



Game specific rules

CS:GO

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CS:GO Game specific rules

1.1 Game version

The tournament will use the latest available version of the game client. If the latest available version is considered unplayable due to bugs or extreme balance changes within close proximity by the tournament manager, an older version might be used if it's available for rollback. Any update during the event may result in a rollback to the original version (if possible).

1.2 Anti-cheat

The ESEA Client is mandatory for all players to use for the full duration of all matches played online and offline. If a player cannot use the ESEA Client, then they are not allowed to take part in a match. Players are responsible for having their login credentials available to them at the time of the competition and for having their 2-factor authentication setup correctly.

1.3 Map selection procedures

1.3.1 Map pool

The tournament will be played on the current competitive map pool (Valve Active Duty Map Group) which consists of the following maps:

- Dust2 (de_dust2)
- Inferno (de_inferno)
- Mirage (de_mirage)
- Nuke (de_nuke)
- Overpass (de_overpass)
- Train (de_train)
- Vertigo (de_vertigo)

1.3.2 Online open qualifiers

For Bo1 matches, the map selection process will take place on the CSGO server provided by ESL. In order to remove a map, teams have to type ".ban map" in game chat (e.g. ".ban de_dust2"), The server will automatically change the map as soon as the last map gets removed. For Bo3 matches, the map selection process will be completed with the assistance of the tournament referee on the game server provided by ESL.

1.3.3 Online closed qualifiers

Teams will start the map selection process 30 minutes before the scheduled match start. The map selection process will be completed with the assistance of the tournament referee on the Discord server provided by ESL.

1.3.4 Online tournaments

During the map selection process, the first statement coming from the team towards the tournament referee will count as ban or pick and it cannot be reverted or deleted. Each team has 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 tournament referee. In case a team representative comes back during the process after randomisation has occurred, they will be given a chance to continue the process with 10 seconds remaining per pick / ban.

The map selection process has to start 60 minutes before the scheduled match start. If a participant is 5 minutes late, the remaining picks and/or bans will be randomised by the tournament referee. If a team is 5 minutes late from the announced map selection process time, the remaining picks and/or bans will be randomised by the tournament referee. The time at which the map selection process is being done does not warrant the exact start time of the match.

Map selection process can be done (potentially significantly) earlier if ordered so by the tournament manager.

The map vetoes must not be made public before ESL has done so.

1.3.5 Offline tournaments

Only two selected people from each team can participate in the map selection process. During the map selection process, the first statement coming from the team towards the tournament referee will count as ban or pick and it cannot be reverted. Each team has 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 tournament referee.

For Bo1 matches, the map selection process has to start 40 minutes before the scheduled match start. For Bo3 matches, the map selection process has to start 60 minutes before the scheduled match start. If a team is 5 minutes late from the announced map selection process time, the remaining picks and/or bans will be randomised by the tournament referee. If there is a match being played immediately before the match in question, the latest time at which the map selection process has to be started is during the halftime of the potentially final map of the previous match. The time at which the map selection process is being done does not warrant the exact start time of the match.

Map selection process can be done (potentially significantly) earlier if ordered so by the tournament manager.

The map vetoes must not be made public before ESL has done so.

1.3.6 Best-of-one (Bo1) matches

The better seeded team decides if they are either Team A or Team B. Team A starts the process and the order of the ban / pick is as follows:

1. Team A removes one map.
2. Team B removes two maps.
3. Team A removes two maps.
4. Team B removes one map.
5. The remaining map will be played.

The sides on the map are determined by a knife round.

1.3.7 Best-of-three (Bo3) matches

The better seeded team decides if they are either Team A or Team B. Team A starts the process and the order of the ban / pick is as follows:

1. Team A removes one map.
2. Team B removes one map.
3. Team A picks one map.
4. Team B picks one map.
5. Team A removes one map.
6. Team B removes one map.
7. The remaining map is played as a decider, if required.

Every team decides sides on the map choice of their opponent. The sides on the last map are determined by a knife round.

