



**Snapdragon**  
**PRO SERIES**  
—  **ESL** — 

# **Snapdragon Pro Series**

## **Clash Royale**

### **Rulebook**

## 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 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

**Europe & MENA region includes the following countries:** Albania, Algeria, Andorra, Austria, Bahrain, Belgium, Bosnia-Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Egypt, Estonia, Finland, France, Georgia, Germany, Gibraltar, Greece, Hungary, Iceland, Iraq, Ireland, Israel, Italy, Jordan, Kazakhstan, Kuwait, Kyrgyzstan, Latvia, Lebanon, Libya, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Morocco, Netherlands, Norway, Oman, Palestinian Territories, Poland, Portugal, Qatar, Romania, Saudi Arabia, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Tajikistan, Tunisia, Turkey, Turkmenistan, Ukraine, United Arab Emirates, United Kingdom, Uzbekistan, Vatican, and Yemen.

**North America region includes the following countries:** Canada, Jamaica, Mexico, Puerto Rico, and the United States of America.

**Latin America region includes the following countries:** Argentina, Brazil, Belize, Bolivia, Chile, Colombia, Costa Rica, Ecuador, El Salvador, Guatemala, Guyana, Honduras, Nicaragua, Panama, Paraguay, Peru, Suriname, Uruguay, Venezuela.

## 1.3 Privacy

Player's personal data will be collected, processed, and stored for match participation, organization, and prize delivery. The player's personal information will be stored until 25.03.2023 according to internal policies or procedures to answer legal requirements. All players are informed that ESL will collect their personal information as Data Controllers and regarding applicable privacy laws of each participating country.

For any request regarding your rights for your personal information please contact: ESL at <https://account.eslgaming.com/privacy-policy>

## 1.4 Punishments

### 1.4.1 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 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.

#### 1.4.1.1 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 player account or other related material, and so on. Every minor penalty point deducts one percent (1%) of the overall prize money received by the player in the competition it is given.

#### 1.4.1.2 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.

#### 1.4.1.3 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.

#### 1.4.1.4 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.



#### 1.4.1.5 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.

#### 1.4.1.6 Additional methods of punishment

In special cases, the tournament administration can define and come up with other methods of punishment.

#### 1.4.2 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.

#### 1.4.3 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.

#### 1.4.4 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.

### 1.5 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.

### 1.6 Tournament organization

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

ESL Gaming GmbH

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Germany

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

## 2 General

### 2.1 Participation Requirements and Restrictions

In order to participate in the Snapdragon Pro Series Clash Royale tournaments, you must meet the following requirements:

- All players of a season must be 16 years of age or older by the start of the first tournament of the season
- All players must be registered on the ESL Play platform
- All players must pass the fair play check, participate with clean accounts, and follow good sportsmanship

If you do not meet these requirements you will be deemed ineligible. In case a player does not fulfill any and all requirements, the player will be disqualified and the next player in line will take their place. One player can only qualify once to the Open Finals. If a player qualify for the first Open Finals, they cannot participate in any further qualifiers.

#### 2.1.1 Regional limitations for participants

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

#### 2.1.2 Home country/region

A participant's home country is the country where their main place of residence is (proven by legal registration or long-term visa in connection with evidence of long-time habitation - 90-day visas are not enough). 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.

### 2.2 Deny of Participation

ESL reserves the right to deny the participation of any player for any reason and precaution.

### 2.3 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.

### 2.4 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. Validity of the rulebook is on a global level and can be used in all ESL regions if it is applied by Tournament Organizers of the event.

### 2.5 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. The ESL highly discourages such agreements taking place, and such agreements that are contradicting the ESL rulebook are under no circumstances allowed.

### 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 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. Punishment for breaking this rule is possible

minor/major penalty points, but can be more severe depending on the case and may lead to full disqualification or monetary fine issued to the team that breaks this rule. Additionally, other civil laws may apply to the teams that break confidentiality for which local courts may be involved.

## 2.8 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. ESL will keep all information about participants confidential and users are allowed to ask about their personal information at any time. All information stored in ESL database will not be shared with any third parties that are not officially engaged with ESL. Information provided to ESL can be shared with a non-associated party only if it is mutually agreed between ESL and user, usually in written form of consent.

## 2.9 Game accounts

Every playing member must have their game accounts entered on their ESL profile. If a player does not have an ESL Play account, they will need to create one prior to linking game accounts.

