



**Snapdragon**

**PRO SERIES**



# **SNAPDRAGON PRO SERIES**

**FREE FIRE**

**GENERAL 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 Definition

## 1.1 Range of validity

The event is operated as part of ESL by ESL Gaming GmbH.

This is the base rulebook which is valid for the event, its participants and all matches played within the scope of the event. With their participation the participant states that they understand and accept all rules.

## 1.2 Region

Within the Snapdragon Pro Series tournaments, participants have the opportunity to compete in distinct geographical regions, as delineated below:

- Brazil:
  - Brazil.
- LATAM:
  - LATAM South: Argentina, Bolivia, Chile, Peru, Uruguay, Paraguay and Guyana.
  - LATAM North: Belize, Colombia, Costa Rica, Ecuador, El Salvador, Guatemala, Suriname, Honduras, Mexico, Nicaragua, Panama and Venezuela.

## 1.3 Punishments

### 1.3.1 Definitions and scope of punishments

Punishments are given for rule violations within the ESL. They may be but not limited to either minor or major penalty points, monetary fines, default losses, player/team suspension or disqualification, depending on the incident in question and often combinations of two or more of those. Participants will be informed about the punishment by mail and will be given a time until which they can appeal the decision. Only the license-holder or his designated spokesperson are eligible to make appeals.

#### 1.3.1.2 Minor penalty points

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

or player in the competition it is given.

### **1.3.1.3 Major penalty points**

Major penalty points are given for major incidents such as deliberately deceiving admins, failing to show up for matches, repeated rule breaking, and so on. Every major penalty point deducts ten percent (10%) of the overall prize money for that competition.

### **1.3.1.4 Monetary fines**

Monetary fines are given for failing to fulfill obligations that are not directly related to the tournament, like press/media appointments, or planned sessions for fan interaction.

### **1.3.1.5 Bans/suspensions**

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

### **1.3.1.6 Disqualification**

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

### **1.3.1.7 Additional methods of punishment**

In special cases, Tournament Administration can define and come up with other methods of punishment.

## **1.3.2 Combination of punishments**

The listed methods of punishment are not mutually exclusive and may be given in combination as seen fit by Tournament Administration.

## **1.3.3 Punishments for repeat offenses**

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



### 1.3.4 League bans and penalty points outside of ESL

League bans and penalty points outside of ESL do not normally apply towards the ESL except when the punishment has been awarded by the publisher/developer of any given title. Some exceptions may apply at the discretion of the Tournament Administrators.

## 1.4 Live matches

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

## 1.5 Disciplines

Games currently played in LATAM in Snapdragon Pro Series are:

- Free Fire

The potential inclusion of side games or newly introduced titles remains a possibility at any juncture.

## 1.6 Tournament organization

The event is organized by ESL. ESL is operated by ESL Gaming GmbH.

ESL Gaming GmbH

Schanzenstr. 23

51063 Köln

Germany

<https://www.eslgaming.com/>

## 1.7 Languages

These Official Rules are available in English.

# 2. General

## 2.1 Rule changes

ESL reserves the right to amend, remove, or otherwise change the rules, without further notice. ESL also reserves the right to make judgment on cases not specifically covered by the rulebook in order to preserve

the spirit of fair competition and sportsmanship.

## **2.2 Validity of the rules**

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any other provision of this rulebook.

## **2.3 Confidentiality**

The content of email communication, match channels, discussions or any other correspondence with Tournament Officials and administrators are deemed strictly confidential. The publication of such material is prohibited without a written consent from the ESL administration.

## **2.4 Additional agreements**

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

## **2.5 Match broadcasting**

### **2.5.1 Rights**

All broadcasting rights of ESL are owned by ESL Gaming GmbH. This includes but is not limited to: IRC bots, shoutcast streams, video streams (e.g. POV-streams), replays, demos or TV broadcasts.

### **2.5.2 Waiving these rights**

ESL Gaming GmbH has the right to award broadcasting rights for one or multiple matches to a third party or the participants themselves. In such cases the broadcasts must have been arranged with the ESL Broadcast Distribution team before the start of the match.

### **2.5.3 Player responsibility**

Players cannot refuse to have their matches broadcast by ESL-authorized broadcasts, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by a head admin. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

## 2.5.4 Streaming / Retransmission Approval

Players, casters, or 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 and content creators will abide by this code of conduct when streaming/restreaming/co-streaming all ESL or ESL Related events.

