



# ESL Benelux Championship Rulebook

*Season 15 CSGO*

## Introduction

This is the official ruleset for Season 15 of the “**ESL Benelux Championship**”, which will span between March 2023 and June 2023. These rules apply to the players throughout all stages of competition, including but not limited to the qualifiers, promotions, group stage and finals and applies to the players, coaches, reserves and any associated managerial staff.

Failure to adhere to these rules may be penalised as outlined. It should be noted that the tournament administrators have the final word, and have the power to decide on any circumstances that are not outlined by this document, and in extreme cases may overrule the rulebook in order to preserve fair play and sportsmanship.

In the event any provision or part of this Rulebook is found to be invalid or unenforceable, only that particular provision or part so found, and not the entire Rulebook, will be inoperative.

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# 1 Definitions

## 1.1 Participants

An ESL Benelux Championship participant is a team or player that is participating in the ESL Benelux Championship competition. Any member of a ESL Benelux Championship team is a participant of that team only, and is locked to that team regardless of whether or not the player had played for said team.

## 1.2 Team/Licence Sheet

This is a complete listing of all the players, organisers and managers that are registered to the team in the specific competition and has to be created by all teams that are part of the ongoing season. When a team wants to add a new player, organiser, manager or any other participant to any team, they need to update and submit the team sheet before adding the player.

## 1.3 Team Positions

This describes the positions allowed in an ESL team account during the ESL Proximus Championship.

### *1.3.1 Team Manager*

The team manager must be at least 18 years old. The team manager is responsible for the day to day running of the team, such as writing match statements, updating and maintaining the roster, and in general being the contact person of the team towards the ESL. This person is responsible for keeping himself and the team updated with regards to rules and regulations around the ESL Benelux Championship. The team manager is eligible to play for the team in matches, providing he is indicated as a "Player" on the team on the Team Sheet.

### *1.3.2 Team Captain*

The team captain is the in-game leader of the team. The team captain is the only person in the team allowed to protest, make a comment or in general communicate about issues during the progress of the match. This person is the spokesperson of the team while the match is being played.

### *1.3.3 Player*

The player has no further rights in the team other than to be able to play for the team. The player has no specific rights when it comes to interacting with admins, opposing team members or in any other duties involving managerial tasks for the team.

## **1.4 Time Zone**

The timezone for the competition is CET/CEST. The FACEIT website will display the times of matches according to the user's geolP.

## **1.5 The Season**

The season starts in March 2023 and will end in July 2023.

## **1.6 Region**

The ESL Benelux Championship is the ESL National Championship of The Netherlands, Belgium and Luxembourg.

## **1.7 Live Matches**

The term "Live Matches" refers to matches that take place in a public location, during events, in the ESL Benelux Studio or matches broadcast on official ESL channels

# **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 judgement 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 any of the rules in this rulebook are void for any legal reasons in any specific country, the remainder of the rule book remains valid for that country.

## **2.3 Confidentiality**

The content of protests, support tickets, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without written consent from an ESL Benelux Championship Tournament Director. If the contents has been shared without consent then this could lead to a team's disqualification, or alternative punishment.

## **2.4 Code of Conduct**

Each Team/Participant shall comply with, and be bound by, the ESIC Code of Conduct (the "Code of Conduct") which is hereby incorporated into this Rulebook by reference. It is each Team/Participant's duty to familiarise themselves with the Code of Conduct and, by participating in the Tournament, each Team/Participant accepts ESIC's jurisdiction with respect to the matters covered by the Code of Conduct.

## **2.5 Betting, Corruption, Inside Information**

Each Team/Participant shall comply with, and be bound by, the ESIC Anti-Corruption Code (the “Anti-Corruption Code”) which is hereby incorporated into this Rulebook by reference. It is each Team/Participant’s duty to familiarise themselves with the Anti-Corruption Code and, by participating in the Tournament, each Team/Participant accepts ESIC’s jurisdiction with respect to the matters covered by the Anti-Corruption Code.

## **2.6 Alcohol and Doping**

Each Team/Participant shall comply with, and be bound by, the ESIC Anti-Doping Policy (the “Anti-Doping Policy”) which is hereby incorporated into this Rulebook by reference. It is each Team/Participant’s duty to familiarise themselves with the Anti-Doping Policy and, by participating in the Tournament, each Team/Participant accepts ESIC’s jurisdiction with respect to the matters covered by the Anti-Doping Policy.