### 2.9.1 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.

## 2.10 Sponsor restrictions

### 2.10.1 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.

## 2.11 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. ESL tournament organizers can change the starting time of the matches or even postpone the match in special situations. However, players and teams are obliged to be ready at the time communicated to them by the tournament organizers even if this time is before the official tournament start.

### 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 player.

### 2.11.3 Participants not showing

If a participant is not ready to play within 15 minutes of being instructed to start 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) The starting time can be the time that was communicated to the players / teams by the admins prior to the tournament start.

## 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 Match broadcasting

### 2.14.1 Rights

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

### 2.14.2 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.

### 2.14.3 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 or official representative of ESL. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

### 2.14.4 Streaming / Retransmission Approval

Players, casters, or members of the community who would like to stream or restream any parts of the Snapdragon Pro 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:

Europe & MENA: [sps.emea@eslgaming.com](mailto:sps.emea@eslgaming.com)

North America: [sps.na@eslgaming.com](mailto:sps.na@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.

## 2.15 Interviews

For every game that is broadcast on an ESL-arranged stream, one player or coach from each player must be available for an interview. The player 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 player 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 Tournament rules

### 3.1 Change Of Gameaccount

Players may not freely change accounts/account names once they've started their participation in the series. Changes to accounts without permission from the Tournament Administration may be penalized.

The Tournament Administration may in special cases decide to allow account/name changes if a request is sent in via a support ticket.

The Tournament Administration reserves the right to make amendments to accounts/names with or without prior notice to the players in accordance with the series's guidelines.

### 3.2 Use of Correct Player IDs

All players must sign up and link their real Player ID as a gameaccount on their ESL Play account prior to, or upon registration. Any mismatches between the registered and in-game data have to be approved by the Tournament Administration via a support ticket before the start of the tournament. Failure to follow this rule may result in disqualification. After being accepted into a tournament, players will not be allowed to change their Player ID.

### 3.3 Match Changes

ESL may, at its sole discretion, move the date or start time of matches. ESL will notify all involved players at the earliest possible convenience.

### 3.4 Observers and Casters

Players must allow observers and casters into their clans/on their friend list if requested.

### 3.5 Seeding

The seeding determines the preliminary ranking that each player receives before the beginning of each tournament phase in order to be matched against another player. The seeding for all initial qualifier stages will be randomized. The seeding in all further stages of the tournament will be determined based on the player's placements in the current rankings. For e.g. the winning player of the first qualifier will be receiving the best possible seeding number position (1) and the last qualified player will receive the worst possible seeding number position.

## 4 Schedule

### 4.1 Season 3 (Europe & MENA, North America and Latin America)

#### 4.1.1 Duel

3 open qualifiers where players will play for points. Top 16 players will qualify to open finals and play for the main prize of 5000 \$ split to top 8 places.

22.05.2023.	<a href="#">Snapdragon Mobile Open Clash Royale Season 3 Duels Qualifier #1</a>
26.05.2023.	<a href="#">Snapdragon Mobile Open Clash Royale Season 3 Duels Qualifier #2</a>
29.05.2023.	<a href="#">Snapdragon Mobile Open Clash Royale Season 3 Duels Qualifier #3</a>
09.06.2023.	Duels finals

Duels Open Finals are broadcasted therefore media obligations rules will apply to all qualified teams. Failing to fulfill all media obligations may result in severe penalties or disqualification from the tournament.

## 4.1.2 Mega Draft

3 open qualifiers where players will play for points. Top 16 players will qualify to open finals and play for the main prize of 5000 \$ split to top 8 places.

12.06.2023.	<a href="#">Snapdragon Mobile Open Clash Royale Season 3 Mega Draft Qualifier #1</a>
17.06.2023.	<a href="#">Snapdragon Mobile Open Clash Royale Season 3 Mega Draft Qualifier #2</a>
19.06.2023.	<a href="#">Snapdragon Mobile Open Clash Royale Season 3 Mega Draft Qualifier #3</a>
25.06.2023.	Mega Draft finals*

Mega Draft Open Finals are broadcasted therefore media obligations rules will apply to all qualified teams. Failing to fulfill all media obligations may result in severe penalties or disqualification from the tournament.

## 4.1.3 2v2

3 open qualifiers where teams will play for points. Top 16 teams will qualify to open finals and play for the main prize of 5000 \$ split to top 8 places.