To request permission to become an approved content creator please send an email to the following email address based on your region:

LATAM: tops-sps-latam@efg.gg

ESL reserves the right to take away this approval from any individual due to violations of the code of conduct or terms of service.

## 2.6 Communication

### 2.6.1 Discord

The main official communication method of the Snapdragon Pro Series is [Discord](#). Be sure to check our server regularly so that no important announcements from the league are missed.

## 2.7 Conditions of participation in the event

The following conditions must be met in order to participate in the event.

### 2.7.1 Age restriction

All players must be at least 16 years old by the date of the first match of the season's current phase.

If a player is found to currently be participating or previously participated in any matches while under the age of 16, any and all team and the members will be disqualified from the season and any monetary gains accrued or anticipated during that season will be forfeited.

### 2.7.2 Regional limitations for participants

Any team or any player may not try to qualify for the same event from more than one country or region.

### **2.7.3 Home country/region**

A participant's home country is the country where his main place of residence (proven by legal registration or long-term visa in connection with evidence of long-time habitation - 90-day visas are not enough) is or the country he holds a valid passport from. This decision can be made anew for every ESL event, but once made it will be final and irreversible for that event and its qualifiers.

### **2.7.4 Residency restrictions**

All players must be residents of and be participating from the region they are competing in. A team needs at least 4 players residency from the respective Region. When fielding a team to enter the tournament, a team must consist of 4 players from the respective region + 2 from any other region (or the same region). Any breach of this restriction would lead to the team not being able to compete on that particular round.

### **2.7.5 Player details**

Upon request, players are obligated to provide us with all essential information including but not limited to full name, contact details, date of birth, residential address and photograph.

### **2.7.6 Game accounts**

Every participating member must have their respective game account (Free Fire UID) registered on their FACEIT profile. In the event that a participating member lacks a FACEIT account, it is necessary to create one prior to linking game accounts.

#### **2.7.6.1 Playing with wrong game accounts**

Players are not allowed to play with a different game account than the one linked to the players' FACEIT Account. An incorrect game account may lead to removal from the cup/tournament for the day until the issue has been corrected, or no points being given for games played with incorrect information.

### **2.7.7 Travel information**

All players are required to possess valid travel documents, ensuring their readiness for travel prior to participation. Notably, passports must be valid for a minimum of 6 months before departure.

## 2.8 Team accounts

### 2.8.1 Team names

#### 2.8.1.1 Team Naming Guidelines

The “ESL” team name may not have any extensions such as “ESL team”. It is permissible for the name to exclusively feature the team's designated name and/or the affiliated organization's name.

#### 2.8.1.2 Shared Sponsorship Protocol

In situations where two teams share sponsorship from a common partner, it is incumbent upon the involved parties to reach a consensus with said partner concerning the retention of the title sponsorship throughout the tournament's duration.

#### 2.8.1.3 Team Naming Changes

The Tournament Administration retains the exclusive prerogative, exercised at their sole discretion, to request modifications to player names or team names.

### 2.8.2 Team Logos

Teams are not allowed to use the same or similar logo as another team and the team logo must be a unique design. Teams cannot use any logo with which there exists any copyright issues.

### 2.8.3 Changes to the team accounts

Any changes to the team account, occurring between the registration closure and the conclusion of the tournament, must be approved by ESL administration before the changes are allowed to take place. This includes but is not limited to;

- Adding or removing players.
- Changing the team name.
- Changing the team logo.

## 2.9 Sponsor restrictions

### 2.9.1 Mature content

Sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature

themes and products are not allowed in connection to ESL.

## 2.10 Prize money

All prize money should ideally be paid out 90 business days after the ESL event in question has been completed provided all required prize claim documentation has been submitted to ESL by the prize winning Team as described in section 2.10.3, but it may take as long as 180 business days for the payment to be completed.

### 2.10.1 Prize deductions due to penalty points

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

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

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

It should be noted that a team accumulating significant deductions in prize money across several tournament phases may be disqualified.