## **2.7 ESIC Codes**

The Code of Conduct, the Anti-Corruption Code and the Anti-Doping Policy shall together be referred to as the “ESIC Codes” and can be viewed here: <https://esic.gg/codes/>. The ESIC Codes’ “Definitions” and “Disciplinary Procedure” are also incorporated into this Rulebook by reference both of which can be found here: <https://esic.gg/codes/>.

## **2.8 Additional Agreements**

The ESL Benelux Championship 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 Benelux Championship highly discourages such agreements taking place, and such agreements that are contradicting the ESL Benelux Championship Rulebook are under no circumstances allowed.

## **2.9 Match Broadcasting**

### *2.9.1 Rights*

All broadcasting rights of the ESL Benelux Championship are owned by ESL Benelux B.V. This includes but is not limited to broadcasts, video streaming, replays, demos, TV broadcasts and HLTV.

### *2.9.2 Waiving These Rights*

ESL Benelux B.V. 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 a member of the ESL Benelux B.V.

### *2.9.3 Player Responsibility*

Players cannot refuse to have their matches broadcast by ESL-authorized broadcasters, the broadcast can only be rejected by a member of the ESL Benelux Championship team outlined in section two of the document. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

## **2.10 Communication**

Email is the official communication method of the ESL Benelux Championship. All players will be contacted through the address that is registered on their FACEIT profile, and therefore this email address should always be kept updated and checked regularly so that no important announcements from the league are missed. Discord is used as a secondary method of communication.

## **2.11 Conditions of Participation in the ESL Benelux Championship**

The following conditions must be met in order to participate in the ESL Benelux Championship.

### *2.11.1 Age Restriction*

All participants of the ESL Benelux Championship have to be over 16 years of age before the start of the tournament. If in doubt, an admin has to be contacted to confirm eligibility. ESL Benelux B.V. has the right to request Photo ID to prove eligibility.

### *2.11.2 Regional Limitations for Participants*

Teams must field a majority roster from the regions specified in section 1.6.

If there is any doubt about the residency or nationality of any players, ESL Benelux is allowed to ID-Request. This way the integrity of the competition can be guaranteed.

### *2.11.3 ESL National Championship Limitations*

A player cannot participate in more than one ESL National Championship per season.

## **2.12 Nicknames**

A change in nickname during a ESL Benelux Championship season must first be notified to the administration for approval before the change can be undertaken. No sponsor tags are allowed in the nickname under any circumstances and the general ESL rules for the choice of nicknames apply. Nicknames cannot be offensive, and should in no way reflect negatively on the ESL Benelux Championship brand.

## **2.13 Team Accounts**

### *2.13.1 Team Names*

The ESL Benelux Championship team name may not have any extensions such as “CS team”. The ESL Benelux Championship team name may hold one sponsor name providing it does not conflict with any ESL Benelux Championship partners, but no product description is allowed. Team names cannot be offensive, and should in no way reflect negatively on the ESL Benelux Championship brand.

### *2.13.2 Changes on the Team Accounts*

During the group stage, every time a change is made, teams have to submit a new license sheet that has to be approved by the ESL Benelux Championship administration. This includes but is not limited to:

- Adding or removing players
- Changing the team name

## **2.14 Player Changes**

### *2.14.1 Adding a New Player during the ESL Benelux Championship*

At a time designated by an ESL Benelux Championship Official(s) before the start of each split, each Team must submit their roster (Licence Sheet). Teams must submit an Eligibility Licence sheet. If a Team Manager intends to modify the roster, the Team Manager must submit requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such change, at the earliest possible date and time. A team will not be allowed to start a player for the first game of the respective split, that is not on the roster that was declared before the roster deadline.

After the roster deadline every new member in the account is counted as a new player. The maximum number of new players any team can add during a season of the ESL Benelux Championship is two. Any player can only switch to another ESL Benelux Championship team once per season, meaning that over the span of a season no player can play for more than two different teams in the ESL Benelux Championship.

Rosters will be locked at week 4. Meaning that on the 4<sup>th</sup> matchweek teams are allowed to add a new player, as long they request the change 48 hours before match start. Locked rosters are thus used during the remainder of the tournament (week 5 and Playoffs).



