



**ESL Pro Tour**

**StarCraft II**

**Rulebook**

## Foreword

This document outlines the rules that should at all times be followed when participating in an ESL Pro Tour SC2 competition. Failure to adhere to these rules may be penalized as outlined.

It should be remembered that it is always the administration of the competition 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 player, 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  
The ESL admin staff

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# 1 Definitions and Formalities

## 1.1 Terms

The following terms will be used in this document with the meaning given here:

EPT - ESL Pro Tour

SC2 - StarCraft 2

IEM - Intel Extreme Masters

DHM - DreamHack SC2 Masters

## 1.2 Range of Validity

The EPT SC2 is operated as part of ESL by ESL Gaming GmbH and DreamHack. It consists of the weekly ESL Open Cups, the Masters Events (DHM & IEM Global events) and the Masters Championship event at the end of the season. There may be other tournament organizers (like GSL) who will run competitions that will be rewarding points for the EPT SC2 Standings, but those are not part of the tour itself.

With their participation, the participant states that they understand and accept the content of this document.

## 1.3 Rules Changes

ESL reserves the right to amend, remove, or otherwise change this document without further notice. ESL also reserves the right to make judgment on cases not specifically covered by this document in order to preserve the spirit of fair competition and sportsmanship.

## 1.4 Validity of the Rules

If a provision of this document 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 document or the validity or enforceability in other jurisdictions of that or any other provision of this document.

## 1.5 Local Laws

If any rules or procedures in this document are in conflict with local laws, they will be adjusted to be aligned with the laws in a way to stay as close as possible to the originally intended effect.

## 1.6 Players

A player is a person that is participating in an ESL or DreamHack competition. No player can at the same time be part of more than one organization taking part in overlapping seasons of ESL or DreamHack professional gaming competitions (Challenger and Masters level), including but not limited to DreamHack Masters, DreamHack Open, ESL Challenger, Intel Extreme Masters, ESL One, ESL Pro League, ESL National/Regional Championship or any of those leagues' qualifiers. If in doubt, please contact an admin if the competition in question poses a conflict.

## 1.7 Time Zone

The ESL website (<https://play.eslgaming.com/starcraft/global/>) will display the times of matches according to the time zone each user has specified in the account settings. Not logged in users will have times displayed in the time zone assigned to them from their Geo-IP location. To be sure, it is recommended to login and enter the correct time zone in the account settings.

## 1.8 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.

## 1.9 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 game settings and other related issues. A protest is the official communication between the parties and an admin.

## 1.10 Tournament Organization

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



ESL Gaming GmbH  
Schanzenstr. 23  
51063 Köln  
Germany  
<https://www.eslgaming.com/>

### 1.10.1 Administration List

Name	Role
Carsten 'Storch' Kramer	Director Tournament Management
Dimitri 'Sinistro' Cavalcanti	Head Referee
Wojciech 'Dembski' Dębowski	Senior Referee
Eduardo 'Eyescar' Figueiredo	Referee
Elio 'XhaTrosh' Di Benedetto	Referee

## 2 Structure & Mechanics

### 2.1 Regions

You can find all countries and territories in the appendix with the associated regions. Generally, the following allocations apply:

#### 2.1.1 Main Regions

For EPT SC2, the world is divided into two main regions:

- South Korea
- Rest of the World

#### 2.1.2 Sub-Regions

The “Rest of the World” is further split into the following sub-regions:

- EU (Europe & Africa)
- NA (USA & Canada)
- CN (Mainland China)
- LA (Rest of the Americas)
- TW (Taiwan, Hongkong, Macau, Japan, Mongolia)
- OC (Australia, New Zealand, Oceania, and all unassigned Asian countries)

#### 2.1.3 Server Regions

Certain qualifiers may be split by server regions, which are just geographical regions:

- Americas
- Asia & Australia
- Europe & Africa

## 2.2 Point System

### 2.2.1 Categories of Points

There are three categories of points in the EPT:

- **Global points** (e.g. Open Cups, IEM Global events)
- **Korea points** (e.g. GSL)
- **EPT points** (e.g. DH SC2 Masters regional seasons)

### 2.2.2 Standings

Points will be recorded in two separate standings:

- **Korea Standings** (sum of all **Korea points** and **Global points**)
- **EPT Standings** (sum of all **EPT points** and **Global points**)

This implies that any player with Korea and EPT points and any player with Global points will be listed in both standings.

For simplicity, the website will mainly show standings per sub-region and list only players that would be eligible to qualify from that sub-region.

#### 2.2.2.1 Tiebreakers

If two or more players are tied on one of the standings for relevant positions (i.e. it makes a difference in some way which one of them is ahead and which one behind), the following tiebreakers will be used in that order. If at any point the group of still tied players gets reduced or divided into several smaller groups, those groups are considered anew starting from the first point on.

1. Points in the other main region standings

*Example: SungHyun is playing in KR and has 1200 points in the Korea standings. Tom is playing in NA and has 1200 points in the EPT standings. Neither of them have played in the other main region and*

would not be eligible to qualify from those standings, but both have some Global points that count in the other main region standings. Tom has more of them, so he is ahead.

2. EPT Points in the most recent DHM SC2 Masters Finals where not both had the same EPT Points  
*Example: Same as above except SungHyun and Tom also have the same points in the other main region standings. The most recently finished DHM SC2 Masters Finals were DHM Atlanta, where both won 40 points. The most recent one before that was DHM Valencia, where SungHyun won 60 points and Tom did not attend (so won 0 points). So SungHyun is ahead.*
3. Open Cup Standings<sup>1</sup> (counting results from the first Open Cup awarding EPT points)  
*Example: Both are tied in all previous points. SungHyun played a lot of Open Cups across the year and gathered many points. Tom did not play in many Open Cups and earned less points. So SungHyun is ahead.*
4. (If regions of the players and time allow it) Online decider matches  
*Example: Both are tied in all previous points. ESL arranges an online match, following the cross-table for server choice. High/Low seed in that match gets decided by coin toss.*
5. Administration discretion  
*Example: Both are tied in all previous points and there is no time to play a decider match. The administration decides by another method that they see fit.*

### 2.2.2.2 Seeding Based on Standings

All competitions awarding EPT or Global Points will be seeded (and invited into, if applicable) based on the Standings. Global competitions will use the higher of the two points values from the two Regional Standings for each player.

- **Regional Asynchronism**

As EPT and KR Regional Standings are based on different numbers of competitions and have very different timelines, the points have to be adjusted for seeding at any time before the end of all regional competitions to make sure that the players from one region are not at a disadvantage in seeding just because of the scheduling of their competitions. The following adjustments are being made to account for that:

- **End of IEM Katowice until end of March**  
Off-season. No relevant competitions that use EPT Standings for seeding or invitations are happening. Open Cups will be seeded using merely the Open Cup Standings.
- **Start of April until the end of the first GSL and the first DHM regional season**  
Without both competitions having finished at least one edition/season, the final results of the previous year are being used (Katowice result, tie-broken by EPT points - from the year that lead into Katowice - in the better of the two standings for each player).
- **After the end of the first GSL and the first DHM regional season**  
Current points, following the tiebreakers above, but with an equalizing multiplier applied to the KR or EPT Regional Points, depending on which one has completed competitions that are worth less % of their total for the year.  
*Example: on 6<sup>th</sup> June, one season of GSL and one regional season of DHM have finished. At that point, DHM has awarded 50% of the yearly available EPT Regional Points (1 season done, 1 season to come). GSL has awarded ~30.8% of the yearly available KR Regional Points (1 season done, 2 seasons and 1 Super Tournament to come). So - only for seeding purposes - the KR Regional Points get temporarily increased to match the EPT Regional Points. The factor used is  $50\%/30.8\% = 162.4\%$ , meaning that a player who earned 100 KR points, so far, will be considered having 162.4 KR points, for seeding purposes.  
Once the next regional competition finishes, a new multiplier will be used.*

## 2.3 Categories of Competitions

### 2.3.1 DreamHack SC2 Masters

In 2020, due to the global Covid 19 pandemic, the DH SC2 Masters have been changed into a series of regional

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<sup>1</sup> Open Cups have their own points system, which is being used for seeding outside the EPT-year (between Katowice and restart of the EPT points in Open Cups). Details can be found here: <https://play.eslgaming.com/starcraft/global/sc2/open/1on1-series>

online seasons in each of the EPT sub-regions.

### 2.3.1.1 DH SC2 Masters Regional Divisions

The main part of the DH SC2 Masters will be played in regional online divisions.

\ Region Season \	EU	NA	CN	LA	TW	OC
Initial Season Group Stage Participants	- 16 from KTW22 and regional EPT Standings  - 16 from closed qualifier	- 8 from KTW22 and regional EPT Standings  - 8 from closed qualifier	- 4 from KTW22 and regional EPT Standings  - 4 from closed qualifier	- 4 from KTW22 and regional EPT Standings  - 4 from closed qualifier	- 4 from KTW22 and regional EPT Standings  - 4 from closed qualifier	- 4 from KTW22 and regional EPT Standings  - 4 from closed qualifier
Initial Season Closed Qualifier Participants	- 16 from regional EPT Standings  - 16 from open qualifiers	- 8 from regional EPT Standings  - 8 from open qualifiers	- 4 from regional EPT Standings  - 4 from open qualifiers	- 4 from regional EPT Standings  - 4 from open qualifiers	- 4 from regional EPT Standings  - 4 from open qualifiers	- 4 from regional EPT Standings  - 4 from open qualifiers
Following Season(s) Group Stage Participants	- 16 from previous Season  - 16 from closed qualifier	- 8 from previous Season  - 8 from closed qualifier	- 4 from previous Season  - 4 from closed qualifier	- 4 from previous Season  - 4 from closed qualifier	- 4 from previous Season  - 4 from closed qualifier	- 4 from previous Season  - 4 from closed qualifier
Following Season(s) Closed Qualifier Participants	- 16 from previous Season  - 16 from open qualifiers	- 8 from previous Season  - 8 from open qualifiers	- 4 from previous Season  - 4 from open qualifiers	- 4 from previous Season  - 4 from open qualifiers	- 4 from previous Season  - 4 from open qualifiers	- 4 from previous Season  - 4 from open qualifiers
Season Format	- 4 groups of 8, RR bo3 (1/2 into UB, 3/4 into LB)  - Playoffs DE bo5, Final bo7 (1:0 lead for UB)	- 2 groups of 8, RR bo3 (1/2 into UB, 3/4 into LB)  - Playoffs DE bo5, Final bo7 (1:0 lead for UB)	- 2 groups of 4, DE bo3 (UB & LB Winner qualify)  - Playoffs DE bo5, Final bo7 (1:0 lead for UB)	- 2 groups of 4, DE bo3 (UB & LB Winner qualify)  - Playoffs DE bo5, Final bo7 (1:0 lead for UB)	- 2 groups of 4, DE bo3 (UB & LB Winner qualify)  - Playoffs DE bo5, Final bo7 (1:0 lead for UB)	- 2 groups of 4, DE bo3 (UB & LB Winner qualify)  - Playoffs DE bo5, Final bo7 (1:0 lead for UB)
Qualifier Format	2 Open Qualifiers, SE bo3, deciding rounds bo5  1 Closed Qualifier, DE bo3, deciding rounds bo5	2 Open Qualifiers, SE bo3, deciding rounds bo5  1 Closed Qualifier, DE bo3, deciding rounds bo5	2 Open Qualifiers, SE bo3, deciding rounds bo5  1 Closed Qualifier, DE bo3, deciding rounds bo5	2 Open Qualifiers, SE bo3, deciding rounds bo5  1 Closed Qualifier, DE bo3, deciding rounds bo5	2 Open Qualifiers, SE bo3, deciding rounds bo5  1 Closed Qualifier, DE bo3, deciding rounds bo5	2 Open Qualifiers, SE bo3, deciding rounds bo5  1 Closed Qualifier, DE bo3, deciding rounds bo5