### 2.10.2 Prize deductions due to monetary fines

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

### 2.10.3 Withdrawal of prize money

As long as the prize money for the ESL has not been paid out, ESL reserves the right to cancel any pending payment if any evidence of fraud or foul play has been discovered.

In case of a disqualification, the player/team automatically forfeits the prize money won in the phase. Depending on the seriousness of the case, it might be extended to the full amount won during the season. ESL reserves the right to forfeit the prize money if the participant/team has made no reasonable effort to reply to prize distribution requests or provide the requested prize claim documentation to ESL within 45 days after ESL has made initial contact to initiate the prize delivery to the participant/team.

## **2.10.4 Disbursement of Prize Money**

Prize money distribution will be facilitated through bank transfers. Failure to provide sufficient information for the payments to be complete will result in payments not being made. If a participant has not collected their winnings or redeemed the cheque within one year of the initial payment date the prizes are forfeited.

## **2.11 Match Start**

### **2.11.1 Punctuality**

All matches must start when instructed, under the discretion of ESL. Notably, matches scheduled for broadcast should commence no later than the time stipulated by ESL. Teams shall be furnished with a match schedule, which remains susceptible to alteration solely at the discretion of the tournament administration. Teams will be duly informed of any changes to the schedule and must ensure their readiness to commence play at the designated time.

### **2.11.2 Absence, Tardiness, or Delays during Online Phases**

Should a team be unable to participate, timely notification must be furnished to ESL at least 24 hours before the designated match day. However, even with prior notification, teams may still be subject to Punishments as delineated in section 1.3. In the absence of such notification, two (2) minor penalty points may be imposed if a team fails to be prepared for the match, causing a delay in its initiation. Subsequent delays to match commencement shall incur a penalty of three (3) Minor Penalty Points for every subsequent five (5) minutes beyond the designated start time. Should the team still be unprepared or fail to appear ten (10) minutes post the scheduled commencement time, the Tournament Administration may, at its sole discretion, continue the match without the offending team and issue a loss, decide to postpone the start of the match, or impose any Punishments in accordance with section 1.3.

### **2.11.3 Absence, Tardiness, or Delays during Live Matches**

Notably, the same provisions and considerations detailed in section 2.11.2 pertain to instances during Live Matches as well. Should the start of a match be delayed due to a team, one (1) Major Penalty Point shall be assigned at the initially communicated commencement time. Thereafter, each subsequent five (5) minutes of delay shall warrant the assignment of an additional Major Penalty Point. Should the team remain unprepared or fail to materialize ten (10) minutes post the scheduled start time, the Tournament Administration retains the discretionary power to proceed with the match as outlined earlier.

## 2.11.4 Team Unavailability During Live Matches

Should circumstances arise that render a team unable to participate in a live match, timely communication with ESL is imperative. However, it's crucial to note that penalties, as described in section 1.3, will only be levied if the unavailability is attributable to the team's actions or decisions. Factors beyond the team's control, such as external logistical issues, will be taken into consideration.

## 2.12 Match procedures

### 2.12.1 Match media

All match media (screenshots / demos / replays / etc.) must be stored by the participants for a minimum of 2 weeks after the match has ended. If there is a protest for the match, the records need to be stored by the participants for a minimum of 2 weeks after the protest has been closed and resolved.

All demos or replays must be made available if requested by the administrators. ESL reserves the right to play, and/or upload to the ESL websites, all demos that are recorded in an ESL arrangement.

## 2.13 Match protests

### 2.13.1 Definition

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

### 2.13.2 Match protest rules

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 (ie. match media, gameplay recordings, etc) is not presented. A simple "they are cheaters" will not do. Insults and flaming are strictly prohibited in a protest and may result in penalty points or the protest being ruled against the insulting party.



## 2.14 Stoppage of play

### 2.14.1 Pauses

Once the teams have confirmed their readiness and finished the Pre-match checks, there will be no time allowed to pause Tournament play for any reason. Teams or players that are unable to participate in a match due to personal reasons, matters of force majeure, or other circumstances that could lead to a match forfeit are not the responsibility of the Tournament Administration team. Corresponding risks and repercussions are the responsibility of both players and teams. However, in exceptional circumstances, the Tournament Administration reserves the right to implement a temporary pause if the following conditions are met:

- No shots are being fired across the whole map.
- No two (2) or more teams are in close proximity with each other.