03.07.2023.	<a href="#">Snapdragon Mobile Open Clash Royale Season 3 2v2 Qualifier #1</a>
07.07.2023.	<a href="#">Snapdragon Mobile Open Clash Royale Season 3 2v2 Qualifier #2</a>
10.07.2023.	<a href="#">Snapdragon Mobile Open Clash Royale Season 3 2v2 Qualifier #3</a>
14.07.2023.	2v2 finals*

2v2 Open Finals are broadcasted therefore media obligations rules will apply to all qualified teams. Failing to fulfill all media obligations may result in severe penalties or disqualification from the tournament.

# 5 Format

## 5.1 Open Qualifiers

Players and teams (2v2) can compete in any of the three formats (duel, mega draft or 2v2) and accumulate points in the format they play in. Players and teams can only win points in the format they participate in; however if the team decides to participate in all 3 formats points will be calculated separately for each format they play.

Top 16 players/teams will qualify to open finals where they will play for the main prize of the season.

### 5.1.1 Open Qualifiers placements

Placement	Award
1st	60 points
2nd	45 points
3rd - 4th	25 points
5th - 8th	10 points
9th - 16th	5 points

## 5.2 Open Finals

16 players that qualify from the Open Qualifiers will compete in a Single Elimination bracket. The bracket will be played in one day.



## 6 Prize money

### 6.1 Prize money

All prize money should ideally be paid out 90 business days after the ESL event in question has been completed, but it may take as long as 180 business days for the payment to be completed.

#### 6.1.1 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 players; thus, no prize money gets lost through penalty points.

It should be noted that a player that received extremely high prize money deduction in total over several of the tournament stages may be disqualified.

#### 6.1.2 Prize deductions due to monetary fines

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

#### 6.1.3 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 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.

#### 6.1.4 Transfer of prize money

The prize money will be sent as a bank transfer or over PayPal. 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.

### 6.2 Season 3 (Europe & MENA, North America and Latin America)

#### 6.2.1 Snapdragon Mobile Open Finals Duels

The distribution is per split. \*All Prizes are listed in USD and subject to currency exchange rates.

Placement	Prize
1st	\$1400
2nd	\$1000
3rd	\$800
4th	\$600
5th - 8th	\$300

The distribution is per split. \*All Prizes are listed in USD and subject to currency exchange rates.

## 6.2.2 Snapdragon Mobile Open Finals Mega Draft

Placement	Prize
1st	\$1400
2nd	\$1000
3rd	\$800
4th	\$600
5th - 8th	\$300

## 6.2.3 Snapdragon Mobile Open Finals 2v2

Placement	Prize
1st	\$1400
2nd	\$1000
3rd	\$700
4th	\$500
5th - 8th	\$350

## 7 Game specific rules

### 7.1 Game Version

All players must install the newest version of the game in order to participate in tournaments hosted by ESL. Updates must be installed before the tournament starts.

### 7.2 Patch

All matches will be played on the patch available on the live servers at the time of a match.

### 7.3 Arena

Any Arena can be used during the tournaments.

### 7.4 Account Level

Players are allowed to participate with any level accounts.

### 7.5 Card Restrictions

All cards including event and temporary cards are permitted to be used throughout the entirety of the Snapdragon Pro Series until it's stated otherwise by the Tournament Administration.

### 7.6 Automatic match invitations

The game integration is responsible for sending out invitations in-game for the players for their matches.

- If the invitation is not accepted by either of the players within 5 minutes, a new invitation will be sent out.
- If the new invitation is not accepted by either of the players, then the match status will automatically change to exception.
  - If your match is in exception status, open a protest ticket to get help from the Tournament Administration.

- The player who declines or does not accept the invitation twice will receive a default loss for that specific match.

Be aware, if your match has a protest ticket opened, then the invitations in-game will not be sent automatically. In that case your match must be played manually.

## 7.7 Manual match invitations

If the game integration is not working or a protest is opened, you will need to invite each other manually.

The player on the left side of the match page shall host a game and send an invitation to a 1v1 Friendly Battle to the opposing player.