1.3.8 Best-of-five (Bo5) matches

The better seeded team decides if they are either Team A or Team B. Team A starts the process and the order of the ban / pick is as follows:

1. Team A removes one map.
2. Team B removes one map.
3. Team A picks one map.
4. Team B picks one map.
5. Team A picks one map.
6. Team B picks one map.
7. The remaining map is played as a decider, if required.

Every team decides sides on the map choice of their opponent. The sides on the last map are determined by a knife round.

1.3.9 Best-of-five (Bo5) matches with advantage

The team coming from the lower bracket decides if they are either Team A or Team B. Team A starts the process and the order of the ban / pick is as follows:

1. Team A removes one map.
2. Team B removes one map.
3. Team A picks one map.
4. Team B picks one map.
5. Team A picks one map.
6. Team B picks one map.
7. The remaining map is won by default by the team with advantage.

Every team decides sides on the map choice of their opponent. The sides on the last map are determined by a knife round.

1.4 Match settings

The following match settings need to be used for tournament matches:

- Rounds: Best out of 30 (mp_maxrounds 30)
- Round time: 1 minute 55 seconds (mp_roundtime 1.92)
- Start money: \$800 (mp_startmoney 800)
- Freeze time: 20 seconds (mp_freezetime 20)
- Buy time: 20 seconds (mp_buytime 20)
- Bomb timer: 40 seconds (mp_c4timer 40)
- Overtime rounds: Best out of 6 (mp_overtime_maxrounds 6)
- Overtime start money: \$16,000 (mp_overtime_startmoney 16000)
- Round restart delay: 5 seconds (mp_round_restart_delay 5)
- Break during half time for ESEA qualifiers: 2 minutes 30 seconds (mp_halftime_duration 150)
- Break during half time for Challenger level tournaments and above: 3 - 4 minutes
- Break during half time in overtimes: disabled
- Prohibited items: none (mp_items_prohibited "")

1.4.1 Overtimes

In case of a draw after all 30 rounds have been played, an overtime will be played in best out of 6 mode (mp_maxrounds 6) and with \$16,000 start money (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 sides will be swapped. Teams will continue to play overtimes until a winner has been found. Before every second overtime, starting from the first (first, third, fifth...), there will be a regular half time break with a duration being defined in [point 1.10.1](#).

1.5 Match server

Matches are played on the servers provided by ESL. Server locations are selected by the tournament administration. Teams are required to check all the necessary game aspects (including skins, bugs on load etc.) and network components (latency and server variance) 15 minutes before scheduled match start. Failure to do so, and to let the match start, will mean that both teams have accepted the state the map and server is in, and the match might be continued under these conditions.

1.6 In-game chat

Usage of the in-game chat during the match is limited to communication with the tournament administration only. Any sort of advertisement or unrelated comments are not allowed before or after the match.

Pre-match communication with opponents is only allowed in a respectful manner.

1.7 Coaching

1.7.1 Online tournaments

Teams are allowed to have one coach connected to the game server. After joining the server, the coaches need to type in the game console "coach t" or "coach ct" to move to the coaching position. Coaches are required to check if the coach functionality is working as intended after the match has started.

If the tournament is being played using the ESEA match system, the command changes to .coach and the player must be joined in the right team to do it.

1.7.2 Disconnections during a round

Should a coach disconnect during a round, teams are obligated to wait until they can call a technical pause in order to facilitate the coach to rejoin without risk of causing a disruption to the ongoing round.

1.7.3 Offline tournaments

Teams are allowed to have one coach behind the team during the official matches. During the match, the coach will be connected to the voice communication system and will only be allowed to talk to the players during the tactical pauses and half times. The coach is not allowed to communicate in any other way, including but not limited to shouting or non-verbal communication (e.g. touching), with players outside of the specified time windows.

Any coach found to be in breach of the communications restrictions outlined in this section will receive one (1) warning from the referees. This warning stays in place for the duration of the event. If the violation is repeated or grave enough, the coach will be ousted from the game. The coach forfeits their right to coach for the remainder of the match. The administration team will pause the match for the duration of the removal and this pause is considered to be equal to a technical pause for communication purposes.

