



Snapdragon

PRO SERIES



SNAPDRAGON PRO SERIES

FREE FIRE

GAME SPECIFIC RULES

Foreword

This document outlines the rules that should be followed at all times when participating in a Snapdragon Pro Series competition. Failure to adhere to these rules may be penalized as outlined.

It is imperative to acknowledge 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. We are committed to ensuring that we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Yours sincerely,

ESL

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1. INTRODUCTION

This document (“Game Specific Rules”) is part of the Competition Ruleset.

For all rules that are similar or conflict from the [General Rules](#), [ESL Global Rules](#), [FACEIT Terms and Conditions](#) this [Game Specific Rules](#) would supersede said rules.

2. GAME RULES

Any use of third-party software is prohibited during the qualifiers and tournament play. If players violate this rule it will be treated as hacking with the intent to cheat. The team will be disqualified, no prizes will be awarded, and the individuals involved will receive a ban from competing.

Any use of items not obtained through Free Fire approved in-game methods (excluding official rewards) or unannounced items is prohibited. If players violate this rule, it will be treated as cheating. The team will be disqualified, no prizes will be awarded, and the individuals involved will receive a ban from competing.

2.1 In-game bugs

In the event whereby a player were to encounter a bug, a remake will only be offered when all of the following conditions are met:

- The bug is game-breaking and causes a player (or multiple players) to be unable to play the game in a normal manner. A non-exhaustive list of game-breaking bugs include:
 - Being clipped through the floor and executed
 - Being stuck on objects (windows, launchers, etc)
 - Being killed by fall damage after unexpected behaviors from driving vehicles
- A Tournament Official is promptly notified of the bug when it occurs.
- The bug occurs when no other players in the match have been killed yet.
- The bug is not triggered with malicious intent by the player.

Any remake will be conducted only at the sole discretion of the Tournament Administration.

2.1.1 Use of bugs

In the event that a team intentionally or unintentionally triggers a bug, known or unknown, to gain an

advantage or have an effect on other teams in the match, the teams in question may be immediately disqualified, have up to half of their monetary winnings forfeited, points deducted, penalty points assigned and/or all of the above based on severity of the offense. If caught using a bug in one of the games, points from that game may be unaccounted for. Tournament Officials will investigate the matter and ascertain whether the team in question intentionally or inadvertently triggered the bug.

2.2 Video Verification

- Before game begins: Players are to show live video of their face, account UID and phone screen which shows their character in the lobby of the game. Recordings can be created using an external recording device, such as a webcam or a second phone.
- During the game: Players are only needed to show live video of them physically present and playing the game. Players are required to show themselves playing the game on their phones.
- After game ends: Players are to show live video of their face, account UID and phone screen which shows the end of the match and their character going back into the lobby of the game.
- A Live Video verification must not have any pauses or stoppage in the live video, any pauses or stoppage will result in the whole verification process being restarted.
- Live video can be done via external/second phone video or web-cameras. Tournament Organizers will work closely with players in ensuring that video quality allows proper verification.
- All secondary device recording must include audible sound for Tournament Organizer.
- Players who are unable to adhere to above Video Verification rule will be considered ineligible from matches/tournament. Teams will have to field their substitute player instead.
- Team may be disqualified or given a replacement player subject to Tournament Administration's approval.

3. MATCH SETTINGS

3.1 General Rules

Maps: Bermuda, Nexterra, Purgatory and Alpine

Game Mode: Classic

Gun Property: Off

Hide Nickname: Yes

Generic Enemy Outfit: Yes

3.2 Match Scoring

1 kill equals to 1 point

PLACEMENT	POINTS
1	12
2	9
3	8
4	7
5	6
6	5
7	4
8	3
9	2
10	1
11	0
12	0

3.3 Results

Each team member should take end-of-game screenshots of their results in case of any disputes and/or technical difficulties in the lobbies. Failure to provide said screenshots when requested can lead to disciplinary action and/or loss of points. If you have problems or notice any issues, please contact the admins IMMEDIATELY VIA SUPPORT TICKET. You can reach us via Discord for quick questions, for everything else please open a support ticket.