- **Replacements**

- Main Season: Next in line from the closed qualifier (ties broken by same standings as used for the initial participants)
- Closed Qualifier: Next in line from the last open qualifier (ties broken by same standings as used for the initial participants)

### 2.3.1.2 DH SC2 Masters Season Finals

After the end of the regional divisions, the highest ranked players from those and the best players from GSL will

qualify for a global season final which can happen online with 16 players or offline with 16 (studio event) or 80 (festival) players - in that last case, the 16 players are seeded directly into Group Stage 3. That qualification works in the following way:

\ Region Season \	KR	EU	NA	CN	LA	TW	OC
Season 1	Top6 of GSL Season 1	Top4 of DHM EU Season 1	Top2 of DHM NA Season 1	Winner of DHM CN Season 1	Winner of DHM LA Season 1	Winner of DHM TW Season 1	Winner of DHM OC Season 1
Season 2	Top2 of GSL Season 2 + Top4 of GSL Season 3	Top4 of DHM EU Season 2	Top2 of DHM NA Season 2	Winner of DHM CN Season 2	Winner of DHM LA Season 2	Winner of DHM TW Season 2	Winner of DHM OC Season 2

- **Replacements**

- KR: Next in line from the most recent season (ties broken by current KR Standings)
- Other: Next in line from the same season (ties broken by current EPT Standings)

If replacement from the original line of qualification is no longer possible, ESL will try to fill the slot by any means necessary until the start of the first match of the Season Finals. After that, no more replacements will be made. The slot will remain empty instead.

## 2.3.2 Global Events

Global Events are competitions (offline or online) arranged and executed by ESL or DreamHack that are open for all regions and award Global points.

**Example:** [DHM Valencia 2022 \(aka DHM Season 1 2022 Global Finals\)](#).

## 2.3.3 GSL

The GSL is a league run by AfreecaTV in Korea. It serves as the Korean part of the ESL Pro Tour, but is an independent competition.

**Example:** [GSL Season 1 2022](#)

## 2.3.4 External Competitions

Throughout a year, new and returning competitions organized by third-parties can be awarded EPT points as well. If this happens, the points will be announced some time before the start of the qualification for those competitions.

**Example:** [TSL 9](#)

## 2.3.5 Masters Championship

The final of the year is played at the Masters Championship event. The slots for this get decided by Korea and EPT Standings when those are finalized after the end of the last contributing tournament (Home Story Cup in December).

Additionally the winners of the DHM Season Finals and GSL seasons get invited.

**Example:** [IEM Katowice 2023](#)

### 2.3.5.1 Format

The Masters Championship event is played in three stages with a total of 36 players.

- **Stage 1 (Ro36, Play-In)**

Double elimination bracket of 16 players, best-of-three (bo3), final rounds of the upper bracket and lower bracket best-of-five (bo5).

Top2 of the upper bracket and top2 of the lower bracket will qualify for Stage 2.

- **Stage 2 (Ro24, Group Stage)**

Round robin group stage of 24 players, four groups of six, best-of-three (bo3). Group winners will qualify for the second round of Stage 3, group ranks #2 and #3 will qualify for the first round of Stage 3.

- **Stage 3 (Ro12, Playoffs)**

Single elimination bracket of 12 players, with 4 players starting in the second round (Ro8). Best of five (bo5), grand final best-of-seven (bo7)

### 2.3.5.2 Slot distribution Group Stage (Ro24)

- **From Direct Invites:**

The winners of the following events receive a direct slot at the Masters Championship:

- 2x DHM Season Finals
- 3x GSL Season

*If any of the above winners win another competition, the slot they would have won at the later competition(s) goes to the "Standings" pool in the following way:*

- *Competition is DHM Season Finals -> additional slot can be gained from the Global Standings*
- *Competition is GSL -> additional slot can be gained from the Korean Standings*

- **From Standings:**

The 2022/23 Standings will be final after all points-awarding competitions have ended.

- Korean Standings  
Top5 from Korean Standings (+1 for every GSL winner that already has a slot)
- EPT Standings  
Top8 from EPT Standings, split into:
  - EU: 4 slots
  - NA: 2 slots
  - CN: 1 slot
  - LA: 1 slot
- Global Standings  
Top2 highest points players across all Standings who do not have a Ro24 slot after all direct invites and Regional Standings have been processed.

- **From Play-In Stage (Ro36)**

- Top4 from the offline Play-In Stage at the event (16 players, Ro36)

- **Replacements for Drop-Outs**

A (first) replacement deadline will be set by the tournament administration. If nothing else has been reported, the announcement of the Ro36 bracket will mark that deadline.

- Before that deadline:
  - Drop-outs that qualified as GSL-winners or from Korea Standings will be replaced by the next in line from Korea Standings
  - Drop-outs that qualified from EPT Standings will be replaced by the next in line from EPT Standings of that same sub-region
  - Drop-outs that qualified as Global-events-winners or from the Global Standings will be replaced by the next in line from the Global Standings.

All of these cases will mean that one player gets promoted from Ro36 to Ro24 and one player from the

Standings will be promoted from “not invited” to “invited to Ro36”.

- After that deadline:
  - All drop-outs will be replaced by the next in line from Play-In (Ro36)

This will result in one player less attending the event in total (e.g. 35 instead of 36).

Prize money will be increased proportionally for everybody else.

In extreme cases (e.g. 50% or more of the predetermined players from a single group or 40% or more of the predetermined players overall dropping out after the deadline), the tournament administration may decide to promote players up from Ro36 anyway. In that case, Ro24 will be re-seeded accordingly.

### 2.3.5.3 Slot distribution Play-In (Ro36)

- **From Korean Standings**

Top7 that are not yet qualified for Ro24

- **From EPT Standings**

Top9 that are not yet qualified for Ro24, split into:

- EU: 3 slots
- NA: 1 slots
- CN: 1 slot
- LA: 1 slot
- TW: 2 slots
- OC: 1 slot

- **Replacements for Drop-Outs or Players Promoted to Ro24**

A first and second replacement deadline will be set by the tournament administration. If nothing else has been reported, the announcement of the Ro36 bracket will mark the first deadline and “seven days before the start of the first match of the competition” will mark the second deadline.

- Before the first deadline:  
Next in line from the Standings of that sub-region that the drop-out originally qualified from, the seeding of the bracket will be adjusted accordingly.
- After the first but before the second deadline:  
Next in line from the Standings of that sub-region that the drop-out originally qualified from, the seeding of the bracket will not be adjusted. Only if no player from the correct region is available, the slot will be filled from the home region of the event instead.<sup>2</sup>
- After the second deadline:  
No replacement.

If too many drop-outs occur (e.g. several high seeds or several players in the same part of the bracket), the decision may be made to re-seed the Ro36 even after the first deadline. This will always happen when players get promoted up into Ro24 (see 3.5.2.4 ).

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<sup>2</sup> If a player from another than the home region with higher EPT points has already arranged or completed their travel to the event at an adequate timing, that player may serve as the replacement instead of a player from the home region. ESL will not actively contact all such potential players, though, so it is recommended to proactively inform ESL about planned physical presence at the event as a not-qualified player.

## 3 Players' Responsibilities and Limitations

### 3.1 Ineligible Players

Employees and their immediate family and household members of the following companies are ineligible to earn EPT points:

- any company running competitions awarding EPT points
- affiliate, subsidiaries, agents, professional advisors, advertising and promotional agencies of the above

### 3.2 Prohibited Substances

#### 3.2.1 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 and DreamHack competitions. The list can be found here:

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

Any unsanctioned use of these substances is considered doping.

#### 3.2.2 Prescribed Medication

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

### 3.3 Betting

No players nor their designated coach may get involved in betting or gambling, associate with betters or gamblers, or provide anyone with any information that may assist betting or gambling, either directly or indirectly, for any of the ESL or DreamHack matches or the competition in general.

### 3.4 Competition Manipulation

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

### 3.5 Match Fixing

Using any means to manipulate the outcome of a match for purposes that are not sportive success in the competition in question is considered match fixing.

**Example:** Intentionally losing a match to manipulate a bet on the match

### 3.6 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.

### 3.7 Administrators

The instructions of administrators should always be obeyed and followed.

### 3.8 Match Broadcasting

#### 3.8.1 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 or TV broadcasts.

#### 3.8.2 Waiving these Rights

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

#### 3.8.3 Mandatory Broadcast

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 referee. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

## 3.9 Communication

### 3.9.1 Official Communication with ESL

The main official communication method of the ESL is email, the ESL may use the email that has been registered in the users profile on ESL, and therefore this email address should always be kept updated and checked regularly so that no important announcements from the league are missed.