Teams may be given a preemptive warning in case they have been known to abuse the warnings. In case of a preemptive warning, the first incident will be punished immediately.

Warnings are logged by the tournament administrators and may be reviewed for sanctioning purposes.

If the incident has clearly and relevantly impacted the game, the consequences for the coach and/or the team will be accordingly more severe.

1.7.4 Banned coaches

Coaches that have been banned by ESL have the following restrictions applied to them:

- Must not actively or passively communicate with the team starting 15 minutes prior to the official match start up until the end of the match
- Must not be physically present around the team starting 15 minutes prior to the official match start up until the end of the match
- Must not be on the game server during official matches
- Must not be on the official match channel on the Discord server
- Must not be part of the official map veto process nor be in communication with the team during this process

Additional restrictions may be applied as needed by the tournament manager.

1.8 Usage of pause function

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).

1.8.1 Online tournaments using the ESEA system

Teams are limited to four tactical pauses and two technical pauses. In case of overtime, teams get one additional technical pause. A tactical pause lasts 30 seconds. A technical pause can last no longer than five minutes. To call a pause, teams have to type ".pause" on the server and then announce the reason for a pause immediately after they paused the match.

1.8.2 Online tournaments

1.8.2.1 Technical pause

If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The technical pause function can be called by typing ".tech". The player has to announce the reason before or immediately after they paused the match.

1.8.2.2 Timeout

Each team is allowed to invoke a timeout (tactical pause) of 30 seconds up to four times per map. Timeouts can only be called by players via the in-game vote system (ESC → Call Vote → Call Tactical Timeout). Teams are allowed to take all four timeouts at once by calling them all individually once the previous timeout expires.

Teams will not be given additional timeouts in the overtimes, but the unused timeouts can still be used in overtime.

1.8.3 Offline tournaments

1.8.3.1 Technical pause

If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The technical pause function can be called by typing “.tech”. The player has to announce the reason before or immediately after he paused the match. During a technical pause, headsets have to stay on. Unless the referee instructs the match participant otherwise any form of communication including but not limited to text, voice or any form of sign communication between players and coaches is forbidden during a technical pause.

1.8.3.2 Timeout

Each team is allowed to invoke a timeout (tactical pause) of 30 seconds up to four times per map. Timeouts can be called by players via the in-game vote system (ESC → Call Vote → Call Tactical Timeout). Teams are allowed to take all four timeouts at once by calling them all individually once the previous timeout expires. Teams will not be given additional timeouts in the overtimes, but the unused timeouts can still be used in overtime.

1.8.4 Admin pause

The admin can pause the game from his station or from a player station, when it is required. Communication is only allowed to tournament administration.

1.9 Player settings

1.9.1 Configuration files

All configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. A player or team 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. The following commands are forbidden:

- cl_showpos 1 – the value needs to be set to 0.

Teams are required to contact the tournament referees if they are unsure on the validity of a command and its value.

1.9.2 Scripts

All scripts are illegal except for buy, toggle, demo and jumpthrow scripts. A player or team 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.

1.9.3 Graphics drivers

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.

1.9.4 Overlays

All kinds of overlays which will show the usage rate of the system in any way in-game (e.g. Discord overlay, Rivatuner Overlay) is forbidden. Overlays which show only the frames per second (FPS) are not forbidden and can be used.

1.9.5 Custom data

Players are not allowed to use any form of custom game files during the official matches. Only CSGO skins are allowed to be changed, but the “Agent” player skins are forbidden. Any other changes, including but not limited to modification of sprites, radars, HUDs and scoreboards are strictly disallowed.

1.9.6 Device drivers

Using device drivers to pre-install / pre-script illegal macros on the player's devices (keyboard, mice, sound cards) is forbidden and may be punished under the cheating paragraph. Tournament officials reserve the right to request any piece of gear used by the players for inspection.

1.9.7 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.

1.9.8 In-game item's nametag

Players are not allowed to use nametags on in-game items which violate the code of conduct.