### 2.14.2 Remakes or rehosts

Any technical issues or other crises supported by solid proof should be reported immediately to the Tournament Officials. A match can only be restarted with prior Tournament Official approval. Only at the Tournament Administration's request may a Tournament Game be redone. In the following situations, the Tournament Administration **may** remake a tournament game:

- Flood, fire, war, terrorist acts, power outages, or other disasters that affect the Event.
- The Event's environment may adversely affect the outcome of the Tournament, as determined by the Administration Team.
- A technical malfunction or a player disconnects (excluding malfunctions and disconnects because of a player's mistake or fault) within 3 minutes after the Tournament Official has started the match. If the player can reconnect after disconnecting, no rematch will be made.
- FIVE problems occur during the loading screen, and the game cannot be loaded.
- ONE player cannot move on the battlefield within 3 minutes after the game starts.
- ONE player cannot enter the Tournament Game before the departure of the starting plane.
- ONE player can join a Tournament Game without flying on the starting plane and without parachuting, but instead, start on the battlefield.
- ONE or more Observers clients crashed, disconnected, or lagged (unable to work), no

matter the number of kills or other issues that have taken place since the game started.

- The server is lagging noticeably and significantly impacting multiple teams' performance.

The official broadcasting group has the right to restart the game when the game cannot be broadcasted as normal. The start of the match is when the "warmup" has ended and everyone has loaded on the starting plane. If the above conditions are met, players should instantly request a rehost by notifying the admin team by raising their hand and asking for help, followed by a valid reason and sufficient evidence. Players should continue playing until the rehost is confirmed by Tournament Administration.

### **2.14.3 Illness, Injury or Disability during Live Matches**

If a player experiences an illness, injury, or disability during the game, it is mandatory for the team to immediately notify the referees. The referees will then have the discretion to delay the start time of the next game to assess the player's condition. If the referees determine that there is no apparent issue with the player, the next game will start, and the player's team will be given 1 major penalty point for unreasonable delay.

However, if the referees confirm that the player is genuinely affected by the condition, they will try to determine within a 5-minute period whether the player is ready, willing, and able to continue playing. If the player requests to continue despite their condition, the game may proceed. However, if another pause is necessitated due to the player's condition, the referees will immediately halt the game, and the player's team will forfeit.

If it is established that the player is genuinely unable to continue playing, the player's team will forfeit the entire game. The ESL Administration team will then arrange for medical staff to evaluate the player. Regardless of the diagnosis, the player will no longer be allowed to participate in their remaining games for the day. This decision prioritizes the player's health and safety, as continuing to play in subsequent games could worsen their condition, regardless of the nature of the ailment.

The match will continue if the team has a substitute available. However, if no substitute is available, the team will forfeit the entire match. Depending on the circumstances and at the discretion of the ESL Administration team, the match may be subject to a rematch or postponement instead.

## **2.15 Interviews**

For every game that is broadcast on an ESL-arranged platform/stream, one player or coach from each team must be available for an interview. The team has to provide contact information for an interview upon request. The player should also be available for a comment after the match. Solo players should always be available for pre- and post-match interviews.

## 2.16 Video presentation

In videos (e.g. interviews, feature videos or similar) that happen from an environment not controlled by ESL, the visible surroundings/background should be kept neutral, clean and presentable. If a team plans to showcase any sponsors, logos or advertisements (e.g. in a background banner or placed items), the planned settings need to be revised and approved by the league administration beforehand. In any case, obvious promotion of sponsor products (including consumption) is not allowed. Brand logos may never appear bigger than the players' faces on screen.

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# 3. Event rules (Offline Specific)

## 3.1 Equipment

ESL always provides mobile devices during Live Matches. Depending on the discipline and the phase of the tournament, noise-canceling headphones may be provided as well. For Live Matches, Teams will be required to supply and equip their players with in-ear earphones.

## 3.2 Clothing

The players and teams need to ensure that they are all in equal coloured team attire, orderly long trousers and closed shoes (i.e. shorts or flip-flops are not allowed). Any kind of headwear is forbidden. Penalties will be awarded for minor violations of this rule (a minimum of \$250 fine), but in major cases (for example but not limited to offensive content, other team clothing etc.), players will not be allowed to start their matches before the problematic piece of clothing has been replaced. Participating players are required to be appropriately attired and wear clothing throughout the duration of any ESL Mobile match. If possible and deemed appropriate by the Tournament Administration, ESL will provide suitable clothing for the participants that are not dressed according to these regulations. The cost of provided clothing will then be subtracted from the prize money paid out to the participants.

