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# **Snapdragon Pro Series**

## **Mobile Legends: Bang Bang**

### **Rulebook**

## Foreword

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

It should be remembered that it is always the administration of the tournament that has the last word, and that decisions that are not specifically supported, or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We at ESL hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Yours sincerely,  
ESL Staff

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# 1 Definitions

## 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

For Snapdragon Mobile Asia Pacific events, the world is divided into four main regions which are as follows:

- 1.2.1 Region 1: Cambodia, Thailand, Vietnam & Laos.
- 1.2.2 Region 2: Malaysia & Singapore.
- 1.2.3 Region 3: Philippines
- 1.2.4 Region 4: Indonesia

## 1.3 Punishments

### 1.3.1 Definitions and scope of punishments

Punishments are given for rule violations within the ESL. They may be 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.

#### 1.3.1.1 Minor penalty points

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

#### 1.3.1.2 Major penalty points

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

#### 1.3.1.3 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.

#### 1.3.1.4 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.

### 1.3.1.5 Disqualification

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

### 1.3.1.6 Additional methods of punishment

In special cases, the 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 the 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 admin team's discretion.

## 1.4 Live matches

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

## 1.5 Disciplines

Games currently played in Snapdragon Mobile are:

- Clash of Clans
- Brawl Stars
- PUBG Mobile
- Asphalt 9
- Clash Royale
- Free Fire
- Legends of Runeterra
- Mobile Legends: Bang Bang

There may be side games or new games added at any point.

## 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/>

## 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. The Tournament Administrators are the decision-makers for all cases and disputes which may occur and are not written in this rulebook.

### 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:

AP: [sps.apj@eslgaming.com](mailto:sps.apj@eslgaming.com)

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 Snapdragon Mobile is Discord. Be sure to check our server regularly so that no important announcements from the league are missed.

Players must change their name on the Discord server that shows their team name. (example: Team ESL | Player 1)

## 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 participants of a season must be 16 years of age or older by the start of the first tournament of the season.

### 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. Regional countries are as follows:

Asia Pacific: Cambodia, Indonesia, Laos, Malaysia, Philippines, Singapore, Thailand and Vietnam

For region 1 teams, in case teams have players from the other resident / country, teams must have at least 3 main roster players from representative countries, example: Team ESL must have 3 Thai players as main roster and teams are allowed to have 2 more main roster players from any other region.

### 2.7.5 Player details

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

### 2.7.6 Game accounts

Every playing member must have their game accounts entered on their ESL profile. If you do not have an ESL Play account, you will need 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' ESL 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 Open Qualifier Restriction

Teams who qualified with 1st, 2nd and 3rd place from previous open qualifier in each region are not allowed to participate in other open qualifier round (eg. Team A , Team B and Team C qualified in cup 1 with 1st, 2nd and 3rd place, these teams can't participate in whole all next open qualifier cups)

## 2.8 Team accounts

### 2.8.1 Team names

The ESL team name may not have any extensions such as “ESL team”. It may only consist of the team name and/or a potential Organization.

If two teams are sponsored by the same partner, they have to come to an agreement with that partner about which of the teams keeps the title sponsoring during the whole of the tournament.

### 2.8.2 Team logos

Teams must not be allowed to use the same or similar logo and 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 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 and the prize redemption documentation has been received by ESL, but it may take as long as 180 business days for the payment to be completed. Teams who do not submit the filled out and completed prize redemption documentation within 30 days after receiving the documentation, will forfeit the prize.

### 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 that received extremely high prize money deduction in total over

several of the tournament stages 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.

### 2.10.4 Transfer of prize money

The prize money will be sent as a bank transfer. Failure to provide sufficient information for the payments to be complete will result in payments not being made. If a participant has not collected their winnings within 30 days of the initial payment date the prizes are forfeited.

### 2.10.5 Prize Pool Distribution

#### Open Qualifiers

Placement	Amount (USD)
1st - Region 1-4 - Qualifier 1	2,000
1st - Region 1-4 - Qualifier 2	2,000

#### Open Final

Placement	Amount (USD)
1	2,000
2	1,600
3	1,400
4	1,200
5-6	900
7-8	500

#### Challenger Season

Placement	Amount (USD)
1	20,000
2	10,000
3	7,500
4	5,000
5-6	2,500
7-8	1,250

## 2.11 Match start

### 2.11.1 Punctuality in broadcasted matches

All matches during a broadcast must start when instructed, under the discretion of ESL. All matches during a broadcast should start no later than the time provided by ESL. If a player/team is not ready to play, ESL should be informed.