1.10 Match procedures

1.10.1 Match breaks

Teams will have at least 10 minutes of a break between matches and 8 minutes between maps in best-of-three and best-of-five matches. In best-of-five matches, teams will also get a break (at least 20 minutes) between map 3 and 4. The exact times will be communicated by the tournament administration. There are at least 2,5 minutes technical breaks at half times after which players have to be back at their PC's.

1.10.2 Number of players

All matches have to start 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.

If a player drops during an ongoing match, the ongoing round will be finished. If the map is not over, at that point, the game should be paused until the player can return or be replaced by a substitute as described in [1.10.3](#). If the original player is unable to return and no replacement can be brought in, the team has the choice to forfeit the series or to continue it with four players.

If a team would have to play on with less than four players, the opposing team will receive a default win.

1.10.3 Change of players

Only players that are part of the team can be substituted in. The opposing team and tournament administration have to be informed beforehand.

1.10.3.1 Line-up restriction during an event

Once a team plays for the first time in a qualifier, the line-up of the team has to contain a majority of that first line-up until the end of the main event, throughout all qualifiers and stages of the event. This also implies that an organization that tried and failed to qualify with one team is not allowed to sign a new team to still take part in the event.

The above line-up restriction also applies for teams that were invited to the event or a later stage of the qualifiers, in that case the default line-up of the team at the time of the invitation or a specific line-up named in context with the invitation is relevant. Invited teams are considered the same as if they had played throughout the entire qualifier process up until the stage that they have been invited to.

1.10.3.2 Line-up changes during an event

The line-up has to consist of players from the team roster (see [1.10.3.1](#)).

During the main event, the line-up for the next upcoming map has to be reported to ESL after the map veto, or immediately after the end of the previous map, whichever is later.

Teams are allowed to substitute in players between maps in a series, they have to announce the change immediately after the previous map is over. Substitutes will be required to set up right after the end of the preceding map and will not receive additional time to set up compared to the time it would have taken with the original player.

In case this is the first match of an offline event (or of a new stage of an offline event with a break of over 30 hours between stages), the line-up has to be reported to ESL at least 24 hours before the scheduled start of the match.

During the qualifiers, the line-up can be changed at any time between maps.

Later changes are only possible in cases of emergency (e.g. injuries, illness).

1.10.3.3 Changes in online competition

During online competition, line-up changes can be made between maps or 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. For regular substitutes, teams have to announce their change latest at the end of the preceding map.

1.10.4 Match interruptions

If a match is interrupted for reasons beyond the control of the participants (e.g. server or player crash), the tournament administration will restore the round using the CSGO's backup & restore feature, but in some scenarios may decide to replay the round or even a whole match.

- If the issue takes place before any damage has occurred, any significant gameplay has occurred and the opponent or referee has been immediately notified, the round will be restored.
- If the issue takes place during a round and after the damage has been made and the outcome of the round can still be determined (e.g. a single player has dropped but others remain), then the round will not be replayed or restored. The round will continue to be played and will count. Special exceptions can be made if the damage dealt was ruled insignificant e.g. accidental teammate damage dealt at the start of the round or damage dealt to the opposing side by the team that was affected by the crash.
- If the issue takes place during the round, after damage has occurred and the outcome of the round cannot be determined (e.g. due to server crash), the match will be restored to the beginning of the round.
- If the issue takes place during the round, after damage has occurred and the outcome of the round is obvious (e.g. one team is saving with 10 seconds remaining), but it cannot be continued due to for example a server crash, then the round can be awarded.

The matches will not be stopped and/or rounds will not be restored or replayed in cases where it is clearly a participant's fault (e.g. mis-buying a weapon).

1.10.5 Use of bugs and glitches

The intentional use of any bugs, glitches, or errors in the game is forbidden. It is up to the admin's 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. The usage of the following bugs is strictly forbidden, if any bug is used which is not listed here it is up to the admin's discretion whether or not a punishment is necessary.