Any delay caused by change of clothing will be considered the players fault and penalized according to the rules of Punctuality.

### 3.3 Tournament Administration and Officials

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

### 3.4 Player and tournament brief

The Player Handbook and tournament briefs/announcements are documents that will be sent to the participants by mail or Discord before the tournament. They are meant as extensions to the rulebook for a specific event and are equally binding. During Live Matches, Tournament Administrators have the option to conduct an in-person Tournament Briefing, which is mandatory for all participating teams to attend. The content in the Tournament Briefing will be delivered to the teams by email once the briefing has concluded.

### 3.5 Technical Checklist

After completing their setup process, the players sign off on a form in which the player declares that the playing conditions are suitable for fair play and all equipment has been set up correctly and is in working order (herein referred to as the "Technical Checklist"). This process exists to ensure the integrity of the system used to compete before the match starts. Technical pauses caused by problems that would have been noticed if the Technical Checks had been properly conducted will be punished with one (1) minor penalty point. By signing the Technical Checklist, participants confirm that they are ready to start their match as scheduled. Participants may be required to start the match even if they failed to properly complete this process in the time supplied by the Tournament Administration.

### 3.6 Media obligations

If ESL decides that one or more players need to be part of interviews (short pre-/post-match interviews and/or longer interview-sessions), a press conference or an autograph-, photograph- or video-session, then the players cannot deny this and must attend. Most events will have a mandatory media day, where participants will be photographed, filmed and interviewed by ESL for the event presentation.

The participants will receive a media schedule beforehand to be informed about the nature, duration and schedule of any activities of this kind that take more than 5 minutes.

### 3.6.1 Missing media obligations

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

- Not showing up complete and on time for the media day or: \$4000 + 5% of the prize money winnings
  - Appearing incomplete or too late for a signing session:
    - 1-30% of the line-up missing: \$600 + 0.75% of the prize money winnings
    - 31-50% of the line-up missing: \$800 + 1% of the prize money winnings
    - 51-70% of the line-up missing: \$1000 + 1.25% of the prize money winnings
    - 71-99% of the line-up missing: \$1200 + 1.5% of the prize money winnings
    - 100% of the line-up missing: \$2000 + 2.5% of the prize money winnings
  - Appearing incomplete or too late for a press conference:
    - 1-30% of the line-up missing: \$360 + 0.45% of the prize money winnings
    - 31-50% of the line-up missing: \$480 + 0.6% of the prize money winnings
    - 51-70% of the line-up missing: \$600 + 0.75% of the prize money winnings
    - 71-99% of the line-up missing: \$720 + 0.9% of the prize money winnings
    - 100% of the line-up missing: \$1200 + 1.5% of the prize money winnings
  - Appearing incomplete or too late for an interview (online/offline):
    - 1-30% of the line-up missing: \$360 + 0.45% of the prize money winnings
    - 31-50% of the line-up missing: \$480 + 0.6% of the prize money winnings
    - 51-70% of the line-up missing: \$600 + 0.75% of the prize money winnings
    - 71-99% of the line-up missing: \$720 + 0.9% of the prize money winnings
    - 100% of the line-up missing: \$1200 + 1.5% of the prize money winnings

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

## 3.7 Gaming areas

### 3.7.1 Food, drinks, smoking and behavior

If nothing else has been announced, it is forbidden to bring or eat any food in the tournament areas. Smoking or vaping is also strictly prohibited. Players are allowed to have beverages, but only in cups or bottles that have been provided by ESL, and only below the table unless told otherwise. Exaggerated loud noise and offensive language in the hotel or venue are forbidden. Participants must follow the hotel or venue rules while in the practice areas.

Any violations can be punished with minor or major penalty points.

### 3.7.2 Removable media & Equipment

It is strictly forbidden to connect, modify or use any removable media on the tournament devices without prior examination and approval from the tournament administrators. It is strictly forbidden to modify, connect, disconnect or manipulate the equipment provided in the playing-area or arena without prior approval of the Tournament Officials. It is strictly forbidden to modify or reduce the volume of the white-noise, or modify any of the anti-cheat measures put in place by the Tournament Administration.