### 3.9.2 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.

### 3.9.3 Spamming

The excessive posting of senseless, harassing or offensive messages is prohibited and regarded as spamming in ESL and DreamHack. This includes but is not limited to the game chat, website, forums, match comments, player guest books, support and protest tickets.

#### 3.9.3.1 Spamming In-Game

The all chat functions are there to communicate efficiently with the opponent and the match admins. Any use beyond that is prohibited.

## 3.10 Conditions of Participation in the Competition

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

### 3.10.1 ESL Account

To win any points in the EPT, each player has to have (or newly create) an account on the ESL Play website in a timely manner (even if the competition was run outside the ESL Play website).

### 3.10.2 Battle.net Account

To earn points, every player needs to have and play with a full Battle.net account that is in good standing and that remains in good standing throughout the EPT Season. A "Battle.net light account" (mobile) is not sufficient. The correct Battle.net BattleTag (Global) (Format is: Playername#0000) has to be entered into the ESL Play user account before the first matches can be played.

### 3.10.3 Age Requirements

All players must be sixteen (16) years of age on the first mandatory day of the competition (including media days and qualifiers).

Age requirements for the participation in other competitions contributing to the EPT SC2 Standings will be regulated by the rulebooks of said competitions.

Independent of that, players can only earn EPT points if they have reached an age of 16+ on the first mandatory day of the competition.

### 3.10.4 Regional Eligibility

#### 3.10.4.1 Eligibility in a Main Region

Participation in non-Global competitions in the "Rest of the World" (e.g. SC2 Masters Europe) is prohibited for South Korean citizens that are not also citizens of another country nor have permanent residency in such country (i.e. being legally qualified for permanent residency in such country and having lived in such country for at least one year at the time of the first match of the competition).

If a player not fulfilling these requirements can clearly prove their permanent residency in an eligible country otherwise, ESL may grant an exception. This will usually only happen in cases where the player has no other chance to take part in competitions leading into the Masters Championship.

### 3.10.4.2 Eligibility in a Sub-Region

Participation in any Sub-Region (e.g. in DH SC2 Masters) is allowed for citizens of countries belonging to that Sub-Region and to players who have permanent residency in such country (i.e. being legally qualified for permanent residency in such country and having lived in such country for at least one year at the time of the first match of the competition).

If a player not fulfilling these requirements can clearly prove their permanent residency in an eligible country otherwise, ESL may grant an exception. This will usually only happen in cases where the player has no other chance to take part in competitions leading into the Masters Championship.

### 3.10.4.3 Choice of Region

If there can be any uncertainty about which sub-region a player belongs to or wants to play in, it is the responsibility of the player to come forward and explain themselves as early as possible.

If the player has the choice between two or more sub-regions, they can only make that choice once per competition and not change it until the next one. It is especially not allowed to take part in two sub-regions in the same season, including their qualifiers.

## 3.10.5 Masters Championship Qualification

### 3.10.5.1 Eligibility

- The winner of a competition that awards a slot in the Masters Championship is always eligible for the slot, no matter how they entered the competition.
- To be eligible to qualify from any regional standings, a player needs to have played in the main season in that region at least once.

### 3.10.5.2 Choice of Standings

A player can never choose between different standings that they are eligible to qualify from. If any player is eligible to qualify from more than one regional standings, the priority is:

1. Regional standings that grant them the best slot (Ro24 > Ro36 > not qualified)
2. (if same slot) Regional standings where the player has the most points
3. (if same points) Regional standings where the player has the largest (%) points advantage over the best not qualified player
4. (if same points advantage) tournament administration decision

*Example 1: Jane has played DHM in China and also GSL. She won 1000 points in the EPT standings, which puts her on 2<sup>nd</sup> place in China and 900 points in the Korean standings, which puts her on 7<sup>th</sup> place in Korea. The 2<sup>nd</sup> place in China would grant her a Ro36 slot at the Masters Championship, the 7<sup>th</sup> place in Korea would grant her a Ro24 slot at the Masters Championship (e.g. because players high in the standings won direct slots or one Korean player won several direct slots).*

*So she will get the Korean slot and go to the round of 24, while the 3<sup>rd</sup> ranked player in China will inherit her slot for the Ro36.*

*Example 2: Same as above, but the 7<sup>th</sup> place in Korea grants also a Ro36, not a Ro24 slot (because nobody high in the Korean standings won a direct slot and no Korean player won several slots).*

*In this scenario, she will get the Ro36 slot from China 2<sup>nd</sup> place (because she won more points there) and the next in line from Korea will inherit her Korean slot for Ro36.*

## 3.11 Physical location during online matches

If a player wants to play an online match from another location than the one that the tournament administration considers their own, they need a written permission from the tournament administration. This permission will only be granted for good reason.

## 3.12 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.

### 3.12.1 Nicknames

A change in nickname must first be notified to the administration for approval before the change can be undertaken. The general ESL and game specific rules for the choice of nicknames apply.

#### 3.12.1.1 Playing with Wrong Game Accounts

It is not allowed to play with a different game account than the one submitted to the tournament administration. An incorrect game account may lead to a suspension for the player or a rematch being given. If there is sufficient evidence that the player in question indeed played the match or if an admin of the ESL explicitly allowed it beforehand, a protest for a suspension or rematch will not be admitted. Penalties may still be given in either case.

### 3.13 Sponsor Restrictions

#### 3.13.1 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.

### 3.14 Punctuality

#### 3.14.1 Punctuality in Online Matches

All matches in the competition should start as stated on the website, any changes in the time must be accepted by the opposing party and administrators (if rescheduling is generally possible). In the case of a rolling schedule, all players need to be prepared to start earlier, too, if the previous match ends earlier. All players in a match should be in the lobby and ready to go at the latest 3 minutes before the match is meant to start. The time might be adjusted by the tournament administration if deemed necessary.

#### 3.14.2 Punctuality in Offline Matches

We expect every player to be at the tournament area as stated in the tournament directions info mails to set up, prepare and solve any technical problems that might occur.

### 3.15 Match Result

The result must be immediately added and confirmed by both parties, even if more match records are missing and in need of uploads. A protest may still be made even after a match result has been confirmed and accepted on the ESL website. Please refer to the game specific rules for what match records and media need to be uploaded.

### 3.16 Match Media

All players have to save the all replays of their matches and name them in a recognizable fashion (recommended: player1\_player2\_eventname\_matchdescription\_mapnumber\_mapname, **Example:** *Storch\_Sinistro\_KTW22\_PlayInUB3\_Map2\_Glittering*).

All match media must be stored by the players for a minimum of 2 weeks after the match has ended. If there is a protest in the match, the records need to be stored by the players for a minimum of 2 weeks after the protest has been closed and resolved.

All 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.

### 3.17 Match Protests

#### 3.17.1 Deadline for Match Protests

The latest time that players 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 players (a minimum of 10 minutes has to be kept between two matches by all players)
- Only at offline events: The end of the event day (departure of the admins)

#### 3.17.2 Contents of a Match Protest

The protest must contain detailed information 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.

## 3.18 Conduct

### 3.18.1 Code of Conduct

Every player has to behave with respect towards the representatives of the ESL or DreamHack, press, viewers, partners and other players. The players are requested to represent esports, the ESL, DreamHack, 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, competitors, fans and event staff.
- Courage: be courageous in competition and in standing up for what is right.

Players 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.

### 3.18.2 Public Behavior

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

All players shall abstain, at all times, from any action or inaction that brings anybody involved with the competition 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 or DreamHack, their partners or products in interviews, statements and/or social media channels.

## 3.19 Interviews

For every game that is broadcast on an ESL-arranged stream, both players must be available for interviews (remotely for online matches). The players have to provide contact information to be used for the interview in that case and provide a clean camera feed for broadcast.

## 3.20 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.

Any personnel in areas containing players or a coach must not interact with them in any way during the matches.

## 3.21 Media Obligations

If ESL decides that a player needs 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 player cannot deny this and must attend. Most events will have a mandatory media day, where players will be photographed, filmed and interviewed by ESL for the event presentation.

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

## 3.22 Camera during Matches

Each player in an online competition must be able to provide a clean camera feed for broadcast. Unless instructed otherwise by the admin, every player needs to activate their camera a minimum of 5 minutes before the start time of the match. Failure to provide a clean camera feed for the full duration of the map (including pre-match) will result in the player being subject to fines.

## 3.23 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.

## 3.24 Offline-Specific Requirements

### 3.24.1 Equipment

ESL always provides monitors and computers. Noise-canceling headphones may be provided as well. Players have to bring their own equipment (in particular: keyboard, mouse, mousepad, in-ear headphones with long enough cables, PS2->USB adapters if needed). Our machines do not support PS2-keyboards!

All player equipment is subject to the approval of ESL administration. ESL reserves the right to deny the use of any equipment and/or device providing an unfair competitive advantage. Players might be asked to hand in their equipment for additional checks. Players who want to use more than one piece of the same equipment need to ask the tournament administration for approval.

### 3.24.2 Config and Drivers

All players have to send in their config files (**examples: hotkeys, variables.txt**) and drivers until a specific deadline set by the tournament administration before the offline competition. If any player doesn't send in their configs and drivers, they may have to manually set up their config on site and play with default drivers. The player will not receive additional time to set up their configuration manually.

### 3.24.3 Clothing

The players need to ensure that they are dressed in orderly long trousers and closed shoes (i.e. shorts or flip-flops are not allowed). Any kind of headwear is forbidden.

### 3.24.4 ESL-Provided Areas

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

### 3.24.5 Stage Matches

Each player is required to play their stage matches, if they reach them. This part is an integral component of the competition and exceptions will not be allowed.

### 3.24.6 Winners Ceremony

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

### 3.24.7 Gaming Areas

#### 3.24.7.1 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 closed 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.

Players have to follow the hotel or venue rules in the practice areas.

#### 3.24.7.2 Removable Media

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

### 3.24.7.3 Mobile Phones, Tablets, Cameras or Similar Devices

Players are not allowed to bring any electronic devices, cameras or similar devices (**examples: smart watch, vaporizer**) into the gaming area unless priorly permitted by the head admin. Such devices have to be handed to tournament officials before starting to set up before the first match.

Players are not allowed to take photos and/or make any recordings on stage and during the opening ceremonies. Paper versions of documents for tactical purposes are allowed in reasonable sizes and numbers (e.g. a (paper) notebook).