- Moving through clipped areas where the movement is not intended by the design of the map is strictly forbidden (any walls, ceilings, floors etc).
- The bomb may not be planted in a location where it cannot be defused. Planting the bomb in such a way that no one can hear the beeping sound, or the planting sound is also forbidden.
- Standing on top of teammates is generally allowed, it is only forbidden, when such actions allow the player to peek over, under and/or through a solid object (e.g. wall, box, ceiling) that should not be allowed according to map design.
- Pixel walking is forbidden. A player will be considered to be pixel walking if they sit or stand on invisible pixels on the map, where there is no visible edge.
- Disrupting any map features with the use of items (e.g. stopping the train on Overpass) is not allowed.

It is recommended to check with tournament administration whether or not a certain bug or glitch is considered illegal.

The following bugs are explicitly allowed:

- Defusing the bomb through walls and items etc.
- So called "surfing" on tubes

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

1.10.5.1 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 time frame before an official match.

1.10.6 Player reconnecting

Players are not allowed to reconnect during the live round. If they encounter a technical issue that requires a reconnect, they should pause the game, state the reason and only then reconnect. If a player has crashed during the round, they should wait until the round is over and paused before reconnecting.

Joining the wrong team on the server is forbidden.

1.10.7 Recording POV demos in online matches

All match participants are required to record their own match POV demos and are required to upload them to ESL using the provided tools for it. Demos must be submitted within 1 hour after the match has concluded and must be kept saved for a minimum of 24 hours after. Demo files must be named in such a way that they are identifiable per map (e.g. EventnameTeamVSTeamMap1).

Failure to provide ESL with a POV demo will incur a fine of 100 USD + 1% of prize money per each missed map recording. Incomplete demos will be treated as missing demos.

1.10.8 Tiebreakers

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

When it comes to round scores, every overtime will be considered with the score of 16:15 for the winner. Actual OT scores only matter in the points 11. and 12..

If after any point from 1. to 9., the number of tied participants is reduced or divided into several groups of tied participants, the still tied participants will in each case be compared again starting with the first point.

1. Points amassed between the tied participants (direct match win > direct match loss)
2. Map difference between the tied participants (3:2 maps > 3:3 maps)
3. Number of map wins between the tied participants (3:3 maps > 2:2 maps)
4. Overall map difference
5. Overall number of map wins
6. Round score difference between the tied participants (23:21 > 23:22)
7. Number of round wins between the tied participants (24:22 > 23:21)
8. Overall round score difference (39:31 > 40:33)
9. Overall number of round wins (40:32 > 39:31)

If the above points bring no further differentiation (this can only occur in case of a three-way-tie or five-way-tie), overtimes will be played among the tied teams until no ties remain that are relevant for qualification or seeding. Any other ties will not be resolved by overtimes, but prize money for the shared ranks will be split among the tied teams.

The match order of the overtimes will be determined before the start of the first one. The first match-up is randomly determined. The next match-up will be chosen by the League based on the nature of the tie and the importance of the ranks (e.g., if the tie happens in a group where only the first place matters and the tie is for ranks 1-3, the second match will be the one with the winner of the first match)

Overtimes will be played on the same map, which will be determined by veto. Order of the map veto process is ABCCBA, and the remaining map is played, it gets randomly determined which team is A/B/C. The sides are randomly determined in the first match, after that, each team has to start on the other side first (which determines the rest of the side choices).

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.

If after any point from 10.-12. the number of tied teams is reduced or split up into different groups of tied teams, the tiebreaker process will be restarted from point 10.

10. Sort by win-loss difference in the tiebreaker overtimes.
11. Sort by round score difference in the tiebreaker OTs.
12. Sort by number of round wins in the tiebreaker OTs.

If there are still unsolved ties, replay the tiebreaker OTs.

In special cases, the Tournament Director can rule on a different way to determine the order in an unsolved tie (i.e. coin toss).