- Player on the left side of the match page creates the first friendly battle request
- Player on the right side of the match page creates the second friendly battle request
- Player on the left side of the match page creates the third friendly battle request (If needed)

There are two ways how you can send out invitations for a friendly battle:

- Join or be in the same clan
- Add each other as friends
  - You can find the Clash Royale tag of your opponent on the match page

## 7.8 Battle Settings

- Mode: Friendly Battle
- Format: Duels
- Best of Three (Bo3)
- Players are not allowed to repeat cards between the Bo3 games
  - A unique deck must be used for each game
  - If a player uses a repeated card, the game will be forfeited and the opponent will receive a default win
- Arena: Any
- Match time: 3 minutes
- Fixed deck order: No

## 7.9 Results

### 7.9.1 Automatic match invitations

The match results will be automatically reported by the game integration. In case you experience any mismatches with the result reported by the game integration, then open a protest ticket.

### 7.9.2 Manual match invitations

Both players are responsible for entering scores as well as the accuracy of scores entered on ESL Play. Both players have to take a screenshot at the end of the match, where the correct result is visible, and then upload it to the ESL Play match page. Both players can be disqualified if there is not enough proof to declare a winner. If you have a conflict with the match result, please open a protest ticket.

## 7.10 Draw

During the best of three (Bo3) games, the game that ends with a draw will not be taken into account.

Players are allowed to use the deck/cards from this game in further games of the best of three (Bo3).

## 8 Player conduct

### 8.1 Competitive Integrity

Players are expected to behave at their best at all times. Unfair conduct may include, but is not limited to, hacking, exploiting, ringing and intentional disconnection. Players are expected to showcase good sportsmanship and fair play. The Tournament Administration maintains the sole judgment for violations of these rules.

## 8.2 Compliance

Players must follow the instructions of the Tournament Administration at all times.

## 8.3 Account Sharing

All players must use their own accounts. Account sharing is forbidden and will lead to an account ban in all stages of the tournament.

## 8.4 Devices

For all phases of the competition, players must play on a mobile device (smartphone or tablet). Emulators or any software that modifies the game to be played via PC or other unauthorized devices are banned. Players caught using such software will face a penalty.

## 8.5 Software and Hardware

Using any software or hardware to gain benefits that are otherwise not available in-game is forbidden and will be penalized. Examples include, but are not limited to: any 3rd party software (unapproved apps that manipulate gameplay), playing on private servers, scripted attacks.

## 8.6 Game Preparation

Stable hardware and internet connection are required for participating in the Snapdragon Pro Series. Players are expected to ensure their devices and connection are adequate before the competition begins.

## 8.7 Technical Issues

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

# 9 Event rules

## 9.1 Equipment

ESL always provides mobile devices. Depending on the discipline and the stage of the tournament, noise-canceling headphones may be provided as well.

## 9.2 Clothing

The players need to ensure that they are all wearing their own organizational 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 organizational attire 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.

## 9.3 Administrators

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

## 9.4 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.

## 9.5 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.

## 9.6 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.

### 9.6.1 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 on time for a media day or interview: 10% 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.

## 9.7 Gaming areas

### 9.7.1 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.

### 9.7.2 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.

### 9.7.3 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).

### 9.7.4 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.

### 9.7.5 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.

## 9.8 Photo and other media rights

By participating, all players 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.

## 9.9 Winners ceremony

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

## 9.10 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.).

## 10 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.

### 10.1 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 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.

### 10.2 Cheating

#### 10.2.1 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.

### 10.2.2 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).

### 10.2.3 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.

### 10.2.4 Methods to detect cheating

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

## 10.3 Doping

### 10.3.1 Refusing to be tested

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

### 10.3.2 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.

### 10.3.3 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.

### 10.3.4 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.

Mild cases will not be punished at all, after that time.

## 10.4 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 10.3.2, 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.

## 10.5 Betting

No players, 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.



## 10.6 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.

### 10.6.1 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.

## 10.7 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.

### 10.7.1 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.

## 10.8 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.

## 10.9 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.

## 10.10 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).

### 10.10.1 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.

### 10.10.2 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.

### 10.10.3 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.

### 10.10.4 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.

### 10.10.5 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.

## 10.11 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.

### 10.11.1 Faking match results

If a player 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 player 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.)

### 10.11.2 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.

### 10.11.3 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.

## 11 Terms of Service compliance

### 11.1 ESL

By signing up and participating all players agree with [ESL's Terms of Use](#) and [ESL's Privacy Policy](#).

### 11.2 Supercell

By signing up and participating all players agree with [Supercell's Terms of Service](#), [Supercell's Tournament rules](#) and confirm that their accounts are in good standings.

## 12 Copyright Notice

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