Before a player can be officially added to the roster, a new license sheet has to be submitted by mail. Next to this the following information must be provided:

- Nickname
- ESEA ID
- Steam ID and Steam ID 64
- Full name
- Date of Birth
- Previous team history since the beginning of this ESL Benelux Championship season

A player change needs to be requested 48 hours before a match start time, failure to adhere to this rule will result in the player being ineligible for participation.

The old ESL Benelux Championship Team Sheet will be deemed invalid, when any member changes have been made. A team must always have a minimum of 5 eligible players on match days.

#### *2.14.2 Multiple Contracts*

For a player in the ESL Benelux Championship to have a contract or agreement with 2 or more ESL Benelux Championship teams is strictly forbidden, may it be written or oral. If such a contract or agreement is found to be in existence, the ESL reserves the right to ban the player from playing any more matches until the situation has been resolved. If the situation can not be resolved, the ESL Benelux Championship has the right to remove the player or team(s) in question.

## **2.15 Prize Money**

All prize money should ideally be paid out 45 days after the conclusion of the ESL Benelux Championship season, but it may take as long as 90 days for the payment to be completed. The licence holder will claim their prize funds via web form that will be emailed to the winning teams. All teams that receive prize money should be a **registered company**, otherwise ESL Benelux will be unable to transfer the prize money.

#### *2.15.1 Prize Deductions Due to Penalty Points*

Every penalty point that a participant acquires during an event or its qualifiers is penalised 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 offline event in question, including both online and offline won prizes, but excluding any expenses that are to be provided by ESL Benelux. 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.

### *2.15.2 Withdrawal of Prize Money*

As long as the prize money for the ESL Benelux Championship 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.

### *2.15.3 Transfer of Prize Money*

The prize money will be sent via bank transfer as specified by the License holder. Failure to provide sufficient information for the payments to be complete will result in payments not being made. If a participant has not collected or redeemed their winnings within three months of the conclusion of a season, then the winnings are forfeited.

### *2.15.4 Prize Money Distribution (Playoffs)*

Placement	CS:GO
1st Place	€ 5000
2nd Place	€ 2500
3rd Place	€ 1250
4th Place	€ 1250

## **2.16 Penalties and consequences for leaving, or disqualification from, the ESL Benelux Championship**

### *2.16.1 Leaving or disqualification during the ESL Benelux Championship Season*

If a participant leaves, or is disqualified from (see 1.7.1.5), the ESL Benelux Championship during any of the stages, the participant forfeits all prize money from the season. Next to that, the organisation and all players on the licence sheet will be banned from the current and upcoming season of the ESL Benelux Championship.

### *2.16.2 Deletion of Matches*

All matches involving teams or solo players that have left a stage of the ESL Benelux Championship before it ended will be reset and deleted. In playoff brackets, the most recent or the next upcoming match (depending on the situation) of the participant will be considered a default win for his opponent.

## **2.17 Match Start**

All matches in the ESL Benelux Championship should start as stated on the website, any changes in the time must be accepted by the opposing party and administrators, even if rescheduling is generally possible. All participants in a match should be on the server and ready to go at the latest ten (10) minutes before the match is to start. Failure to be in the server or match lobby by this point will be seen and treated as a match delay.

## **2.18 Match Procedures**

### *2.18.1 Lineup*

The lineup must be communicated to the admins before the match starts. Violations can be punished with one (1) minor penalty point each.

### *2.18.2 Determining the higher seed*

During round 1 of the GSL Format higher seed is based on last season finisher and placement during the relegations. During both Losers and Winners match these seeds will be valid.

For the decider match, higher seed is awarded to the team coming from the winners match

In offline playoffs, the teams that qualified through the winners match will have the higher seed during the semi finals. For the finals a coin toss will be used to determine seeding.

## **2.19 Match Protests**

A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect server settings and other related issues. Protests need to be communicated to a member of the admin team via email or Discord.

The latest time that participants are allowed to issue a match protest is the earliest of the three following:

- 72 hours after the scheduled starting time of the match
- The beginning of the next match for either of the two participants
- Only at offline events: The end of the event day (departure of the administration team)

## **2.20 Results in Rematch**

If the rules stipulate that a rematch is to be played, the victim of the incident is to decide whether or not this rematch is actually to be played. If the victim of the offence decides that a rematch is to be played, then the old result is null and void, and only the new result will count in the rankings.

