each other twice per season, known as a double round robin format. All matches will be played as a best-of-one (Bo1).

3.3 Playoffs and Finals

The first two teams qualify directly to the offline finals; the second and third teams qualify for the playoffs which is a four-team single elimination bracket. The top teams from playoffs qualify for the offline final.

3.4 Relegations

The bottom team from each group will be selected to play in the relegations tournament at the end of their season. This season the relegations tournament will take place on April 13th and 14th. The two ESL Premiership teams will fight it out against the top four teams from Division 2 in a double elimination, best-of-three (Bo3) format.

4 Sanctions

4.1 General

Unless otherwise stipulated in the provisions of this Rulebook, when a Player or Team has broken one or several rules set forth by the League, it will be referred towards this section for the appropriate penalty, where all general punishments are listed and catalogued.

4.2 Breach of Etiquette

For a clean and pleasant game, it is essential that all Players have a sporting 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 League administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

4.2.1 Insults

All insults occurring relating to the League 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). Insults on IRC, IM programs, Social Media, E-mail or other means of communication will be punished if the evidence is clear.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly more massive penalties including the exclusion or the ban of the Player from the League.

Depending on the nature and severity of the insult the penalty will be assigned to the Team. In Team competitions, Players may also be barred from playing for one or more match days.

4.2.2 Spamming

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

4.2.3 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.

4.3 Unsportsmanlike Behaviour

For a clean 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 League administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

4.3.1 Misconduct

The attempt to mislead admins or other Players, using false information, or in any other way deceive other Players or Teams will be punished as follows.

4.3.1.1 Faking Match media

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

4.3.1.2 Extraordinary Circumstances

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

4.3.2 Ringer/Faker

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

4.3.3 Playing with Disallowed Player

Using a disallowed Player (i.e. a Player that is banned from the League or a Player who has been transferred to a Team under violation of the Rulebook) results in one (1) major penalty point, and the Player will be barred for two (2) more matches before he is eligible to compete.

4.3.4 Misleading admins or players

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

4.3.5 Cheating

When cheating is uncovered twelve (12) penalty points will be awarded to the Player on the ESL website, and six (6) minor penalty points will be awarded to the Team of the Player. The Team will be disqualified from the current season of the League, and the Player will be banned from all competitions in ESL and ESEA for two (2) years. The use of the following programs will result in a cheat ban: Multi Hacks, Wallhack, Aimbot, Coloured Models, No Recoil, No-Flash and Sound changes.

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

4.3.6 Betting or gambling

No Players, Team managers, staff or management of attending organisations may be involved in betting or gambling, associate with betters or gamblers or provide anyone with any information that may assist betting or gambling, either directly or indirectly, for any of the League matches or the League in general. Any betting or gambling against your own organisations' matches will lead to immediate disqualification of the organisation and a minimum ban of one (1) year from all ESL competitions for all persons involved. Any other violation will be penalised at the sole discretion of the League administration.

5 Game Specific Rules Counter-Strike: Global Offensive

5.1 Anti-Cheat

5.1.1 ESEA Anti-Cheat

All players must have the ESEA Client and its associated Anti-Cheat software installed to participate in matches. Lateness due to a failure to have this software ready can result in a penalty.

5.2 Match Procedure

5.2.1 CS:GO Map pool

The map pool includes the following maps:

- Cache
- Dust 2
- Inferno
- Mirage
- Nuke
- Overpass
- Train

5.2.2 Best-of-One Matches – Regular Season

Vetoes are expected to be completed 24 hours prior to game going live to ensure smooth running of the tournament. Teams will be invite to submit veto priority lists to the administration prior to the start of the season. Failure to complete the veto priority list will mean that the vetoes will be randomised. The tournament administration has the rights not to disclose the workings of the vetoes and you will be only presented with the map you are to play.

5.2.3 Best-of-Three Matches

In case of Best-of-Three matches, both Teams remove one map alternatively, after that each Team will pick one map. The Team with the higher seeding can decide who must start the process. To decide the last map both Teams once again remove one map alternatively, the last map will be used as third map if needed. Each Team can pick their starting side on the opponent's map pick and on the third map a knife round will be played to decide starting sides.