### 3.24.7.4 Unused Items

Items that are not immediately necessary have to be stored out of sight as indicated by ESL.

**Examples: clothing that is not being worn, bags**

## 4 StarCraft II In-Client Rules

### 4.1 Game Settings

#### 4.1.1 External Communication

Players have to ensure that they cannot be contacted by people not involved in the match while they are actively playing. This includes but is not limited to setting the “busy” status in the game, turning their phone and any messengers off and making sure they are physically undisturbed in their playing area.

Between two maps of the same match, communication with other players in the same competition and one dedicated other person is allowed. This person has to be reported to the tournament administration beforehand, in the case of restricted accounts usage, they will be provided with one.

#### 4.1.2 Game Creation

The game has to be created using the option “Create with Mod” and the option “Gameheart/Observer Plus” has to be selected.

#### 4.1.3 Lobby Settings

The following settings must be used in the lobby when creating the game:

- Category: Melee
- Mode: 1v1
- Game Duration: Infinite
- Game Speed: Faster
- Locked Alliances: Yes
- Game Privacy: No Match History

The two player slots must be occupied by the players (no A.I. allowed)

#### 4.1.4 Race

Players can freely choose which race to play and may also change race between maps. Picking random race is allowed. If a rematch is appointed, players may be forced to stick to the same race as in the original match, please contact the administrators if in doubt.

#### 4.1.5 Unit Skins

Players must use the default unit skins. Any extra unit skins are to be disabled.

#### 4.1.6 Clan Logos

If players are using their personal accounts in main events, they are not allowed to be in a Battle.Net clan with that account that would result in showing a clan logo other than the one of their official SC2 team.

### 4.2 Before the Match Start

#### 4.2.1 Match sanctioning by the administration

Generally it is not allowed to start and play a match without an admin allowing it. In main event matches, it is not allowed to start the match without an admin in the game, unless it is specifically permitted otherwise by the tournament administration. Ignoring this can result in penalties for both players.

#### 4.2.2 Player Colors

Players have to use certain in-game colors when asked to by an admin.

In main event matches, the game will not be started until the correct colors have been picked.

### 4.3 During the Match

#### 4.3.1 Disconnections

Normally, after a disconnection, the game is recovered from the replay (without the minimap showing). If for some reason, there is no replay available, the following rule will apply:

##### 4.3.1.1 Disconnections with No Replay Available

If a player disconnects involuntarily within the first 2 minutes and no contact was made between the players, the

match will be restarted with exactly the same settings as the first one. Players that used “random” as their race have to pick “random” again.

If a player disconnects involuntarily at a later point (or after contact was made), the following can happen:

a) The opponent will be asked whether they want to restart the map in question or not. Should the opponent be in favor of a restart of the map, the map will be restarted.

b) Should the opponent decline a restart of the map, the tournament administration will establish whether the outcome of the map was still open or a clear advantage for one of the players was evident. The administration will then decide whether the map will be restarted or whether the match will be decided in favor of the player who remained in the game.

In either case, both players have to pick the race that they picked in the interrupted game, meaning that a “random” player has to pick “random” again.

The match as a whole has to be finished, e.g. the second map still has to be played if the disconnect happens on the first map.

### 4.3.2 Pauses

Players may not pause a game unnecessarily. Should a pause be required, the player must inform the tournament administration immediately in the following manner:

- 1) type “PP” in the in-game chat
- 2) physically raise their hand to notify the organizers, in the case that the keyboard is unresponsive



## 5 Proceedings

### 5.1 Player and Tournament Brief

The Player Brief and the Tournament Brief are documents that may be sent to the players by mail before the competition. They are meant as extensions to the rulebook for a specific offline event and equally binding.

### 5.2 Methods to Detect Cheating

ESL and DreamHack reserve the right to use different methods to inspect players and their equipment, with or without prior information. One of these is the use of metal detectors on players entering the stage. Players are not allowed to refuse these inspections.

### 5.3 Match Procedures

#### 5.3.1 Game Client Version

All games have to be played with the most up to date version of "StarCraft II: Legacy of the Void". If the latest available version is considered unusable for competitive play due to bugs or extreme balance changes within close proximity by the tournament administration, an older version might be used if it is available for rollback. Any update during the competition may result in a rollback to the original version (if possible).

#### 5.3.2 Determining the "Better Seed"

Coin tosses are the last resort, so whenever a clear seeding is given, we will avoid them and declare one player the "better seed". This player then has the choice about who starts in the map selection process.

- In online cups/qualifiers, the cup seeding (see round one of the upper bracket on ESL Play) determines who has the better seed.
- If a clear seeding was implemented for the first stage of a round robin competition, it will remain valid.  
**Example:** DHM EU group stage
- In playoffs that are following upon a previous round (**example:** IEM Katowice playoffs (Ro12) after IEM Katowice group stage (Ro24)) that gave a clear ranking, whenever one player has their first match in the playoffs (round 1, round 1 lower bracket if directly seeded there or round 2 after a free round in round 1 for group winners), the player that had the higher group ranking is considered the "better seed".
- In the lower bracket of a double elimination bracket, the player that came into the lower bracket in the later round is considered the "better seed"  
**Example:** In a "GSL group", the loser of the Upper Bracket final is considered the better seed over the winner of the first round of the Lower Bracket.
- In the grand final of a double elimination bracket, the player from the Upper Bracket is considered the "better seed". If the format demands for a second series in case the player from the Lower Bracket wins the first one, then the seeding is reversed for the second series.
- In all other cases, we will stick to coin tosses.  
**Example:** Later playoffs rounds

If a case is not covered here or still unclear for any reasons, contact an admin.

#### 5.3.3 Server Choice

In offline matches, the server will be set by the admin. The rest of this paragraph applies only to online matches. If there are technical problems with one of the potential servers, please contact an admin for advice.

##### 5.3.3.1 Agreeing on a Server

The preferred solution is always for two players in a best-of-X series to agree upon a server or combination of servers. In that case, they can play on any servers they like, without following the Default Servers Cross-Table. Still, only official Battle.Net servers may be used. Any other rules will only come into play after two players have not been able to find an agreement.

If the players have found an agreement about servers, they must share it together with an admin, so that at a later point there cannot be any confusion. If no admin was involved or one player was not involved in the sharing, ESL/DH will not be able to enforce any agreement and will instead fall back to the "no agreement has been found" rules.

### 5.3.3.2 List of Locations

The following locations are how the world is split up for this topic, in mostly east-to-west order. If you cannot find your own location among these, please reach out to the administration.

- OC (Oceania): Australia, New Zealand and Oceania
- CN (China): Mainland China
- NEA (North-East Asia): Japan, Korea, Mongolia
- TW (Taiwan, Hong Kong, Macau)
- SWA (South-West Asia): Kyrgyzstan & all Asian countries that extend further west than the western-most part of India
- SEA (South-East Asia): Rest of Asia (including India)
- EUE (Europe East): All European countries that do not extend further west than the western-most part of Poland
- EUW (Europe West): Rest of Europe
- AF (Africa): All African countries
- LA: All American countries except USA, Canada and Bermuda
- NAC (North America Central): Manitoba, Ontario, Saskatchewan (Canada) & Arkansas, Illinois, Indiana, Iowa, Kansas, Kentucky, Minnesota, Nebraska, North Dakota, Ohio, Oklahoma, South Dakota, Texas, Wisconsin (USA)
- NAE (North America East): East of those
- NAW (North America West): West of those

### 5.3.3.3 Location of a Player

- **Playing from inside your Region**

If a player is playing from inside the (sub-)region that the match is for, their Location is equal to their actual physical location. For global competitions or the global parts of a competition, this is the case for all players.

- **Playing from outside your Region**

If a player is playing from outside the (sub-)region that the match is for, their Location used for the Default Server choice will not be their physical location. Instead, the Location for the Default Server choice must be selected by that player from all available Locations inside the region of the match. Under no circumstances is a situation allowed where a player playing from outside the region has a ping advantage (on average across all potential maps) over an opponent playing from inside the region. If in doubt, please contact the administration.

Below is a table that shows which Locations are available in each region:

(Sub-)Region	Locations
KR	NEA
OC	OC, SEA, SWA
TW	TW, NEA
CN	CN
EU	EUE, EUW, AF
LA	LA
NA	NAE, NAC, NAW

**Example 1:** Sergio has a Spanish passport but is living and currently situated in Dubai. Based on his passport and opposed to his residency, he selects to play in the sub-region of EU. He has the choice between the two available Locations “EUW” and “EUE” and picks his Location as “EUE”, because that is the closest allowed to his

physical location and should give him the least disadvantageous servers.

**Example 2:** Nick has an Australian passport but is living and currently situated in South Korea. Based on his passport and opposed to his residency, he selects to play in the sub-region of OC. He would like to pick his Location as “SEA”, because that is the closest allowed to his physical location, but that would put him in an advantage against (potentially) all three other Locations. The administration rules that he has to play on SG for all matches against SEA and SWA and “allowed SG/AU, remaining map AU” against OC.

### 5.3.3.4 Default Servers Cross-Table

If the players in a match could not agree on which server(s) to use, the Cross-Table is to be used in the following way:

- a) For all except the “remaining” map (which was not picked by either player in the Pick/Ban process), the player that did not choose the map gets to choose any server out of the “allowed” servers listed in the Cross-Table for a matchup between the two Locations in question.
- b) For the “remaining” map (which was not picked by either player in the Pick/Ban process), one of the players (as decided in the Pick/Ban) process gets to choose any server out of the “remaining map” servers listed for a matchup between the two Locations in question.