3.4 Restricted Items

1. New characters/pets are banned for 2 weeks after its release
2. Tournament Administration has the right to ban new/current weapons
3. Attack on Titan - Eren Titan Transformation Skin
4. Attack on Titan - Armored Titan Skin

Any use of the restricted items stated above will result in penalties, point deductions and/or disqualification.

3.5 Device Restrictions

Players are only allowed to play matches on one of the Tournament authorized devices: Apple iOS, and Google Android. Emulators are not allowed to be used by players. Additionally, players are not permitted to connect an external controller/trigger to the device and mobile devices that are larger than 7 inches are prohibited from use in tournament games.

4. STANDARD OPERATING PROCEDURES FOR PLAYERS (LIVE MATCHES)

4.1 Pre-match procedures

- One hour before the commencement of the competition, all players must check in at their teams' designated Tournament Area. Players will have 20 minutes to make any necessary adjustments before the pre-match test. Once the participants reach the tournament area, the Settings Period begins, and they are not permitted to leave until the pre-match test is complete.
- Players must complete setting up the voice chat programs, mobile devices, and game settings as necessary for the matches during the 20-minute settings window. The Tournament Administration reserves the right to prolong the settings time if there are delays during the settings period for good cause.
- Prior to the start of the pre-match test, all players are required to check their settings. These players are also responsible for any settings-related problems that arise during the matches, unless they are the result of a directive from the Administration Team. On-site referees will provide players with the in-game room ID and password after the pre-match test has started. After completing the test and verifying everything is in order, the players must sign the referees' provided checklist.

- Players who arrive late to their designated Tournament Area may face penalties at the sole discretion of the Administration Team.
- Verify that the tournament equipment and accounts are in working order.
- If your team can hear each other clearly and communicate with each other, ask your team if team communication is functioning.
- Players are not permitted to touch any of the tournament-related devices (wires, modems, USB hubs, etc). The players will be fully responsible for any consequences that result from touching the devices, including but not limited to device disconnections, setting issues, etc., if they insist on doing so.

4.2 During tournament matches

- Open up Free Fire and enter the room as soon as the lobby room ID and password are announced.
- Inform the referee in charge of them to confirm when all 4 players are in the appropriate team slot.
- The players must remain in that slot and are forbidden from touching any tournament equipment until the game has begun once the referee has confirmed that they have entered the lobby in the right team slot.
- Report to the referee if the players are removed from the lobby for being inactive, and with the referee's OK, enter the lobby and the proper team slot once more as soon as possible.
- For the first 3 minutes of the game, you can choose to start recording whether there are any bugs.
- Even if the entire team is eliminated, players are prohibited from switching out Free Fire or any other tournament-related Applications. Other applications not relevant to the competition may not be used at any time.
- Players are not allowed to leave the tournament area when the match is still ongoing even though their team has already been eliminated.

4.3 Post-match procedures

- You can shut down the game and lock the phone after the game is over.
- Players are not allowed to leave the tournament area once the match has concluded unless otherwise authorized by the Tournament Administration.
- If the team is required to be interviewed, the Team Captain (or a Player Representative) must proceed to the interview room with the host.
- Get ready for the upcoming game.
- At the conclusion of each match day, the team captain confirms the match outcomes with the on-site referee.

4.4 Technical Issues mid-match

- In the event a player/team is having technical difficulties during the match, the teams should raise their hand immediately to inform the Referees behind them.
- A pause may be permitted based on section 2.14.1 Pauses. If no pause can be permitted, the team must keep on playing as much as they can while the issue is being resolved.

5. TECHNICAL ISSUES

Teams are responsible for their own technical issues, including hardware, software, and/or internet issues. Matches will not be rescheduled because of technical issues and matches will be played nevertheless.

6. TIEBREAKERS

In the event of a tie during any phase of the SPS Free Fire Season 5, the ranking will be decided in the order of the following:

1. Total Booyah's across all matches in the phase.
2. Total accumulated kills across all matches in the phase.
3. Placement in the last-played match of the phase.

7. TEAMS

Teams must play with the roster they registered with for the duration of the season once the transfer period has passed. Rosters cannot be changed outside of the designated transfer period. Please be sure to check the account information carefully. Incorrect information will result in the score not being calculated, zero points being awarded to the team for that match, and removal from the Cup if incorrect information is found.