The Veto process is more easily visualised as follows: (BAN)A-B(PICK)A-B(BAN)A-B

5.2.4 Best-of-Five Matches

In case of Best-of-Five matches, both Teams remove one map alternatively. The remaining five maps will be played. The Team with higher seeding decides who must start the process. The teams will alternate picking maps to determine the order in which they will be played. Each Team can pick their starting side on the opponent's map pick and on the fifth map a knife round will be played to decide starting sides.

5.2.5 Nickname In-Game

Each Player must use his official nickname during matches. Additions beyond the officially submitted nickname are illegal except for sponsor names which are limited to one (1) per Player. Failure to adhere to this rule will result in the assignation of one (1) minor penalty point.

5.2.6 In-Game item's name tag

Players are not allowed to use name tags 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.

5.2.7 Number of Players

All matches must be played with complete line-ups, other constellations are not allowed. If a Team fails to show up with enough Players, the match will count as a no-show and will be forfeited.

5.2.8 Disconnections

- If a Player disconnects 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.

5.2.9 Change of Players

Players cannot be changed once a game is in progress. The only exception is in the case of personal emergency on behalf of one of the players, and this ruling will be made on a case by case basis at the admin's discretion.

5.2.10 Leaving the Server

All matches must be played to the end, failure to do so will be penalised. A match is considered complete when one Team has reached 16 rounds during the regular match time or won the requisite number of rounds to clinch overtime on the final map.

5.2.11 Continuing a Disrupted Game

If a match is interrupted (e.g. server crash), then the match should be continued where it left off, with the use of the backup system. All fully completed rounds before the crash count towards the final score of the match.

5.2.12 Overtime

In case of a draw after all 30 rounds have been played, 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 halftime sites will be swapped. Teams will continue to play overtimes until a winner has been found. The final score of a match with overtime is the official result for that match, however, for ranking purposes, only the final score of a match with overtime is considered as 16:15.

5.2.13 Usage of pause function

If a Player has a problem that prevents him from playing on, he can use the pause function. The pause function must be used at the beginning of the next round (during the freeze time). The Player must 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.

5.2.14 Configuration / Start Parameters

The following commands are forbidden:

- mat_hdr_enabled

The following start parameters are forbidden:

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

All other configuration changes are allowed if they do not give an unfair edge or advantage comparable to cheating. A Player may be penalised 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 penalised 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 exceptional circumstances decide on a default loss, even if less than three players have wrong settings.

5.3 Forbidden Scripts

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

- Stop shoot scripts [Use or AWP scripts]
- Centre 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)
- Bunny hop scripts
- Stop sound scripts

If Team is not sure if a script is allowed or not, then Team shall contact the League administration before it plays 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 exceptional circumstances decide on a default loss, even if less than three Players have forbidden scripts.

5.4 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 section 4.3.5.

5.5 Graphics drivers, or similar tools

Any modification or changing of the game using external graphics solutions or other third 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

5.6 Colour depth

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

5.7 Custom Data

Only steam skins can be changed, any other changes to sprites, skins, scoreboards, crosshairs are strictly disallowed; also only the official models are allowed. If a Player plays with custom files, then this will be penalised with a default loss.

5.8 Use of Bugs and Glitches

The intentional use of any bugs, glitches, or errors in the game is penalised 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 League administration's discretion whether the use of said bugs influenced the match and whether they will award rounds, or the match to the opposing Team, or 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 League administration's discretion whether a punishment is necessary.

Warm-up – map check:

Bugs on load must 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.

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).

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 objects
- So-called “surfing“ on tubes

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

5.8.1 New Positions

If any Player or Team wants to use a new position which is unknown to anyone else or just known to a small part of the community, it is strongly recommended to contact the League administration to check if that position is allowed before using it in any official match. Players and Teams must consider that it takes time to check new positions and therefore they should contact the League administration in a reasonable timeframe before an official match.

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