### 2.11.2 Not being punctual for a broadcasted match

Two (2) minor penalty points can be awarded if a participant is not ready to play at the announced starting time. At that point, a no-show will be awarded. If the match is broadcast by ESL or its partners, three (3) additional minor penalty points will be awarded for any delay in the match start caused by a team.

### 2.11.3 Participants not showing

If a participant is not ready to play until 15 minutes after the scheduled start of the match, they are considered a no-show, and the opponent will be rewarded with a full match series win. (This timer is at the broadcast admin's discretion when a team does not show for a broadcasted match)

## 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 rulest

The protest must contain detailed info about why the protest was filed, how the discrepancy came to be and when the discrepancy occurred. A protest may be declined if proper documentation is not presented. A simple “they are cheaters“ will not do. 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 Interviews

For every game that is broadcast on an ESL-arranged stream, two players 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.

## 2.15 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.

## 3 Schedule

### 3.1 Open Final

**Open Qualifier #1**, 10th - 11th December

**Open Qualifier #2**, 17th - 18th December

#### **Open Final**

Week 1: 13th - 16th February

Week 2: 21st - 23rd February

### 3.2 Challenge Season

Week 1: 8th - 9th March

Week 2: 15th - 16th March

Week 3: 22nd - 23rd March

Week 4: 29th - 30th March

#### **Challenge Final**

29th - 30th April

## 4 Rosters & Roster Changes

### 4.1 Roster Requirements

The Team roster can hold a minimum of 5 players, which consist of five (5) Starters, a maximum of 6 players, which consist of five (5) Starters and two (1) Substitutes and this is not limited to coaches. For region 1 teams, in case teams have players from the other resident / country, teams must have at least 3 main roster players from representative countries, example: Team ESL must have 3 Thai players as main roster and teams are allowed to have 2 more main roster players from any other region. If the team qualifies for and is participating in a Live (Specifically, a LAN) event, ESL will cover the costs of transport and accommodation for a maximum of 6 players per team (or five players and a coach). The cost to transport and accommodate additional players/staff may be deducted from the teams winnings.

#### 4.1.1 Residency Requirement

- 4.1.1.1 **Resident Defined.** A player is considered a “Resident” if the player is already a lawful permanent resident in the country/territory based upon the legal status in that country/territory.
- 4.1.1.2 **Certification of Residency.** All players shall certify their residency upon request by ESL by providing proof of residency as defined in Rules
- 4.1.1.3 **Proof of Residency.** Any player that wishes to compete in the tournament must prove lawful permanent residency to qualify as a resident of the country/territory they wish to compete in. Acceptable documentary evidence includes items such as a passport or proof of age card. This list is not exhaustive.

#### 4.1.2 Coach

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 may be affiliated with only one organization.

#### 4.1.3 MPL Teams and Players Restriction

Teams & players who took part in the previous regional MPL Season may not participate in the SPS Mobile Open Qualifiers.

- Singapore: Season 4
- Malaysia: Season 10
- Cambodia: MPL Cambodia Autumn 2022
- Philippines: Season 10
- Indonesia: Season 10

#### 4.1.4 Roster Submission

At a time designated by ESL, each team must submit their full roster to the ESL.

### 4.2 Substitutions within active roster

Requests to modify a starting lineup for the team’s match must be submitted no later than 24 hours prior to the start of the matches on the respective day. All changes made after this 24-hour mark will incur in-game penalties or be declined at the sole discretion of ESL.

### 4.2.1 Substitution During Matches

A team may substitute a player within a match/series. The team must notify a ESL and have the substitution approved immediately following the previous game (e.g. if a team wishes to substitute a player in for game 2, then the team must notify a ESL no later than 5 minutes following game 1).

## 4.3 Roster Changes

A team roster change means adding, replacing or removing players from a roster. Roster changes must be approved by ESLs. Team rosters are locked 48 hours prior to the first game of the week that the roster is scheduled to play. All team changes made after the roster has officially locked will incur in-game penalties or be denied at the sole discretion of ESLs.

### 4.3.1 Roster Lock

48 hours prior to the first match day of Open Final, the team sheets for each team will lock throughout the entire Open Final and Challenge Season. Now, the roster must be complete with at least (5) five starters (at least (1) three of whom must have played for the team that secured qualification). Substitutes must not be registered to any other team in The ESL Snapdragon Pro Series as a player.

In the case where a locked roster separates from its registered organization during an ongoing stage, the players will be given priority to retain the tournament spot, as binded by this rule.