**Example:** bo5 match in a global playoffs bracket, Frank (from location “EUW”) is the high seed and Paul (from Location “NAE”) is the low seed. Both players cannot agree on servers for their match. So they will use the default servers from the Cross Table. For that reason, Frank (high seed) decides that he will take the choice of the server for the final map. Paul (low seed) then decides that he wants to be Player A in the Pick/Ban process. The Pick/Ban process starts:

- Paul (player A) bans one map, Frank bans another map (5 maps remain as required)
- Paul picks map 1, Frank decides the server for that map should be “EU”
- Frank picks map 2, Paul decides the server for that map should be “US East”
- Paul picks map 3, Frank decides the server for that map should be “EU”
- Frank pick’s map 4, Paul decides the server for that map should be “US East”
- One map remains as map 5, Frank decides the server for that map should be “EU”

## [Default Servers Cross-Table \(click to open\)](#)

### 5.3.4 Map Pool

All competitions will be played on the map pool announced for it (this will usually be the current Ladder Map Pool). The pool currently consists of the following maps:

- 2000 Atmospheres LE
- [ESL] Blackburn
- [ESL] Berlingrad
- [ESL] Curious Minds
- [ESL] Glittering Ashes
- [ESL] Hardwire
- [ESL] Pride of Altaris

### 5.3.5 Map Selection - Timings and Methods

#### 5.3.5.1 Online Unlimited Cups

**Examples:** Open qualifiers for tournaments, ESL Open Cups.

Players are supposed to handle the map selection on their own on any platform they like. This should be done at least 10 minutes before the next match or as early as possible, if 10 minutes are prevented by a previous match of the same cup. The platform used can, for example, be Battle.Net, Discord or any messenger that both players agree to use.

### 5.3.5.2 Online Competitions

*Example: DreamHack Masters SC2 Season 1 2022 Europe*

The map selection may only be started with an admin present, unless the admin instructed both players to handle it on their own. It will usually be done on the assigned Discord channel and usually 10-30 minutes before the intended start of the match.

The admin can set a countdown timer if a player takes too long for their choices.

Map selection process can be done (potentially significantly) earlier if ordered so by the admin.

The map vetoes must not be made public before ESL has done so or an admin explicitly allowed it.

### 5.3.5.3 Offline Competitions

*Example: DHM Season 1 2022 Finals Valencia*

The map selection may only be started with an admin present, unless the admin instructed both players to handle it on their own. It will usually be done in person in the tournament area and usually 10-30 minutes before the intended start of the match.

The admin can set a countdown timer if a player takes too long for their choices.

Map selection process can be done (potentially significantly) earlier if ordered so by the admin.

The map vetoes must not be made public before ESL has done so or an admin explicitly allowed it.

### 5.3.6 Map Veto and Pick

The player who has the better seeding can pick between “choice of server for the ‘remaining map’<sup>3</sup>” or “choice of who is ‘Player A’ and ‘Player B’ for this process”. The other player will get to make the remaining choice (if there were actually two choices to pick between).

The order of veto and pick is as follows:

- Best-of-One (bo1) Matches: Veto ABABAB - the remaining map is being played.
- Best-of-Three (bo3) Matches: Veto ABAB - Pick AB - the remaining map is being played as the decider map, if required.
- Best-of-Five (bo5) Matches (starting 0:0): Veto AB - Pick ABAB - the remaining map is being played as the decider map, if required.
- Best-of-Five (bo5) Matches (starting 1:0 for the Upper Bracket winner in double elimination): Veto AB - Pick ABAB - the remaining map is not being used.
- Best-of-Seven (bo7) Matches (starting 0:0): No Veto - Pick ABABAB - the remaining map is being played as the decider map, if required.
- Best-of-Seven (bo7) Matches (starting 1:0 for the Upper Bracket winner in double elimination): No Veto - Pick ABABAB - the remaining map is not being used.

### 5.3.7 Breaks between Maps

After each map a player may take a maximum of three minutes to join the next game. This time may be spent watching the replay of the past game, but not to leave the computer.

In a best-of-five, players may step away from the computer for a maximum of five minutes after the third map. In a best-of-seven, this is allowed after the third and sixth map.

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<sup>3</sup> The ‘remaining map’ is the map that was not vetoed nor picked by either player. It may not be used at all in some match formats, in which case the server choice for that map is irrelevant, same as in cases where there is only one possible server for it.

### 5.3.8 Completion of the Match

The match as a whole has to be finished. It is not allowed to disrupt a match between maps without the permission of the tournament administration. If a player refuses to start the remaining map/maps, they will be counted as not having shown up and receive the corresponding penalties for a no-show.

## 5.4 After the Match

### 5.4.1 Draws

A draw on a map may occur if:

- a) Both players are unable to destroy each other's buildings and both players agree to it being a draw.
- b) The tournament administration declares a draw based upon the observation of the map.

In case of a draw, the same map has to be replayed until a winner is established. Unlike in a remake of an interrupted game, there are no restrictions concerning race choices.

## 5.5 Results in a Rematch

If the rules stipulate that a rematch is to be played, the victim of the incident can decide whether or not this rematch is actually to be played. If the victim of the offense 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.

## 5.6 Rankings

If no other rule has been announced for any round-robin stage of the competition, this is the rule to be used to determine the rankings. Not the visible ranking on the ESL website but the active ranking rule from the rules, valid for a match, is binding.

The ranking is primarily decided with regards to the number of points that a player has amassed during that stage of the competition. A player will earn 3 points for winning a match, and 0 points for losing a match. The ranking priority below will come into effect if two or more players have the same number of points. If at any point of this process, the number of tied players is reduced or divided into several groups of tied players, the still tied players will in each case be compared again starting with the first point.

1. Overall map difference (**Example: 8:3 (+=5) maps > 9:5 (+=4) maps**)
2. Overall number of map wins (**Example 9:4 (9) maps > 8:3 (8) maps**)
3. Points amassed between the tied players (**Example: 2 wins > 1 win > 0 wins**)
4. Map difference between the tied players (**Example: 3:2 maps > 3:3 maps > 2:3 maps**)
5. Number of map wins between the tied players (**Example: 6:6 maps > 5:5 maps**)

If after all 5 points the players are indistinguishable, a decider match or matches have to be played, in an attempt to separate the players in question. In special cases, the tournament direction can rule in a different way to determine the order in an unsolvable tie (e.g. coin toss).

## 5.7 Prize Money

### 5.7.1 Prize Money Payment Process

All prize money should ideally be paid out 90 days after the ESL or DreamHack competition in question has been completed, but it may take as long as 180 days for the payment to be completed. The prize money will be paid out in the currency in which it was announced publicly.

All prize money winners will be contacted by the tournament administration via email about 3-6 weeks after the end of the competition with a request to provide payment information. This can be either bank transfer details or PayPal. If a player fails to provide the information before the planned date of payment (90 days), the prize money will not be paid out until a reasonable time after this has been rectified.

If - despite reasonable efforts of the tournament administration - no payment could be made until the end of the third year after the competition, the prizes are forfeited.

### 5.7.2 Prize Money in Case of Late Punishments

As long as the prize money for the ESL has not been paid out, ESL reserves the right to cancel or accordingly reduce any pending payment if any evidence of fraud or foul play has been discovered and new penalties or a late disqualification have been issued.

### **5.7.3 Prize Money in Case of Ongoing Investigations**

If at the due date of the prize payment an investigation into a player is ongoing, the payment for that player will be postponed until after that investigation has been concluded.

If the investigation ends after the end of the third year after the competition but the result is that the player should have received any prize money, that payment will still be executed.

## **5.8 Offline-Specific Proceedings**

### **5.8.1 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. By signing this document, players confirm that they are ready to start their match as scheduled.

Players may be forced to start the match even if they failed to properly complete this process.

### **5.8.2 Internet Access**

Internet access on tournament computers may be partly restricted for all players.

### **5.8.3 Warm-Up Period**

A warm-up period of 60 minutes is normally provided before the first offline match of the day, although this period may not be guaranteed.

## 6 ESIC, Rule violations, Punishments

### 6.1 Punishments

#### 6.1.1 Definitions and Scope of Punishments

Punishments are given for rule violations within the ESL. They may be either 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. Players will be informed about the punishment by mail and will be given a time until which they can appeal the decision.

##### 6.1.1.1 Penalty Points

Every penalty point that a player acquires during a competition or its qualifiers is penalized with a prize money deduction of 1%. The deduction is calculated out of the grand total of prize money awarded to the player at the end of the last part of the competition in question, including both online and offline won prizes. The deducted prize money will be proportionally added to the winnings of the other players (i.e. no prize money gets lost through penalty points).

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

##### 6.1.1.2 Monetary Fines

Monetary fines are given for failure to fulfill obligations that are not directly related to the competition, like press/media appointments, or planned sessions for fan interaction. Fines are not getting redistributed to the other players. They will usually just be deducted from the winnings of the player in question.

##### 6.1.1.3 Bans/Suspensions

Bans or suspensions are given for very severe incidents like cheating, doping or ringing. Suspensions are usually given when the investigation is still ongoing but likely to yield a “guilty” result.

##### 6.1.1.4 Disqualification

A disqualification will happen in the most severe cases of rule violations. The disqualified player forfeits all prize money accumulated for the competition in question and gets banned until the end of that competition.

##### 6.1.1.5 Additional Methods of Punishment

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

### 6.1.2 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.

### 6.1.3 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 below, but in proportion to the respective punishment listed there. A few punishments that are commonly repeated will have detailed their increases for repeated offenses. For all others, increased penalties of +50% or +100% are usually applied.

### 6.1.4 League Bans and Penalty Points Outside the EPT

League bans and penalty points outside the ESL Pro Tour do not normally apply towards the ESL Pro Tour except when the punishment has been awarded for cheating. Some other misbehaviors like ringing/faking or insults can also be punished, depending on the severity.

## 6.2 ESIC

ESL, DreamHack and their competitions are part of ESIC, the Esports Integrity Commission. That means that all rules and regulations of ESIC apply to all those competitions. 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.

## 6.3 Conduct

### 6.3.1 Code of Conduct

Violation of the 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 and DreamHack competitions.

### 6.3.2 Breach of Confidentiality

Sharing or publicizing communication with ESL officials will be penalized with at least one (1) penalty point, depending on the severity of the leak.

### 6.3.3 Administrators' Instructions

Failure to follow the instructions of the administrators may result in penalty points being awarded.

### 6.3.4 Undesired Public Behavior

Players that behave in ways violating the Public Behavior rule will be penalized with punishments between a warning and disqualification, depending on the severity of the offense.

### 6.3.5 Insults

All insults occurring in connection with the ESL or DreamHack 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 IRC, IM programs, E-mail or other means of communication will be punished if they can be linked to the ESL or DreamHack 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 disqualification of the player.

### 6.3.6 Spamming

Three (3) penalty points will be awarded if the chat function in-game is abused towards the goal of annoying the opponent, or generally stirring the flow of the play.

Other spamming will be punished depending on the nature and severity of the offense.