## **2.21 Media Obligations**

For every online match that is to be broadcast, one player from each team must be available for an interview, with a webcam. Solo players must always be available for pre and post match interviews.

For offline events, all players must be available for media including but not limited to photographs, video interviews and filming for motion graphics.

## **2.22 Names, Symbols/Logos and Sponsors**

ESL Benelux reserves the right to forbid the use of unwanted names and/or symbols / Logos in their competitions. Any legally protected words or symbols are generally forbidden unless the owner gives the permission. No advertisement or promotion of sponsors that are solely or widely known for pornographic, drug use or other adult/mature themes and products is allowed in connection to the ESL Benelux Championship. User-generated content will be governed by the terms and conditions of Brawl Stars and Counter-Strike: Global Offensive.

## **2.23 Licenses in the ESL Benelux Championship**

### *2.23.1 Definition*

Before each tournament, ESL awards the ESL Benelux Championship license to the participating teams, or individuals. In most cases, these are participants that have qualified through ESL Benelux Championship, or offered a direct invite into the competition.

### *2.13.2 Duration*

ESL Benelux Championship licenses are valid for one ESL Benelux Championship season only.

### *2.13.3 Team License*

If a team qualifies to the ESL Benelux Championship, the licence will be awarded to the legal entity that the team represents (including but not limited to the registered association or organisation, Ltd company). If the team does not represent a legal entity, or the existing entity has not been reported to the ESL Benelux Championship administration, a restricted license may be awarded to the actual team, where the team leader or organiser will be designated as the contact person for this team. This person will be the main point of contact, responsible for keeping the team in order and maintaining the ESL Benelux Championship team account. The restricted license belongs to the team leader, but a majority roster must be maintained across each stage of the competition. If the team leader leaves the team, then it is down to ESL to decide whether the team can continue within the competition.

The license holder or representative is responsible for all actions, and commitments of the team. Any changes in the team license must be reported to and accepted by the ESL Benelux Championship administration before it can be followed through. Failure to report any changes in the license, or omitting any needed information about the team may be punished with penalty points or other sanctions. The License holder is the entity that decides about the recipient of the prize money won under its license.

#### *2.13.4 Changing the Team License Holder*

A license-holder can request a transfer of the ESL Benelux Championship license to another entity during a season, if there is an adequate reason for doing so. It is at the ESL Benelux Championship administrator's discretion whether or not the reason is deemed adequate.

Once the change of license holder has been made, the majority roster from the original team license must be maintained for the remainder of the current stage. At least one team member from the previous license must be maintained until the end of the season. This restriction is meant as a protection of the players joining a new team/organization and to prevent teams/organisations getting a license for their own, not qualified team.

#### *2.13.5 Withdrawal of License*

The ESL has the right to withdraw an ESL Benelux Championship license from any participant(s), if the ESL Benelux Championship feels that the participant(s) in question have not behaved within the guidelines set out by the ESL Benelux Championship, and its governing organization.

### **3. Qualifying process**

#### **3.1 Qualifying routes**

There are two ways to qualify for an ESL Benelux Championship Group Stage

##### *Qualifiers*

Teams will qualify for the group stage through the Closed Qualifier. The teams placed bottom four in the previous season will be invited to the CQ. Another 12 teams will earn a spot in the CQ by placing top three in one of the four Open Qualifiers.

##### *Invitation*

The teams placed top four in the previous season will be directly invited to the Group Stage.

#### **3.2 Open Qualifiers (OQ)**

There are four Open Qualifier tournaments. These will be hosted on the FACEIT platform, no FACEIT subscription is required. Teams can sign up for these as long as 3 out of the 5 players in the server are eligible and from the Benelux region. These OQ will be played in a Best-of-1 single-elimination format with teams seeded randomly. The top three teams from each OQ will qualify for the CQ, with a third-placed match to determine the 3rd placed team and a final to determine seeding for the CQ.

#### **3.3 Closed Qualifier (CQ)**

There is one Closed Qualifier. This will be hosted on the FACEIT platform, no FACEIT subscription is required. The CQ will feature a total of 16 teams; 4 teams are invited from the previous season, with the other 12 teams earning a spot through the Open Qualifiers. The CQ will be played in a Best-of-1 Double Elimination format, except for decider matches, which are Best-of-3.