### 4.3.2 End of Transfer Window

The teams that qualify for the playoffs will be allowed one emergency change should they be unable to field a full roster for the event. Teams will need to provide a valid reason for the emergency. Otherwise, they are expected to send a minimum of 3 starters and remaining substitutes that are already on the roster. If a team needs to add another player then the offending team will be given (5) five minor penalty points for adding an additional substitute to compete at the playoffs

## 4.4 Player Responsibilities for Online Matches

All players will be expected to be ready to join the game lobby at the time specified by ESL. Readiness includes, but is not limited to, five rostered players having completed version patching, configuration of in-game settings, and completed rune and mastery pages.

### 4.4.1 Punctuality

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

### 4.4.2 Delaying the Match

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

### 4.4.3 No show

If a Team is not ready to play 15 minutes after the official match starting time, the Team will be considered as a no show and will receive a default loss. For each default loss, a Team will be assigned 5 minor penalty points.

#### 4.4.3.1 **Disqualification due to no shows**

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

#### 4.4.4 **4v5 Play**

Teams are required to field a full team of five players to start a match. If a player unintentionally disconnects during the match, a team may not continue to play to complete the game.

#### 4.4.5 **Player Equipment Responsibility**

All players are responsible for ensuring the performance of their chosen setup, including mobile phones and peripherals, internet connection, and power. A problem with player equipment is not an acceptable reason for lateness or pausing beyond a team's allowance, regardless of the root cause of the problem.

#### 4.4.6 **Spectators**

Only the team's five rostered players are allowed in the game lobby. No additional spectators are permitted for any reason.

#### 4.4.7 **Streaming**

Players are not permitted to stream official matches publicly or privately on any platform or service unless they are given written approval from ESL and are subjected to any rules and regulations that come with the approval.

#### 4.4.8 **Pro View**

Players may be required to engage in streaming official matches at the discretion of League officials. These streams will be tested and subject to specific limitations set forth by ESL.

#### 4.4.9 **Game Lobby**

ESL will create the official game lobby. Players will be directed by ESL to join the game lobby as soon as setup has been completed, in the following order of positions: Baron Lane, Jungle, Mid lane, Dragon lane, Support

#### 4.4.10 **Game Recording**

Players are advised to record the gameplay for all their matches. ESL may request for players to submit footage of their gameplay on a random basis. Failure to present gameplay footages will result in penalties.

#### 4.4.11 **Broadcast Equipments and Obligations for online matches**

Teams and players must prepare the following equipment for broadcasting:

- Webcams, cameras or cellphones for at least two players to be used during the match (gameplay).
- Webcams, cameras or cellphones for at least two players, for pre and post match interviews.
- Every player must have a microphone for voice communications and must be available for communication with the tournament administration team before, during and after the match.

Failure to provide broadcast equipment may result in a minor penalty point per incident.

## **5 Match Procedure**

### **5.1 Match Start Time**

Each Match Start Time listed on a Competition website, email or official document, should be considered an estimate. All Participants during a Match Day are expected to be online and available thirty (30) minutes prior to the start of the first scheduled Series. For offline events, the teams need to be at the venue 1:30 hours before the Match Start Time. Whilst a succeeding Match may be scheduled at a specific time, all Match Start Times are subject to the conclusion of the Match that precedes it.

## 5.2 Joining Game Lobby

All Participants are expected to join the lobby allocated by Administration no later than 10 minutes before the informed time by Administration. If a team does not have all five (5) players in the lobby and be ready by the scheduled time, then it will be considered lateness.

## 5.3 Lobby Settings

- Server: Regional server
- Game Mode: Draft Pick.
- Selection Priority
  - Open Qualifier: The team on the left side of the match page will host a lobby and start as the blue side (first pick), and side selection will alternate between the teams thereafter for each subsequent game in the match.
  - Open Finals and onwards: A coin toss will take place & the winner of the coin toss will get priority to choose sides in Game 1, and side selection will alternate between the teams thereafter for each subsequent game in the match.
    - Example for switching sides:
      - Game 1: The team on the left side of the match page will host a lobby and start as the blue side.
      - Game 2: The team on the right side of the match page will host a lobby and start as the blue side.
      - Game 3 (if have): The team on the left side of the match page will host a lobby and start as the blue side.
- Coach and/or Spectator: Not allowed in the lobby unless ESL provides prior written approved.
- Broadcasted matches will be hosted in a lobby provided by ESL admins.
- Non-broadcasted matches will be hosted in a lobby made by the teams.

## 5.4 Display Names – Player/Team Tag

All Participants are responsible for setting up and displaying the correct team name for the in-game client. Player in-game alias and team tag must be only English characters, numbers or single space between words, player name must be set as per registered and applied for all matches. Failure to adhere to this rule will result in the assignment of one (1) minor penalty point.