### 6.3.7 Damaging or Soiling

Players 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 damaged reputation with third parties or the public.

### 6.3.8 Clothing at Offline Events

Penalties will be awarded for minor violations of the clothing rules (a minimum of \$100 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 players 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 players.

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

## 6.4 In-Game Rule Violations

### 6.4.1 Player Colors

Failure to set the color in-game as instructed by the administrator will result in one (1) penalty point. Any delay caused by this will be punished according to the punctuality rules.

### 6.4.2 Pause Abuse

Pausing the game without good reason will result in one (1) penalty point. This punishment can be increased if the pause might have impacted the outcome of a fight.

### 6.4.3 Starting a Map without Admin Permission

If a player starts a map without permission, one (1) penalty point will be awarded. Depending on the circumstances, the map may also be restarted. If the stream was impacted, additional two (2) penalty points will be awarded.



#### 6.4.4 Intentional Disconnection

If a player disconnects intentionally from an ongoing map - depending on the circumstances - the map in question may either be continued from replay or be counted as a win for the opponent. In any case, one (1) penalty point will be awarded. In case of delay, the player causing the delay will be punished according to the punctuality rules.

### 6.5 Cheating

#### 6.5.1 Cheat Software

Using software that could be considered a cheat will usually result in disqualification and a ban. The tournament administration reserves the right to specify what is considered a cheat.

#### 6.5.2 Information Abuse

Receiving an ingame-message during a match will result in a default loss for that map and can result in further sanctions up to disqualification. The same is true for any kind of information about the game gained externally during an ongoing map.

#### 6.5.3 Punishments for Cheating

When cheating is uncovered in the offline competition, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit their prize money and be banned from all competitions in ESL and DreamHack 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.

### 6.6 Doping

#### 6.6.1 Refusing to Be Tested

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

#### 6.6.2 Punishments for Doping

Mild cases of doping will be punished with a warning and possibly penalty points for the player. 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 player. If a player is found guilty of a severe case of doping only after the last match of the competition has already been over for at least 24 hours, the player will still get a ban, but the result of the competition will remain in place. Mild cases will not be punished at all, after that time.

### 6.7 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 on the ESIC List of Prohibited Substances and Methods, is strictly prohibited, and may lead to severe punishment. Moderate consumption of alcohol outside the active hours of the competitions is permitted for a player if not in conflict with local/national law.

### 6.8 Betting

Betting or gambling against yourself in one of your own matches will lead to an immediate disqualification and a minimal ban of 1 year from all ESL and DreamHack competitions for all persons involved. Any other betting will be penalized at the sole discretion of the tournament direction.

### 6.9 Competition Manipulation

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

### 6.10 Match Fixing

When match fixing is uncovered in the ESL or DreamHack, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit their prize money and be banned from all competitions in ESL and

DreamHack 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.

## 6.11 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.

## 6.12 Publisher or ESIC Bans

ESL and DreamHack reserve the right to refuse players who have standing bans from the game publisher to take part in ESL or DreamHack competitions. Also, ESIC bans will be honored and translated into ESL and DreamHack bans.

## 6.13 Unsportsmanlike Behavior

The most important and most common cases of unsportsmanlike behavior are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior.

### 6.13.1 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, the player will be awarded up to four (4) penalty points.

### 6.13.2 Faking Match Media

Faking match media may result in one (1) to four (4) penalty points.

**Examples:** Screenshots, replays, videos

#### 6.13.2.1 Faking Match Media with Cheat Suspicion

When cheating is suspected, and the match media in question has been faked, then six (6) penalty points will be awarded.

### 6.13.3 Ringer/Faker

Any players involved in faking or ringing for another player will be disqualified from the competition it happened in and might be banned for up to 6 months.

This rule often happens in connection with circumvention of a ban. In that case the ban duration can be prolonged or restarted, on top of the above.

### 6.13.4 Misleading Admins or Players

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

## 6.14 Punctuality

### 6.14.1 Not Being Punctual for an Online Match

Two (2) penalty points can be awarded if a player is not ready to play at the latest 3 minutes before the announced starting time. This penalty gets increased by one (1) additional penalty point at the announced starting time and then every 5 minutes until 15 minutes after it. At that point, the match will be postponed and instead of the delay penalties, the penalties for Players Not Showing will be awarded. If the match is broadcast by ESL or its partners, three (3) additional penalty points will be awarded for any delay in the match start caused by a player.

### 6.14.2 Not Being Punctual for an Offline Match

If you notice at any point you will be late on one of the days, please inform a tournament official as soon as possible! Mitigating circumstances and attempts to inform ESL about the lateness and minimize the impact will be benevolently considered.

The following penalties apply in the first case (repeat offenses will be more severely punished):

- Arriving between the requested time and 30 minutes before match start – warning
- For every 5 minutes later arrival (29-25 / 24-20 / 19-15 / etc.) – one penalty point

If the match start gets delayed due to late arrival (e.g. because of technical problems that could have been discovered beforehand without the lateness) or because of general misbehavior:

- for every (partial) 5 minutes delay in the match start caused by this (1-5 / 6-10 / 11-15 / etc) – three penalty points

### 6.14.3 Improper Following of the Technical Checklist

Technical pauses caused by problems that would have been noticed if the technical checklist had been properly followed will be punished with one (1) penalty point, delay caused by it will be punished according to the punctuality rules.

## 6.15 Penalties and Consequences for Leaving the Competition

### 6.15.1 Leaving During a Competition

If a player leaves during an ongoing competition (i.e. between qualifier/invite and main competition or between two stages of qualification or even between accepting the invitation to a qualifier and the qualifier), the player forfeits all prize money accumulated for the competition that stage belongs to.

The next time that player plays in a competition within the next 365 days, the player will be penalized with between five (5) and ten (10) penalty points for that competition, depending on the reasons and timing of the cancellation. Also, canceling an offline stage is considered a more severe offense than canceling an online stage. Higher penalties, not being invited, suspensions or similar sanctions may also come into effect, especially on very late cancellations, according to what the tournament administration sees fit.

### 6.15.2 Deletion of Matches

All matches involving players that have left a stage of the competition 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 player will be considered a default win for their opponent.

## 6.16 Players Not Showing

If a player is not ready to play until 15 minutes after the scheduled start of the match, they are considered a no-show. In that case, the player will be penalized, and the match will have to be rescheduled, if the schedule allows it. Otherwise, the tournament administration can decide to award (partial) default losses or disqualify the player. At the latest after a second 15 minute period, the opponent will be rewarded with a full match series win.

## 6.17 Missing Media Obligations

Not fulfilling the media 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 the media day: \$400 + 7.5% of the prize money winnings
- Appearing too late for a signing session: \$200 + 3.5% of the prize money winnings
- Appearing too late for a press conference: \$150 + 2.5% of the prize money winnings

Similar punishments will be applied if other, comparable media obligations are missed.

The fines can be reduced if the player 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 player delivers proof of mitigating circumstances. The decision about that will be made by the administration alone.

## 6.18 Missing Broadcast Obligations

Missing mandatory broadcast obligations will result in a fine consisting of a flat component and a “% of player’s prize money won in this competition” component.

Repeat offenders for the rule violations in this point will receive increased fines according to this progression:

- Second incident: +50%
- Third incident: +100%
- Fourth and further incidents: +150%

In case a player is considered a repeat offender across multiple competitions (this is always the case for missing photos but will also be applied for the other rule violations in this point), they will be subject to the increased penalties from the start of the competition. This will be communicated to the player before their first match.

### 6.18.1 Failure to Provide a Photo

- \$50 + 5%.

Repeat offenses will be counted by number of events.

### 6.18.2 Failure to Do a Broadcast Interview

- Group Stage, Play-In: \$30 + 2%
- Playoffs: \$30 + 4%
- Grand Final: \$30 + 6%

Repeat offenses will be counted by number of interviews.

### 6.18.3 Missing Camera During an Interview

- Group Stage, Play-In: \$15 + 1%
- Playoffs: \$15 + 2%
- Grand Final: \$15 + 3%

Repeat offenses will be counted by number of interviews.

### 6.18.4 Missing Camera During a Map

- \$10 + 0.8% (per map)

Repeat offenses will be counted by number of matches (=“best of series”).

## 7 Appendix

### 7.1 Points and Prize Money Tables

#### 7.1.1 DHM Online Seasons

DHM EU Season 1-2 (2x)				DHM NA Season 1-2 (2x)				DHM CN Season 1-2 (2x)			
Total	48	\$110,500	6820	Total	24	\$48,800	1815	Total	12	\$21,400	925
1. (Winner)	1	\$15,000	1200	1. (Winner)	1	\$8,000	525	1. (Winner)	1	\$6,500	500
2. (Finalist)	1	\$10,000	825	2. (Finalist)	1	\$5,000	375	2. (Finalist)	1	\$4,500	225
3. (LB Ro2b)	1	\$6,000	600	3. (LB Ro2b)	1	\$4,500	255	3. (LB Ro2b)	1	\$3,000	100
4. (LB Ro2a)	1	\$4,500	375	4. (LB Ro2a)	1	\$3,500	150	4. (LB Ro2a)	1	\$2,000	40
5.-6. (LB Ro4b)	2	\$3,500	285	5.-6. (LB Ro4b)	2	\$2,500	100	5.-6. (Group #3)	2	\$1,300	20
7.-8. (LB Ro4a)	2	\$3,000	225	7.-8. (LB Ro4a)	2	\$2,000	60	7.-8. (Group #4)	2	\$800	10
9.-12. (LB Ro8b)	4	\$2,500	195	9.-10. (Group #5)	2	\$1,500	35	9.-10. (CQ LB4b)	2	\$400	0
13.-16. (LB Ro8a)	4	\$2,000	165	11.-12. (Group #6)	2	\$1,100	25	11.-12. (CQ LB4a)	2	\$200	0
17.-20. (Group #5)	4	\$1,500	120	13.-14. (Group #7)	2	\$800	15				
21.-24. (Group #6)	4	\$1,200	90	15.-16. (Group #8)	2	\$600	10	No Win Bonus			
25.-28. (Group #7)	4	\$900	60	17.-20. (CQ LB8b)	4	\$400	5				
29.-32. (Group #8)	4	\$600	30	21.-24. (CQ LB8a)	4	\$200	0				
33.-40. (CQ LB16b)	8	\$400	15								
41.-48. (CQ LB16a)	8	\$200	5	Win in GS	56	\$150					
Win in GS	112	\$200									