### 3.7.3 Cameras or similar devices

Participants are not allowed to bring any electronic devices, cameras or similar devices (e.g. vaporizer) into the gaming area unless prior permitted by the Tournament Officials. Such devices have to be handed to Tournament Officials before starting to set up before the match.

Participants are not allowed to take photos and/or make any recordings on stage and during the opening ceremonies, or event setup unless otherwise authorized by ESL.

Paper versions of documents for tactical purposes are allowed in reasonable sizes and numbers (e.g. a paper notebook) and a simple pen.

### 3.7.4 Unused items

Items that are not immediately necessary (e.g. clothing that is not being worn, bags etc) have to be stored out of sight as indicated by ESL. Valuable items should be stored by the Team in a safe place prior to entering the arena. ESL cannot be held liable for loss or damage of any items which are stored in the arena or by Tournament Officials.

### 3.7.5 Use of Devices

All devices provided by ESL must only be used for tournament purposes. Unauthorized use of devices (browsing social media, etc.) will result in (1) minor penalty points. Unsanctioned modification of the devices could result in confiscation of the devices and if the Tournament Administration determines that attempts were made to bypass security functions or anti-cheat measures on the devices have been made, the team will receive penalties ranging from fines, penalty points and disqualification.

### 3.8 Photo and other media rights

By participating, all players and other team members grant ESL the right to use any photographic, audio or video material on their website or for any other promotional purpose.

Additionally, each player has to sign a release form that they will receive beforehand for reading and have to sign before they start their first match.

### 3.9 Winners ceremony

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

### 3.10 ESL-provided areas

Only marketing activities that have been authorized by ESL are allowed in any ESL-provided areas (e.g. tournament areas, practice rooms, hotel rooms etc.).

## 4. Rule violations, punishments and ESIC

ESL and its tournaments are part of ESIC, the Esports Integrity Commission. That means that all rules and regulations of ESIC apply to all ESL tournaments. You can look them up on their website at <https://esic.gg/>.

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

### 4.1 Code of conduct

Every participant has to behave with respect towards the representatives of the ESL, press, viewers, partners and other players. The participants are requested to represent esports, ESL, and their Sponsors honorably. This applies to behavior in-game and also in chats, messengers, comments and other media.

We expect players to conduct themselves according to the following values:

- Compassion: treat others as you would be treated.
- Integrity: be honest, be committed, play fair.
- Respect: show respect to all other humans, including teammates, competitors, and event staff.
- Courage: be courageous in competition and in standing up for what is right.

Participants must not engage in harassment or hate speech in any form. This includes, but is not limited to:

- Hate speech, offensive behavior, or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
- Stalking or intimidation (physically or online).
- Spamming, raiding, hijacking, or inciting disruption of streams or social media.
- Posting or threatening to post other people's personally identifying information ("doxing").
- Unwelcome sexual attention. This includes, unwelcome sexualized comments, jokes, and sexual advances.
- Advocating for, or encouraging, any of the above behavior.

Please refer to the [AnyKey Keystone Code](#) to learn more about good sporting behavior. Refer to the [ESIC Code of Conduct](#) for detailed conduct rules and penalties

Violation of this Code of Conduct will result in penalty points. In the case of repeat or extreme violations, penalties may include disqualification, or banning from future ESL events.

## 4.2 Cheating

### 4.2.1 Cheat software

Any use of software that could be considered cheats is strictly forbidden. The Tournament Administration reserves the right to specify what is considered a cheat.

### 4.2.2 Information abuse

Communication during the match with people not involved in the match is strictly forbidden, the same is true for using information about your game from other external sources (e.g. streams).



### **4.2.3 Punishments for cheating**

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

In team competitions, the team may be disqualified from the ESL event where the cheating occurred.

### **4.2.4 Methods to detect cheating**

ESL reserves the right to use different methods to inspect participants and their equipment, with or without prior information.

## **4.3 Doping**

### **4.3.1 Refusing to be tested**

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

### **4.3.2 List of prohibited substances and methods**

The List of Prohibited Substances and Methods created by the Esports Integrity Commission (ESIC) is valid for the ESL tournaments. The list can be found here:

<https://esic.gg/codes/esic-prohibited-list/>

Any unsanctioned use of these substances is considered doping.