## 5.5 Pauses

It is forbidden to pause a game for no reason. After you pause a game you must inform the admin of the reason for the pause. In the same game, the total pause time must not be longer than 5 minutes (if a team pauses the game for 1 minutes and later pauses it again for 4 minutes, they can't pause anymore, unless the opponents agree with it).

- A pause shouldn't be longer than 1 minutes. In the case of a longer pause being needed, the opponent or an ESL Admin has to agree with it, otherwise the match continues.
- Abuse of the pause will lead to a disqualification. Screenshots of proof and the demo of the game must be uploaded into the match.
- ESL reserves the right to pause matches at any time and for any duration.

## 5.6 Match Etiquette

Matches are to be started in a timely manner. Administration reserves the right to forfeit teams responsible for intentionally delaying the start of a match by more than fifteen (15) minutes after the scheduled start time.

The in-game chat (all chat) must only be used for Game related discussion. The primary use of the in-game chat is for Teams and Administration to communicate. Any form of harassment via the in-game chat is heavily restricted.

## 5.7 Devices

During the online Tournament players are free to use their own mobile devices. Playing with any kind of emulator is strictly forbidden. Please make sure your devices are well-prepared for the tournament, including phone battery/internet connection etc.

During the Live Event (LAN), ESL will provide the devices that the players will use. ESL reserves the sole authority to determine the devices used.

## 5.8 In-game hero skins

Open Qualifiers: As the lobbies will be hosted by the Teams and hosting tournament-lobbies is not possible, Players may not use any custom skins. Only default skins may be used. If your opponent uses a skin which is not a default skin, a screenshot of the skin usage must be provided to the ESL admins immediately after the match is completed. Teams who are found to have used a skin which is not default or is not allowed, that team will forfeit 1 game in question.

Mobile Open Finals & Mobile Challenge: Tournament Lobbies will be used and the abilities of skins will be disabled by the in-game functionality. In the event that tournament lobbies cannot be used or the ability of skins cannot be disabled, default skins must be used.

# 6 Event rules

## 6.1 Equipment

During Live Events (LAN/In-Person events) ESL always provides mobile devices of ESL's own choosing. Depending on the discipline and the stage of the tournament, noise-canceling headphones may be provided as well. Where equipment is provided by ESL, Players are forced to use the provided equipment. Failure to use the provided equipment may result in immediate disqualification.

## 6.2 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. If possible and deemed appropriate by the administration, ESL will provide suitable clothing for the participants that are not dressed according to the rule. 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.

### 6.3 Administrators

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

### 6.4 Player and tournament brief

The player and tournament briefs are documents that will be sent to the participants by mail before the tournament. They are meant as extensions to the rulebook for a specific offline event and equally binding.

### 6.5 Technical checklist

After completing their setup process, the player will sign off on the ESL admins 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 checklist had been properly followed will be punished with one (1) minor penalty. By signing this document, participants confirm that they are ready to start their match as scheduled. Participants may be forced to start the match even if they failed to properly complete this process.

### 6.6 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.

#### 6.6.1 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: \$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

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.

## 6.7 Gaming areas

### 6.7.1 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 are forbidden. Participants must follow the hotel or venue rules while in the practice areas.

Any violations can be punished with penalty points.

### 6.7.2 Removable media

It is strictly forbidden to connect or use any removable media on the tournament devices without prior examination and approval from the tournament administrators.

### 6.7.3 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 first match.

Personal phones may also be collected prior.

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

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

### 6.7.4 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.

### 6.7.5 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 point..

## 6.8 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 two copies of a release form that they will receive beforehand for reading and have to sign before they start their first match.

## 6.9 Winners ceremony

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

## 6.10 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.).

## 7 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.

## 7.1 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.

## 7.2 Cheating

### 7.2.1 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.

### 7.2.2 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).

### 7.2.3 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 be banned from all competitions in ESL for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances.

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

### 7.2.4 Methods to detect cheating

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

## 7.3 Doping

### 7.3.1 Refusing to be tested

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

### 7.3.2 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.

### 7.3.3 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.

### 7.3.4 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.

## 7.4 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 4.3.2, 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.

## 7.5 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.

## 7.6 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.

### 7.6.1 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.

## 7.7 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.

### 7.7.1 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.

## 7.8 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.

## 7.9 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.

## 7.10 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).

### 7.10.1 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.

### 7.10.2 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.

### 7.10.3 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.

### 7.10.4 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.

### **7.10.5 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.

## **7.11 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.

### **7.11.1 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.)

### **7.11.2 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.

### **7.11.3 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.

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