DHM LA Season 1-2 (2x)				DHM TW Season 1-2 (2x)				DHM OC Season 1-2 (2x)			
Total	12	\$21,400	815	Total	12	\$17,950	735	Total	12	\$17,950	575
1. (Winner)	1	\$6,500	375	1. (Winner)	1	\$4,500	345	1. (Winner)	1	\$4,500	255
2. (Finalist)	1	\$4,500	225	2. (Finalist)	1	\$3,500	225	2. (Finalist)	1	\$3,500	150
3. (LB Ro2b)	1	\$3,000	100	3. (LB Ro2b)	1	\$2,650	90	3. (LB Ro2b)	1	\$2,650	75
4. (LB Ro2a)	1	\$2,000	45	4. (LB Ro2a)	1	\$1,900	35	4. (LB Ro2a)	1	\$1,900	35
5.-6. (Group #3)	2	\$1,300	25	5.-6. (Group #3)	2	\$1,300	15	5.-6. (Group #3)	2	\$1,300	20
7.-8. (Group #4)	2	\$800	10	7.-8. (Group #4)	2	\$800	5	7.-8. (Group #4)	2	\$800	10
9.-10. (CQ LB4b)	2	\$400	0	9.-10. (CQ LB4b)	2	\$400	0	9.-10. (CQ LB4b)	2	\$400	0
11.-12. (CQ LB4a)	2	\$200	0	11.-12. (CQ LB4a)	2	\$200	0	11.-12. (CQ LB4a)	2	\$200	0
No Win Bonus				No Win Bonus				No Win Bonus			

### 7.1.2 DHM Season Finals (options)

DHM Online Event (0x)				DHM Studio Event (0x)				DHM Audience Event (2x)			
Total	16	\$50,000	2740	Total	16	\$50,000	4110	Total	80	\$100,000	10840
1. (Winner)	1	\$10,000	600	1. (Winner)	1	\$10,000	900	1. (Winner)	1	\$15,000	1500
2. (Finalist)	1	\$6,500	400	2. (Finalist)	1	\$6,500	600	2. (Finalist)	1	\$10,000	1000
3.-4. (SF)	2	\$4,250	250	3.-4. (SF)	2	\$4,250	375	3.-4. (SF)	2	\$6,500	600
5.-8. (QF)	4	\$3,000	160	5.-8. (QF)	4	\$3,000	240	5.-8. (QF)	4	\$3,600	375
9.-12. (Group #3)	4	\$2,000	100	9.-12. (Group #3)	4	\$2,000	150	9.-16. (Ro16)	8	\$2,000	225
13.-16. (Group #4)	4	\$1,250	50	13.-16. (Group #4)	4	\$1,250	75	17.-24. (Ro24)	8	\$1,250	150
								25.-32. (KO R6)	8	\$1,000	120
No Win Bonus				No Win Bonus				33.-40. (KO R5)	8	\$750	90
								41.-48. (KO R4)	8	\$500	60
								49.-56. (KO R3)	8	\$300	40
								57.-64. (KO R2)	8	\$150	20
								65.-80. (KO R1)	16		0
								No Win Bonus			

### 7.1.3 Masters Championship (Katowice) / ESL Open Cups

IEM KTW 23 (1x)				ESL Open Cup (#106-#116, 33x)				ESL Open Cup (#117-#153, 111x)			
Total	36	\$500,000	0	Total	4	\$400	0	Total	4	\$400	19
1. (Winner)	1	\$150,000	0	1. (Winner)	1	\$200	0	1. (Winner)	1	\$200	10
2. (Finalist)	1	\$71,000	0	2. (Finalist)	1	\$100	0	2. (Finalist)	1	\$100	5
3.-4. (SF)	2	\$40,000	0	3.-4. (SF)	2	\$50	0	3.-4. (SF)	2	\$50	2
5.-8. (QF)	4	\$20,000	0								
9.-12. (Ro12)	4	\$10,000	0								
13.-16. (Group #4)	4	\$5,000	0								
17.-20. (Group #5)	4	\$4,000	0								
21.-24. (Group #6)	4	\$3,000	0								
25.-26. (LB Ro4b)	2	\$2,000	0								
27.-28. (LB Ro4a)	2	\$1,500	0								
29.-32. (LB Ro8b)	4	\$1,000	0								
33.-36. (LB Ro8a)	4	\$500	0								
Win in GS	60	\$300									

## 7.1.4 Global StarCraft League (GSL)

GSL Season 1-2 (2x)				GSL Season 3 (1x)				GSL Super Tournament #2 (1x)			
Total	38	\$0	6020	Total	38	\$0	6020	Total	16	\$0	1500
1. (Winner)	1	not ESL	800	1. (Winner)	1	not ESL	800	1. (Winner)	1	not ESL	255
2. (Finalist)	1	not ESL	570	2. (Finalist)	1	not ESL	570	2. (Finalist)	1	not ESL	185
3.-4. (SF)	2	not ESL	410	3.-4. (SF)	2	not ESL	410	3.-4. (SF)	2	not ESL	130
5	1	not ESL	330	5	1	not ESL	330	5.-8. (QF)	4	not ESL	90
6	1	not ESL	270	6	1	not ESL	270	9.-16. (Ro16)	8	not ESL	55
7.-8. (GS 2 #4)	2	not ESL	230	7.-8. (GS 2 #4)	2	not ESL	230				
9.-10. (GS 2 #5)	2	not ESL	200	9.-10. (GS 2 #5)	2	not ESL	200				
11.-15. (GS 1 #3)	5	not ESL	170	11.-15. (GS 1 #3)	5	not ESL	170				
16.-20. (GS 1 #4)	5	not ESL	140	16.-20. (GS 1 #4)	5	not ESL	140				
21. (Q3 #3)	1	not ESL	120	21.-22. (Q2 #4)	2	not ESL	110				
22. (Q3 #4)	1	not ESL	100	23.-26. (Q2 5-6)	4	not ESL	70				
23.-24. (Q3 5-6)	2	not ESL	80	27.-30. (Q2 7-8)	4	not ESL	40				
25.-26. (Q3 7-8)	2	not ESL	60	31.-38. (Q2 9-12)	8	not ESL	20				
27.-30. (Q2 7-8)	4	not ESL	40								
31.-38. (Q2 9-12)	8	not ESL	20								

## 7.1.5 External Competitions

HSC (2x)				TSL 9 (1x)				NEXT / Assembly / AlphaX (?x)			
Total	32	\$0	2540	Total	32	\$0	2540	Total	16	\$0	1280
1. (Winner)	1	not ESL	500	1. (Winner)	1	not ESL	500	1. (Winner)	1	not ESL	250
2. (Finalist)	1	not ESL	370	2. (Finalist)	1	not ESL	370	2. (Finalist)	1	not ESL	180
3. (LB Ro2b)	1	not ESL	270	3. (LB Ro2b)	1	not ESL	270	3.-4. (SF)	2	not ESL	125
4. (LB Ro2a)	1	not ESL	200	4. (LB Ro2a)	1	not ESL	200	5.-8. (QF)	4	not ESL	75
5.-6. (LB Ro4b)	2	not ESL	150	5.-6. (LB Ro4b)	2	not ESL	150	9.-12. (Group #3)	4	not ESL	50
7.-8. (LB Ro4a)	2	not ESL	110	7.-8. (LB Ro4a)	2	not ESL	110	13.-16. (Group #4)	4	not ESL	25
9.-12. (LB Ro8b)	4	not ESL	70	9.-12. (LB Ro8b)	4	not ESL	70				
13.-16. (LB Ro8a)	4	not ESL	40	13.-16. (LB Ro8a)	4	not ESL	40				
17.-20. (GS #5)	4	not ESL	24	17.-24. (LB Ro16b)	8	not ESL	20				
21.-24. (GS #6)	4	not ESL	18	25.-32. (LB Ro16a)	8	not ESL	10				
25.-28. (GS #7)	4	not ESL	12								
29.-32. (GS #8)	4	not ESL	6								

## 7.2 List of Countries/Territories and Their Assigned Regions and Locations

If your place is not listed below or you are uncertain about which one is yours, check the rules points “Regional Eligibility”, “Regions” or ask an admin.

Name	Server Region	EPT (Sub-)Region	Location
Ascension Island	Europe & Africa	EU	EUW
Andorra	Europe & Africa	EU	EUW
United Arab Emirates	Asia & Australia	OC	SWA
Afghanistan	Asia & Australia	OC	SWA
Antigua and Barbuda	Americas	LA	LA
Anguilla	Americas	LA	LA
Albania	Europe & Africa	EU	EUE
Armenia	Europe & Africa	EU	EUE
Netherlands Antilles	Americas	LA	LA
Angola	Europe & Africa	EU	AF
Antarctica	Americas	LA	LA
Argentina	Americas	LA	LA
American Samoa	Asia & Australia	OC	OC
Austria	Europe & Africa	EU	EUW
Australia	Asia & Australia	OC	OC
Aruba	Americas	LA	LA
Åland	Europe & Africa	EU	EUE
Azerbaijan	Europe & Africa	EU	EUE
Bosnia and Herzegovina	Europe & Africa	EU	EUE
Barbados	Americas	LA	LA
Bangladesh	Asia & Australia	OC	SEA
Belgium	Europe & Africa	EU	EUW
Burkina Faso	Europe & Africa	EU	AF
Bulgaria	Europe & Africa	EU	EUE
Bahrain	Asia & Australia	OC	SWA
Burundi	Europe & Africa	EU	AF
Benin	Europe & Africa	EU	AF
Bermuda	Americas	NAE	NA
Brunei	Asia & Australia	OC	SEA
Bolivia	Americas	LA	LA
Brazil	Americas	LA	LA
Bahamas	Americas	LA	LA
Bhutan	Asia & Australia	OC	SEA