Appendix

1.11 List of countries/territories 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.

Ascension Island	Europe & Africa
Andorra	Europe & Africa
United Arab Emirates	Asia & Australia
Afghanistan	Asia & Australia
Antigua and Barbuda	Americas
Anguilla	Americas
Albania	Europe & Africa
Armenia	Europe & Africa
Netherlands Antilles	Americas
Angola	Europe & Africa
Antarctica	Americas
Argentina	Americas
American Samoa	Asia & Australia
Austria	Europe & Africa
Australia	Asia & Australia
Aruba	Americas
Åland	Europe & Africa
Azerbaijan	Europe & Africa
Bosnia and Herzegovina	Europe & Africa
Barbados	Americas
Bangladesh	Asia & Australia
Belgium	Europe & Africa
Burkina Faso	Europe & Africa
Bulgaria	Europe & Africa
Bahrain	Asia & Australia
Burundi	Europe & Africa
Benin	Europe & Africa
Bermuda	Americas
Brunei	Asia & Australia
Bolivia	Americas
Brazil	Americas
Bahamas	Americas
Bhutan	Asia & Australia
Bouvet Island	Americas

Botswana	Europe & Africa
Belarus	Europe & Africa
Belize	Americas
Canada	Americas
Cocos (Keeling) Islands	Asia & Australia
Democratic Republic of the Congo	Europe & Africa
Central African Republic	Europe & Africa
Republic of the Congo	Europe & Africa
Switzerland	Europe & Africa
Côte d'Ivoire	Europe & Africa
Cook Islands	Asia & Australia
Chile	Americas
Cameroon	Europe & Africa
People's Republic of China	Asia & Australia
Colombia	Americas
Costa Rica	Americas
Cuba	Americas
Cape Verde	Europe & Africa
Christmas Island	Asia & Australia
Cyprus	Europe & Africa
Czech Republic	Europe & Africa
Germany	Europe & Africa
Djibouti	Europe & Africa
Denmark	Europe & Africa
Dominica	Americas
Dominican Republic	Americas
Algeria	Europe & Africa
Ecuador	Americas
Estonia	Europe & Africa
Egypt	Europe & Africa
Western Sahara	Europe & Africa
Eritrea	Europe & Africa
Spain	Europe & Africa
Ethiopia	Europe & Africa
European Union	Europe & Africa
Finland	Europe & Africa
Fiji	Asia & Australia
Falkland Islands	Americas

Federated States of Micronesia	Asia & Australia
Faroe Islands	Europe & Africa
France	Europe & Africa
Gabon	Europe & Africa
United Kingdom	Europe & Africa
Grenada	Americas
Georgia	Europe & Africa
French Guiana	Europe & Africa
Guernsey	Europe & Africa
Ghana	Europe & Africa
Gibraltar	Europe & Africa
Greenland	Europe & Africa
The Gambia	Europe & Africa
Guinea	Europe & Africa
Guadeloupe	Americas
Equatorial Guinea	Europe & Africa
Greece	Europe & Africa
South Georgia and the South Sandwich Islands	Americas
Guatemala	Americas
Guam	Asia & Australia
Guinea-Bissau	Europe & Africa
Guyana	Americas
Hong Kong	Asia & Australia
Heard Island and McDonald Islands	Americas
Honduras	Americas
Croatia	Europe & Africa
Haiti	Americas
Hungary	Europe & Africa
Indonesia	Asia & Australia
Republic of Ireland / NorthernIreland	Europe & Africa
Israel	Europe & Africa
Isle of Man	Europe & Africa
India	Asia & Australia
British Indian Ocean Territory	Asia & Australia
Iraq	Asia & Australia
Iran	Asia & Australia
Iceland	Europe & Africa
Italy	Europe & Africa

Jersey	Europe & Africa
Jamaica	Americas
Jordan	Asia & Australia
Japan	Asia & Australia
Kenya	Europe & Africa
Kyrgyzstan	Asia & Australia
Cambodia	Asia & Australia
Kiribati	Asia & Australia
Comoros	Europe & Africa
Saint Kitts and Nevis	Americas
Democratic People's Republic of Korea	Asia & Australia
Republic of Korea	Asia & Australia
Kuwait	Asia & Australia
Cayman Islands	Americas
Kazakhstan	Europe & Africa
Laos	Asia & Australia
Lebanon	Asia & Australia
Saint Lucia	Americas
Liechtenstein	Europe & Africa
Sri Lanka	Asia & Australia
Liberia	Europe & Africa
Lesotho	Europe & Africa
Lithuania	Europe & Africa
Luxembourg	Europe & Africa
Latvia	Europe & Africa
Libya	Europe & Africa
Morocco	Europe & Africa
Monaco	Europe & Africa
Moldova	Europe & Africa
Montenegro	Europe & Africa
Madagascar	Europe & Africa
Marshall Islands	Asia & Australia
Macedonia	Europe & Africa
Mali	Europe & Africa
Myanmar	Asia & Australia
Mongolia	Asia & Australia
Macau	Asia & Australia
Northern Mariana Islands	Asia & Australia