### 3.4 Roster Limitations and changes

All teams in the Qualifying tournaments need to have a core of Benelux players (3 out of 5 in the playing roster) at all times. As soon as a team has a spot in the CQ, it cannot make any roster changes for the remainder of the qualifying process. In case a team feels a roster change is required, they can request an exemption from the rule by submitting the proposed change and reason for the change in an email to [tournament@eslbenelux.nl](mailto:tournament@eslbenelux.nl). The team can only make the roster change when they receive approval from one of the Tournament Administration members listed in Appendix A of this rulebook. The Tournament Administration cannot be held accountable for any delays in the approval process, thus teams should hand in their request ahead of time. Players qualified for the CQ are also locked to their team and cannot play for another team, even if they are released from their team through an approved roster change.

If a team qualifies for the Main Event, they have to keep the core of the team from CQ on the licence sheet as a playing roster.

## 4. Game Specific Rules - Counter-Strike: Global Offensive

### 4.1 FACEIT Client

The FACEIT Anti-cheat is mandatory for all players to use for the full duration of all matches without exception.

### 4.2 Match Procedure

#### 4.2.1 Map pool Qualifiers, Group Stages and Finals

The map pool includes the following maps:

- de\_vertigo
- de\_anubis
- de\_nuke
- de\_inferno
- de\_mirage
- de\_overpass
- de\_ancient

#### 4.2.2 Map choice

The higher seed always determines who starts the ban/pick process. Every team decides sides on the map choice of their opponent. On the last map (bo1 on the only map) the sides are determined by a kniferound.

#### Best-of-One Matches

Ban A - 2 Bans B - 2 Bans A - Ban B - remaining map is being played.

#### Best-of-Three Matches

Ban A - Ban B - Pick A - Pick B - Ban A - Ban B - remaining map is being played as decider map, if required.

#### 4.2.3 *In-Game item's name tag*

Players are not allowed to use nametags on in-game items which violate the code of conduct. If a player uses such a nametag during an official match the team will receive three (3) minor penalties for each match.

#### 4.2.4 *Number of Players*

All matches have to be played with five players per team (5vs5), other constellations are not allowed. If a team fails to show up with enough players, the match will count as a no-show.

#### 4.2.5 *Dropping of Players*

- If a player drops before the first kill in the first round of a half, then the half will be restarted.
- If a player drops after the first kill has been made and has not returned when the round has been decided, then the match will be paused at the start of the next round.
- If a player drops and the opponent has been notified before any damage has occurred during that round, then the round will be restarted
- If a player has not returned, or cannot be replaced within 10 minutes after the pause has started, then the team with the dropped player may forfeit the match at admins discretion.

#### 4.2.6 *Change of Players during matches*

Only players that are part of the team can be substituted in. The opposing team has to be informed beforehand.

#### Online

Lineup changes can be made at any point of the match if there is a proper reason (i.e. connection problems). If necessary, the game can be paused for the change. The delay caused must not exceed 5 minutes and excessive changes/abuse of this rule are forbidden.

#### Offline

Lineup changes are only allowed in between maps. The player will not receive additional time to set up compared to the time it would have taken with the original player.

#### 4.2.7 *Leaving the Server*

All matches must be played to the end, failure to do so will be penalized. A match is considered complete when one team has reached 16 rounds on the final map.

#### 4.2.8 *Continuing a Disrupted Game*

If a match is interrupted (e.g. server crash) within the first three rounds of play, then the match should be restarted, if the match is interrupted after the first three rounds of play then the match should be continued where it left off, with these changes in the configuration.

- mp\_startmoney should be set to 5000 for the rest of the half
- The rest of the rounds that have not been played should be played.

However, if the match will be played on an official ESL server the admin can decide to continue the match by using the backup files provided by the game instead of using the above mentioned way.

#### 4.2.9 Draws

##### Group Stage

In case of a draw after all 30 rounds have been played, overtime will be played. The winner of overtime will receive 2 points and the loser will receive 1 point.