8. ROSTERS & ROSTER CHANGES

8.1 General Roster Overview

8.1.1 Team Size

Teams may only have 4 starters, and a maximum of 2 substitutes (6 players total) listed on their team page and roster. If your team has more players than the allowed 6 players (4 starters and 2 substitutes) at the

time of registration, your team will be removed from the Cup and be barred from playing until only 6 players remain on the team. A team is only eligible to partake in a match if the complete roster of all four players is present within the lobby.

8.1.2 Substitutions

Tournament Officials may or may not allow rosters to register with substitutes. If a team has substitutes on its roster, they can only make substitutions in between games. While the game is in progress, no substitutions are permitted.

8.1.3 Team Captain

Among these 4 to 6 players, a team Captain will need to be chosen. If the team does not have a Team Manager, the team captain will be in charge of all contact with Tournament Officials as well as delivering timely information to their teammates. The team captain owns the team spot at any level of the official Free Fire competitive competitions in the condition that 3 of the players from the original roster (from the previous phase) must remain in the team going to the next phase.

8.1.4 Team Staff

- Each team will be permitted to designate a coach, who will be considered the official coach for the team. The coach cannot be a Starter or Sub for another team, and must be affiliated with only one organization.
- The designated coach may not be changed during the onsite tournament without the permission of the Lead Tournament Manager.
- During technical checklist, 1 team staff may communicate with the team and stay in the tournament area unless otherwise stated by the Tournament Administrator
- Team staff includes, but is not limited to: Team Manager, Coach, Analyst.
- The team staff must not be in the gaming area after the 'warm up' phase has started and must be seen visibly leaving the area. Should the team staff remain in the area after the 'warm up' phase has started, the team will receive one (1) major penalty point.

8.1.5 Team Manager/Owner

Only an entity or group that is legally registered and recognised by a country's corporation legislation, companies act, or equivalent can own a team. When an entity or organization registers as an owner during the registration process for a Snapdragon Pro Series 2024 - Free Fire Season 5, that entity or group becomes the owner of that team. Teams without a manager/owner are still welcome to register for the Free Fire Official Tournament and compete.

Teams are allowed to have an additional member set to either Team-Manager or Team-Owner. A person set to this role does not count toward the 4 starters and 2 substitutes, and thus, is not eligible to play in any match. If they are found to be playing in any match the team will lose all points for the Cup and assessed a warning for the first infraction and will be given penalty points for any additional infractions. Any team found to have switched a manager or owner to a player role without admin approval will be ineligible to compete with that person and may be subject to disciplinary action including loss of points, penalty points, barring from play, and/or disqualification.

8.1.6 Ownership Restrictions

No entity is allowed to own more than 1 team in the tournament unless authorized by Tournament Administration. In the situation where 2 or more teams are owned by the same entity, the entity/teams are responsible to inform Tournament Administrator. A form may be given for the teams to fill where they are in agreement with being investigated thoroughly upon any allegations/suspicious based on section 15.11.4 Teaming up.

9. REGISTRATION PERIOD & TRANSFER WINDOW

9.1 Registration Period

Registration Period refers to the period specified in the Tournament rulebook that Team owners & Players are required to complete their registration by in order to participate.

After registration, the following changes may not be made:

- I. Team Owner
- II. Team Name
- III. Team Logo
- IV. Team Players

Registration will close 24 hours before the start date and time of the tournament.

After registration closes, teams will be informed about their assigned group on Faceit. This information will also be available on our [Discord server](#).

10. GAME ACCOUNTS

10.1 - Free Fire Nickname

Players and teams CANNOT change their in-game or Faceit name after competing in a Cup.

1. No in-game name changes will be allowed at any point during the season unless the name is prohibited or deemed to be offensive to use or a team has been picked up by a new organization. Once a player has participated in a Cup, as either a starter or a sub, their in-game name and gameaccount CANNOT be changed unless explicitly instructed to by a member of Tournament Administration that it must be fixed due to having illegal characters, the in-game name and Faceit gameaccount not matching, or use of an inappropriate name.

If a player is found to have changed game accounts or in-game names at any point during the series without being explicitly told to by Tournament Administration, the player will be considered ineligible to participate until the name is changed back both in the game and on the Faceit site.