Martinique	Americas
Mauritania	Europe & Africa
Montserrat	Americas
Malta	Europe & Africa
Mauritius	Europe & Africa
Maldives	Asia & Australia
Malawi	Europe & Africa
Mexico	Americas
Malaysia	Asia & Australia
Mozambique	Europe & Africa
Namibia	Europe & Africa
New Caledonia	Asia & Australia
Niger	Europe & Africa
Norfolk Island	Asia & Australia
Nigeria	Europe & Africa
Nicaragua	Americas
Netherlands	Europe & Africa
Norway	Europe & Africa
Nepal	Asia & Australia
Nauru	Asia & Australia
Niue	Asia & Australia
New Zealand	Asia & Australia
Oman	Asia & Australia
Panama	Americas
Peru	Americas
French Polynesia	Asia & Australia
Papua New Guinea	Asia & Australia
Philippines	Asia & Australia
Pakistan	Asia & Australia
Poland	Europe & Africa
Saint-Pierre and Miquelon	Americas
Pitcairn Islands	Asia & Australia
Puerto Rico	Americas
Palestinian territories	Asia & Australia
Portugal	Europe & Africa
Palau	Asia & Australia
Paraguay	Americas
Qatar	Asia & Australia

Réunion	Europe & Africa
Romania	Europe & Africa
Serbia	Europe & Africa
Russia	Europe & Africa
Rwanda	Europe & Africa
Saudi Arabia	Asia & Australia
Solomon Islands	Asia & Australia
Seychelles	Europe & Africa
Sudan	Europe & Africa
Sweden	Europe & Africa
Singapore	Asia & Australia
Saint Helena	Europe & Africa
Slovenia	Europe & Africa
Svalbard and JanMayenIslands	Europe & Africa
Slovakia	Europe & Africa
Sierra Leone	Europe & Africa
San Marino	Europe & Africa
Senegal	Europe & Africa
Somalia	Europe & Africa
Suriname	Europe & Africa
South Sudan	Europe & Africa
São Tomé and Príncipe	Europe & Africa
El Salvador	Americas
Sint Maarten	Americas
Syria	Asia & Australia
Swaziland	Europe & Africa
Turks and Caicos Islands	Americas
Chad	Europe & Africa
French Southern and Antarctic Lands	Americas
Togo	Europe & Africa
Thailand	Asia & Australia
Tajikistan	Asia & Australia
Tokelau	Asia & Australia
East Timor	Asia & Australia
Turkmenistan	Asia & Australia
Tunisia	Europe & Africa
Tonga	Asia & Australia
East Timor	Asia & Australia

Turkey	Europe & Africa
Trinidad and Tobago	Americas
Tuvalu	Asia & Australia
Taiwan	Asia & Australia
Tanzania	Europe & Africa
Ukraine	Europe & Africa
Uganda	Europe & Africa
United States of America	Americas
Uruguay	Americas
Uzbekistan	Asia & Australia
Vatican City	Europe & Africa
Saint Vincent and the Grenadines	Americas
Venezuela	Americas
British Virgin Islands	Americas
United States Virgin Islands	Americas
Vietnam	Asia & Australia
Vanuatu	Asia & Australia
Wallis and Futuna	Asia & Australia
Samoa	Asia & Australia
Yemen	Asia & Australia
Mayotte	Europe & Africa
South Africa	Europe & Africa
Zambia	Europe & Africa
Zimbabwe	Europe & Africa

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