##### Play-offs

In case of a draw after all 30 rounds have been played, an overtime will be played with mp\_maxrounds 6 and mp\_startmoney 12500. For the start of the overtime teams will stay on the side which they played the previous half on, during half-time sites will be swapped. Teams will continue to play overtime until a winner has been found.

#### 4.2.10 Usage of pause function

##### Technical Pause

If a player has a problem that prevents him from playing on, he is allowed to use the pause function ("!pause"). The pause function can be used at any time but it will only come into effect during freeze time (immediately, if used during freeze time, else at the beginning of the next freeze time). The player has to announce the reason before or immediately after he paused the match. If no reason is given, the opponent may unpause the game and continue playing. Unpausing or pausing the game without any reason will lead to penalty points.

##### Tactical Pause / Timeout

Each team is allowed to invoke a tactical pause of 30 seconds up to four times per map. If the ESL Game Integration is being used, the special command "!timeout" has to be used. Otherwise, the "!pause" command has to be used and the team has to announce the tactical pause via chat.

The pause function can be used at any time but it will only come into effect during freeze time (immediately, if used during freeze time, else at the beginning of the next freeze time). If all tactical pauses had already been used on the same map, the admin will unpause the game and continue the game, this behavior will also lead to penalty points.

##### Admin Pause

The admin can also pause the game from his station or from a player station, when it seems required. Also, if for some reason the player pausing does not work, they have to request the admin to do it.

##### Communication during Pause

During a Pause, headsets have to stay on. Unless the admin instructs the match participant otherwise, any form of communication among the team is only allowed during tactical pause.



## 4.3 Player Settings

### 4.3.1 Configuration / Startparameters

The following commands are forbidden:

- `mat_hdr_enabled`

The following startparameters are forbidden:

- `+mat_hdr_enabled 0/1`
- `+mat_hdr_level 0/1/2`

All other configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. A player may be penalized for wrong settings in any config file, regardless if it is in use, or even stored in the game folder in question.

Wrong settings will be penalized with two (2) minor penalties per value and player, but per match a team cannot get more than six (6) minor penalties. If three or more players have wrong settings the team will get a default loss.

Admins may under special circumstances decide on a default loss, even if less than three players have wrong settings.

### 4.3.2 Forbidden Scripts

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

- Stop shoot scripts [Use or AWP scripts]
- Center view scripts
- Turn scripts [180° or similar]
- No recoil scripts
- Burst fire scripts
- Rate changers (Lag scripts)
- FPS scripts
- Anti flash scripts or binding (`snd_*` bindings)
- Bunnyhop scripts
- Stop sound scripts

If you are not sure if a script is allowed or not, then contact the admin team before you play an official match.

A player may be penalized for forbidden scripts in any config file, regardless if it is in use, or even stored in the game folder in question.

Forbidden scripts will be penalized with two (2) minor penalties per value and player, but per match a team cannot get more than six (6) minor penalties. If three or more players have wrong settings the team will get a default loss.

Admins may under special circumstances decide on a default loss, even if less than three players have forbidden scripts.

### 4.3.3 A3D

The use of A3D (2.0) or any program, driver or interface that simulates A3D (2.0) is strictly forbidden, and will be punishable under the cheating paragraph.

#### *4.3.4 Graphics drivers, or similar tools*

Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating paragraph

Furthermore it's forbidden to use all kinds of overlays which will show the usage rate of the system in any way in-game (e.g. Nvidia SLI display, Rivatuner Overlay). Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

#### *4.3.5 Color depth*

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

#### *4.3.6 Custom Data*

Only steam skins are allowed to be changed, any other changes to sprites, skins, score boards, crosshairs are strictly disallowed, also only the official models are allowed. If a player plays with custom files (not models), then this will be penalized with two (2) minor penalties per player. If a player plays with custom models, then this will be penalized with five (5) minor penalties per player and the opponent of the match may request a rematch.

### **4.4 Use of Bugs and Glitches**

The intentional use of any bugs, glitches, or errors in the game are penalized with six (6) minor penalty points per incident, up to a maximum of eighteen (18) minor penalty points per match. Furthermore, it is up to the admins discretion whether or not the use of said bugs had an effect on the match, and whether or not he will award rounds, or the match to the opposing team, or to force a rematch. In extreme cases, the penalty for abusing bugs may be even higher.

The usage of the following bugs is strictly forbidden, if any bug is used which is not listed here it is up to the admins discretion whether or not a punishment is necessary.