Bouvet Island	Americas	LA	LA
Botswana	Europe & Africa	EU	AF
Belarus	Europe & Africa	EU	EUE
Belize	Americas	LA	LA
Canada	Americas	NA	NAE/NAC/NAW
Cocos (Keeling) Islands	Asia & Australia	OC	OC
Democratic Republic of the Congo	Europe & Africa	EU	AF
Central African Republic	Europe & Africa	EU	AF
Republic of the Congo	Europe & Africa	EU	AF
Switzerland	Europe & Africa	EU	EUW
Côte d'Ivoire	Europe & Africa	EU	AF
Cook Islands	Asia & Australia	OC	OC
Chile	Americas	LA	LA
Cameroon	Europe & Africa	EU	AF
People's Republic of China	Asia & Australia	CN	CN
Colombia	Americas	LA	LA
Costa Rica	Americas	LA	LA
Cuba	Americas	LA	LA
Cape Verde	Europe & Africa	EU	AF
Christmas Island	Asia & Australia	OC	OC
Cyprus	Europe & Africa	EU	EUE
Czech Republic	Europe & Africa	EU	EUW
Germany	Europe & Africa	EU	EUW
Djibouti	Europe & Africa	EU	AF
Denmark	Europe & Africa	EU	EUW
Dominica	Americas	LA	LA
Dominican Republic	Americas	LA	LA
Algeria	Europe & Africa	EU	AF
Ecuador	Americas	LA	LA
Estonia	Europe & Africa	EU	EUE
Egypt	Europe & Africa	EU	AF
Western Sahara	Europe & Africa	EU	AF
Eritrea	Europe & Africa	EU	AF
Spain	Europe & Africa	EU	EUW
Ethiopia	Europe & Africa	EU	AF
Finland	Europe & Africa	EU	EUE
Fiji	Asia & Australia	OC	OC
Falkland Islands	Americas	LA	LA

Federated States of Micronesia	Asia & Australia	OC	OC
Faroe Islands	Europe & Africa	EU	EUW
France	Europe & Africa	EU	EUW
Gabon	Europe & Africa	EU	AF
United Kingdom	Europe & Africa	EU	EUW
Grenada	Americas	LA	LA
Georgia	Europe & Africa	EU	EUE
French Guiana	Americas	LA	LA
Guernsey	Europe & Africa	EU	EUW
Ghana	Europe & Africa	EU	AF
Gibraltar	Europe & Africa	EU	EUW
Greenland	Europe & Africa	EU	EUW
The Gambia	Europe & Africa	EU	AF
Guinea	Europe & Africa	EU	AF
Guadeloupe	Americas	LA	LA
Equatorial Guinea	Europe & Africa	EU	AF
Greece	Europe & Africa	EU	EUE
South Georgia and the South Sandwich Islands	Americas	LA	LA
Guatemala	Americas	LA	LA
Guam	Asia & Australia	OC	OC
Guinea-Bissau	Europe & Africa	EU	AF
Guyana	Americas	LA	LA
Hong Kong	Asia & Australia	TW	TW
Heard Island and McDonald Islands	Americas	OC	OC
Honduras	Americas	LA	LA
Croatia	Europe & Africa	EU	EUW
Haiti	Americas	LA	LA
Hungary	Europe & Africa	EU	EUE
Indonesia	Asia & Australia	OC	SEA
Republic of Ireland / NorthernIreland	Europe & Africa	EU	EUW
Israel	Europe & Africa	EU	EUE
Isle of Man	Europe & Africa	EU	EUW
India	Asia & Australia	OC	SEA
British Indian Ocean Territory	Asia & Australia	OC	SEA
Iraq	Asia & Australia	OC	SWA
Iran	Asia & Australia	OC	SWA
Iceland	Europe & Africa	EU	EUW
Italy	Europe & Africa	EU	EUW

Jersey	Europe & Africa	EU	EUW
Jamaica	Americas	LA	LA
Jordan	Asia & Australia	OC	SWA
Japan	Asia & Australia	TW	NEA
Kenya	Europe & Africa	EU	AF
Kyrgyzstan	Asia & Australia	OC	SWA
Cambodia	Asia & Australia	OC	SEA
Kiribati	Asia & Australia	OC	OC
Comoros	Europe & Africa	EU	AF
Saint Kitts and Nevis	Americas	LA	LA
Democratic People's Republic of Korea	Asia & Australia		NEA
Republic of Korea	Asia & Australia	KR	NEA
Kuwait	Asia & Australia	OC	SWA
Cayman Islands	Americas	LA	LA
Kazakhstan	Europe & Africa	EU	EUE
Laos	Asia & Australia	OC	SEA
Lebanon	Asia & Australia	EU	EUE
Saint Lucia	Americas	LA	LA
Liechtenstein	Europe & Africa	EU	EUW
Sri Lanka	Asia & Australia	OC	SEA
Liberia	Europe & Africa	EU	AF
Lesotho	Europe & Africa	EU	AF
Lithuania	Europe & Africa	EU	EUE
Luxembourg	Europe & Africa	EU	EUW
Latvia	Europe & Africa	EU	EUE
Libya	Europe & Africa	EU	AF
Morocco	Europe & Africa	EU	AF
Monaco	Europe & Africa	EU	EUW
Moldova	Europe & Africa	EU	EUE
Montenegro	Europe & Africa	EU	EUE
Madagascar	Europe & Africa	EU	AF
Marshall Islands	Asia & Australia	OC	OC
North Macedonia	Europe & Africa	EU	EUE
Mali	Europe & Africa	EU	AF
Myanmar	Asia & Australia	OC	SEA
Mongolia	Asia & Australia	TW	NEA
Macau	Asia & Australia	TW	TW
Northern Mariana Islands	Asia & Australia	OC	OC

Martinique	Americas	LA	LA
Mauritania	Europe & Africa	EU	AF
Montserrat	Americas	LA	LA
Malta	Europe & Africa	EU	EUW
Mauritius	Europe & Africa	EU	AF
Maldives	Asia & Australia	OC	SEA
Malawi	Europe & Africa	EU	AF
Mexico	Americas	LA	LA
Malaysia	Asia & Australia	OC	SEA
Mozambique	Europe & Africa	EU	AF
Namibia	Europe & Africa	EU	AF
New Caledonia	Asia & Australia	OC	OC
Niger	Europe & Africa	EU	AF
Norfolk Island	Asia & Australia	OC	OC
Nigeria	Europe & Africa	EU	AF
Nicaragua	Americas	LA	LA
Netherlands	Europe & Africa	EU	EUW
Norway	Europe & Africa	EU	EUW
Nepal	Asia & Australia	OC	SEA
Nauru	Asia & Australia	OC	OC
Niue	Asia & Australia	OC	OC
New Zealand	Asia & Australia	OC	OC
Oman	Asia & Australia	OC	SWA
Panama	Americas	LA	LA
Peru	Americas	LA	LA
French Polynesia	Asia & Australia	OC	OC
Papua New Guinea	Asia & Australia	OC	SEA
Philippines	Asia & Australia	OC	SEA
Pakistan	Asia & Australia	OC	SWA
Poland	Europe & Africa	EU	EUE
Saint-Pierre and Miquelon	Americas	NA	NAE
Pitcairn Islands	Asia & Australia	OC	OC
Puerto Rico	Americas	LA	LA
Palestinian territories	Asia & Australia	OC	SWA
Portugal	Europe & Africa	EU	EUW
Palau	Asia & Australia	OC	OC
Paraguay	Americas	LA	LA
Qatar	Asia & Australia	OC	SWA

Réunion	Europe & Africa	EU	AF
Romania	Europe & Africa	EU	EUE
Serbia	Europe & Africa	EU	EUE
Russia	Europe & Africa	EU	EUE
Rwanda	Europe & Africa	EU	AF
Saudi Arabia	Asia & Australia	OC	SWA
Solomon Islands	Asia & Australia	OC	OC
Seychelles	Europe & Africa	EU	AF
Sudan	Europe & Africa	EU	AF
Sweden	Europe & Africa	EU	EUW
Singapore	Asia & Australia	OC	SEA
Saint Helena	Europe & Africa	EU	AF
Slovenia	Europe & Africa	EU	EUW
Svalbard and JanMayenIslands	Europe & Africa	EU	EUW
Slovakia	Europe & Africa	EU	EUE
Sierra Leone	Europe & Africa	EU	AF
San Marino	Europe & Africa	EU	EUW
Senegal	Europe & Africa	EU	AF
Somalia	Europe & Africa	EU	AF
Suriname	Europe & Africa	EU	AF
South Sudan	Europe & Africa	EU	AF
São Tomé and Príncipe	Europe & Africa	EU	AF
El Salvador	Americas	LA	LA
Sint Maarten	Americas	LA	LA
Syria	Asia & Australia	OC	SWA
Eswatini	Europe & Africa	EU	AF
Turks and Caicos Islands	Americas	LA	LA
Chad	Europe & Africa	EU	AF
French Southern and Antarctic Lands	Americas	OC	OC
Togo	Europe & Africa	EU	AF
Thailand	Asia & Australia	OC	SEA
Tajikistan	Asia & Australia	OC	SWA
Tokelau	Asia & Australia	OC	OC
East Timor	Asia & Australia	OC	SEA
Turkmenistan	Asia & Australia	OC	SWA
Tunisia	Europe & Africa	EU	AF
Tonga	Asia & Australia	OC	OC
Turkey	Europe & Africa	EU	EUE

Trinidad and Tobago	Americas	LA	LA
Tuvalu	Asia & Australia	OC	OC
Taiwan	Asia & Australia	TW	TW
Tanzania	Europe & Africa	EU	AF
Ukraine	Europe & Africa	EU	EUE
Uganda	Europe & Africa	EU	AF
United Kingdom	Europe & Africa	EU	EUW
United States of America	Americas	NA	NAE/NAC/NAW
Uruguay	Americas	LA	LA
Uzbekistan	Asia & Australia	OC	SWA
Vatican City	Europe & Africa	EU	EUW
Saint Vincent and the Grenadines	Americas	LA	LA
Venezuela	Americas	LA	LA
British Virgin Islands	Americas	LA	LA
United States Virgin Islands	Americas	LA	LA
Vietnam	Asia & Australia	OC	SEA
Vanuatu	Asia & Australia	OC	OC
Wallis and Futuna	Asia & Australia	OC	OC
Samoa	Asia & Australia	OC	OC
Yemen	Asia & Australia	OC	SWA
Mayotte	Europe & Africa	EU	AF
South Africa	Europe & Africa	EU	AF
Zambia	Europe & Africa	EU	AF
Zimbabwe	Europe & Africa	EU	AF

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