### **4.3.3 Prescribed medication**

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

### **4.3.4 Punishments for doping**

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant.

Severe cases (i.e. use of drugs containing performance enhancing substances, like Adderall) will be

punished with nullification of the results achieved under the influence of the substance, a ban of one to two (1-2) years, forfeiture of the prize money won, as well as disqualification of the participant.

If a player is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least 24 hours, the player will still get a ban, but the tournament result will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

## 4.4 Using alcohol or other psychoactive drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances linked under 14.3.2, is strictly prohibited, and may lead to severe punishment. Moderate consumption of alcohol outside the active tournament hours for a participant is permitted if not in conflict with local/national law.

## 4.5 Betting

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

## 4.6 Competition manipulation

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

### 4.6.1 Punishments for competition manipulation

When attempted competition manipulation is uncovered in the ESL, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions in ESL for a duration of between one and two (1-2) years. A monetary fine is possible.

In team competitions, the team will be disqualified from the ESL event where the attempt occurred.

## 4.7 Match fixing

Using any means to manipulate the outcome of a match for purposes that are not sporting success in the

tournament in question is considered match fixing. The most common example is intentionally losing a match to manipulate a bet on the match.

#### **4.7.1 Punishments for match fixing**

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

### **4.8 Limitations for issuing punishments**

Punishments can be issued for a limited amount of time after the incident that is being punished. In case of cheating and match-fixing, this duration is set to 10 years. For infractions like ringing, faking, lying about legally relevant personal information (name, age, nationality, residency, ...), the duration is set to 5 years. Smaller infractions may expire earlier.

### **4.9 Publisher or ESIC bans**

ESL reserves the right to refuse players who have standing bans from the game publisher to take part in ESL tournaments.

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

### **4.10 Breach of netiquette**

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

#### **4.10.1 Public behavior**

All participants shall abstain, at all times, from poor, undesirable, or negative behavior towards anybody involved with the tournament in any way.

All participants shall abstain, at all times, from any action or inaction that brings anybody involved with the tournament in any way into public disrepute, contempt, scandal or ridicule or reduces the public

relations or commercial value of any involved party. This includes derogatory comments aimed at ESL, its

partners or products in interviews, statements and/or social media channels.

### **4.10.2 Insults**

All insults occurring in connection with the ESL will be punished. This primarily applies to insults during a match but also on the ESL website (forums, match comments, player guest books, support and protest tickets, etc.). Insults on IM programs, E-mail or other means of communication will be punished if they can be linked to the ESL and the evidence is clear.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or to the disqualification of the player.

Depending on the nature and severity of the insult the penalty will be assigned to the player or to the team in team leagues. In team competitions players may also be barred from playing for one or more match weeks.

### **4.10.3 Spamming**

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

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

### **4.10.4 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 disrupting the flow of the play. The all chat functions are there to communicate efficiently with the opponent and the match admins.

### **4.10.5 Damaging or soiling**

Participants taking action that could or does result in damage or soiling of rooms, furniture, equipment or similar items will be fined. The fine will be based on the cost to restore the original state, handling efforts to fix the issue, and damaging reputation with third parties/public.

## **4.11 Unsportsmanlike behavior**

For an orderly and pleasant game, it is essential that all players have sportsmanlike behavior. The most important and most common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior.

### **4.11.1 Faking match results**

If a team is caught entering false match results into the match page, or in other ways trying to falsify the match result such as falsifying match media, the team will be awarded up to four (4) minor penalty points. (Match media are all uploads, including but not limited to: Screenshots, demos, models, and so on.)

### **4.11.2 Ringer/faker**

Any players involved in faking or ringing a player will be barred for a minimum of 3 matches, also, one (1) major penalty point will be awarded per incident.

### **4.11.3 Misleading admins or players**

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

### **4.11.4 Teaming up**

Working together with other players/teams within the same match in order for one or both teams to gain advantage, including but not limited to: in-game advantages or accumulating more points in a match is forbidden in any Tournament matches. Tournament Officials may conduct thorough investigation upon allegations/suspicions on such acts and take action. 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.

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