If a team is picked up by a new org or dropped from an old one, please submit a support ticket to the Cup you will be participating in or notify a Tournament Admin in the designated Tournament Discord Server. You MUST provide valid proof of the acquisition of your team by the org (such as the contract the team and org have signed) as well as the name switches that all players will be making in-game (For example ESLLarch → MOLarch)

Once we have valid proof of the acquisition, the team will be allowed to change its name and picture on the Faceit site, and the players on the team will be allowed to change just the team tag in their in-game name and gameaccount on the play site. Players WILL NOT be allowed to change their alias, only the team tag before or after their alias may be changed. If a team is found to have changed their in-game name incorrectly

All participant's names must be appropriate. If your name is deemed inappropriate you must have the new name approved and change it in the window given by Tournament Administration. If the name is not changed in that time you will risk disqualification and having both you and your team penalized as follows:

- The first time is a warning, second-time disqualification with possible prize money repercussions as well as bans.
- Playing with an unregistered player or a player with an inaccurate gameaccount listed will result in your team being removed from match lobbies and earning 0 points for that day.
- Please be aware though, that game accounts on Faceit must match EXACTLY what we see in-game, else the player's kill points who have mismatches, will not be counted for the match. It is

the player's responsibility to ensure that the registered gameaccount on Faceit and in-game are up to date and there are no mismatches before signing up for the tournament.

- If Tournament Administration finds any game accounts and in-game names that do not match exactly, your team may earn 0 points for the day and be barred from playing in the active matchday.
- It is every player's and team's responsibility to ensure that all Faceit gameaccount and in-game name matches before the matchday begins. If you cannot get your Faceit gameaccount to match your in-game name, you should change your name accordingly.
- The Tournament Administration reserves the right, at their sole discretion, to request changes to player names or team names.

10.2 - Free Fire UID

All in-game Character ID numbers and Faceit Free Fire UID Game Accounts must match EXACTLY. If any player is found to have an ID that does not match the team will earn 0 points for the day and be barred from playing in the active matchday.

Players and teams CANNOT change their in-game or Faceit ID number after competing in a Cup.

1. No Character ID number changes will be allowed at any point during the season. Once a player has participated in a Cup, as either a starter or a sub, their in-game character ID and gameaccount CANNOT be changed unless explicitly instructed by a member of Tournament Administration that it must be fixed.

If a player is found to have changed game accounts IDs or in-game Character IDs at any point during the series without being explicitly told to by Tournament Administration the player will be considered ineligible to participate for the remainder of the season. We consider this as an account change and you will be treated as a different player regardless of the reason for the change. This would be considered an illegal roster change and your team will lose all points for the phase they are in and risk being barred from play for the active phase.

Your UID number can be found on your player profile page in-game as shown here.

1. On the main screen in-game click on your picture.
2. You'll see your UID right below your picture.

11. PLAYER STREAMING

11.1 Stream Delay

Players are allowed to stream matches during the Open Qualifier Phase provided that they have a minimum 5-minute delay on the stream.

If any player is found to be streaming without meeting the minimum delay requirement they will be forced to stop the stream for that match day.

1. The first offense will be a warning.
2. The second offense will be loss of points for the match day and 2 penalty points to the player and their team.
3. A third offense will be 2 additional penalty points to the player and team and a week-long ban from participating in matches.

11.2 Password & Lobby Leaking

Any player found to have leaked the lobby information including lobby name and password during the season will be subject to the following penalties:

1. The first offense will be a warning.
2. The second offense will be disqualification of the team from the playday with a loss of any points earned. Additionally, the player who leaked the information will be given 2 penalty points.
3. A third offense will be 2 additional penalty points to the player and a week-long ban from participating in matches for the player and their team.

11.3 Broadcast Co-streaming

Members of the community who would like to stream or restream any parts of the Mobile series alongside ESL will be vetted by ESL Staff and given the appropriate code of conduct to sign. All streamers will abide by this code of conduct when streaming/co-streaming all ESL or ESL Related events.

To request permission to become a co-streamer please send an email to the following email address based on your region:

- LATAM: tops-sps-latam@efg.gg

11.4 Player Identification

Players are required to begin any preparations needed to reach Finals. This means, having identification that allows you to travel available to verify all participants in the event of a live Finals.