#### *4.4.1 Warm-up-map check*

Bugs on load have to be checked before the match starts (missing boxes, ladders and so on). Failure to do so, and to let the match start, will mean that both teams have accepted the state the map is in, and the match will be continued under these settings. Protests and complaints regarding such issues will not be adhered to.

#### *4.4.2 During the match*

- Moving through any walls, or ceilings, are strictly forbidden, also moving through the floor, or anywhere else which were not intended to be a passage is strictly forbidden.
- „silent planting“ is strictly forbidden (planting the bomb in such a way that no one can hear the beeping)
- To plant the bomb where it is impossible to reach is disallowed. Planting the bomb in a place that you can reach with a boost from a teammate is not part of this rule.
- Standing on top of teammates is generally allowed, it is only forbidden, when such actions allow the player to peek over a wall, or ceiling that should not be allowed according to map design.
- Using flash bugs are strictly forbidden.
- Throwing grenades under walls are forbidden, although throwing grenades and flashes over walls are allowed.
- „map swimming“ or „floating“ is forbidden

- „Pixel walking“ is forbidden (Sitting, or standing on invisible edges on the map).

#### **4.4.3 General**

Generally, the use of any bugs in the game is strictly forbidden. (For example: spawn bugs). An exception are the following bugs which are explicitly allowed:

- Defusing the bomb through walls and items etc.
- So called “surfing” on tubes
- So called “fireboost”

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

#### **4.4.4 New Positions**

If any player or team wants to use a new position which is not commonly known, it's strongly recommended to contact tournament officials to check if that position is allowed before using it in any official match. Players and teams have to consider that it takes time to check new positions and therefore they have to contact tournament officials in a reasonable timeframe before an official match.

## **4.5 Cheat Accusations**

If a team wishes to accuse a player or players of another team of cheating in an ESL Benelux Championship match than a timetable based on the POV demo for each half for each player must be submitted in a protest within 72 hours of the demo being uploaded to the ESL match page.

Each timetable must contain:

1. Download link and name of demo
2. Player name and type of suspected cheat/hack (wallhack, aimbot...)
3. Specific times in the demo which look suspicious, along with a reason for each (I.e. why it cannot have been coincidence, luck, hearing or skill)

## **5. Privacy and Data Protection Policy**

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

## Appendix A. Tournament administration

The ESL Benelux Championship is organized by the Benelux division of the ESL. The Benelux department of ESL is operated by ESL Benelux B.V.

ESL Benelux is a member of ESIC and their codes are applied during this championship.

ESL Benelux B.V.

Frederiklaan 10A (Ingang 12)

5616 NH Eindhoven

The Netherlands

<http://play.eslgaming.com/benelux>

Name	Role
Tim "Timmeh" Versteegh	Tournament Administrator
Mike "Pixeltrooper" van Daal	Tournament Administrator
Christiaan "HolyBunny" van Bruchem	Head CS:GO Referee

## Appendix B. Penalty Index

Penalty points are given for rule violations within the ESL Benelux Championship, they may be either Minor or Major penalty points depending on the incident in question.

Each minor penalty point deducts 1% of prize money won by the team, each major penalty point deducts 10% of prize money won by the team. Penalty points assigned to a player will also apply to their team.

10 minor penalty points count the same as 1 major penalty point. 2 Major penalty points will lead to disqualification for the remainder of the season as well as the following season for the organisation and it's players.

Below is an example list of offences and potential penalties and fines, ESL Benelux retains the ability to add offences to this list.

Example Offences and corresponding Penalties		
Offence Type	Penalty	Rulebook Reference Points
Minor Incidents (e.g. unprofessional behaviour, not listening to ESL staff, lateness etc.)	1-5 Minor Penalty Points	3.4 - 3.7
Major Incidents (e.g. no-show, harassing ESL staff, actively causing negative PR around the event, threatening/assaulting other players/staff/fans etc.)	1-2 Major Penalty Points	3.4 - 3.7
Failure to participate in media obligations	1-5 Minor Penalty Points	3.21
Failure to attend finals event	2 Major Penalty Points, plus a potential fine	
Exploitation of a bug	1-3 Minor Penalty Points	5.4
Insufficient eligible players to play a match	1 Major Penalty Point	3.14.1