



QUAKECON® 2017

# Quake World Championships

## Rulebook

## Foreword

This document outlines the rules that should at all times be followed when participating in The Quake World Championships. Failure to adhere to these rules may be penalized as outlined herein.

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

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

Yours sincerely,  
The ESL/id Software Staff

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# 1 Definitions

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## 1.1 Participants

A Quake World Championships participant is a team or a player that is participating in a Quake World Championships competition. Any member of a Quake World Championships team is a participant of that team, and locked to it upon qualifying to a regional finals.

## 1.2 Team Sheet

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

## 1.3 Team Positions

This paragraph describes the positions allowed in an ESL team account in the Quake World Championships.

### 1.3.1 Team-Manager

The Team-Manager must be at least 18 years old. The Team-Manager is responsible for the day to day running of the team, such as writing match statements, updating and maintaining the roster, and in general being the contact person of the team towards the ESL. This person is responsible for keeping himself and the team updated with regards to rules and regulations around the Quake World Championships. The Team-Manager is eligible to play for the team in a match.

### 1.3.2 Team-Captain

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

### **1.3.3 Orga**

The Orga is a member of the organization that has assistant roles to the Team-Manager and Team-Captain, and may deal with day to day business delegated by his Team-Manager or Team-Captain, such as match arranging, writing statements, or otherwise dealing with day to day operation of the team.

### **1.3.4 Player**

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

### **1.3.5 Honorary member, Inactive, Trial or Team-Owner**

Honorary members, Inactives, Trials or Team-Owners are not allowed in a Quake World Championships team sheet or in the team account on the ESL website.

## **1.4 Time Zone**

The ESL website 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.

## **1.5 Quake World Championships**

The Quake World Championships starts with the week of the first qualification round for the Quake World Championships event of the season and will end with the final match of the Quake World Championships at Quakecon 2017.

## **1.6 Region**

For Quake World Championships, the two regions are as follows:

- North America
- Europe

## **1.7 Penalty Points**

### **1.7.1 Definitions and Scope of Penalty Points**

Penalty points are given for rule violations within the Quake World Championships, they may be either Minor or Major penalty points dependent on the incident in question.

#### **1.7.1.1 Minor Penalty Points**

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

#### **1.7.1.2 Major Penalty Points**

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

#### **1.7.1.3 Assigned Penalty Points**

Minor and major penalty points are not mutually exclusive and may be given as seen fit by the tournament administration.

#### **1.7.1.4 Penalty Points for Repeat Offences**

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

### **1.7.1.5 League Bans and Penalty Points Outside the Quake World Championships**

League bans and penalty points outside the Quake World Championships do normally not apply towards the Quake World Championships 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.

## **1.8 Live Matches**

The term “Live Matches” refers to matches that take place in a public location, during events, matches in the ESL-TV studio, or ESL-TV broadcast matches.

## **1.9 Disciplines**

The Game used in the Quake World Championships is Quake Champions.

## **1.10 Tournament Organization**

The Quake World Championships by the Electronic Sports League (ESL). The Electronic Sports League is operated by Turtle Entertainment GmbH.

Turtle Entertainment GmbH  
Siegburger Str. 189  
50679 Köln  
Germany  
<http://www.turtle-entertainment.de>

### **1.10.1 Administration List**

John Hill Tournament Director – id software  
Randal Holcombe Tournament Director – ESL

## **2 General**

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### **2.1 Rule Changes**

Id Software and the Electronic Sports League (ESL) reserves the right to amend, remove, or otherwise change the rules, without further notice. Id Software and the Electronic Sports League also reserve the right to make judgment on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

### **2.2 Validity of the Rules**

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

### **2.3 Confidentiality**

The content of protests, support tickets, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material by any party is prohibited without written consent from the Quake World Championships tournament directors.

Participation in the Quake World Championships grants ESL the right to share any information deemed necessary for the proper operation of the tournament with parties including but not limited to Bethesda, id software, and Zenimax.

### **2.4 ESIC**

ESL and its tournaments are part of ESIC, the Esports Integrity Coalition. That means that all rules and regulations of ESIC apply to all our tournaments, including the Quake World Championships. You can look them up on their

website at <http://www.esportsintegrity.com/>. The following sub-paragraphs are meant to give you an impression about what things are forbidden. For complete and more detailed information, please visit the ESIC website.

#### **2.4.1 Code of Conduct**

All Quake World Championships participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, ESL TV, and the Quake World Championships administration. Being role models is the occupational hazard of being a Quake World Championships player or organizer and we should behave accordingly. Any sort of harassment should be reported to the above listed administrators immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, religion. Also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact and unwelcome sexual attention. Similar restrictions apply not only to the participants, but every single person involved with or present at a stage of the Quake World Championships. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

#### **2.4.2 Prohibited Substances and Methods**

##### **2.4.2.1 Doping**

###### **2.4.2.1.1 Refusing to be tested**

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

###### **2.4.2.1.2 List of Prohibited Substances and Methods**

The List of Prohibited Substances and Methods created by the World Anti-Doping Agency (WADA) is valid for the Quake World Championships tournaments. The list can be found here: <http://list.wada-ama.org/>

###### **2.4.2.1.3 Prescribed medication**

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

###### **2.4.2.1.4 Categories of Doping**

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant. Severe cases (i.e. use of drugs containing performance enhancing substances, like Adderall) will be punished with penalty points, a ban for the player and (a) default loss(es), as well as possibly disqualification of the participant. Repeated cases of doping by the same player will be punished harder, up to a lifetime ban for the player. Repeated cases of doping on the same team (but by a different player) will also be punished harder for the team (only in team games). Repeated cases of doping by the same player on the same team will be punished harder for both the team (only in team games) and the player. If a player is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least 24 hours, the player will still get a ban, but the tournament result will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

##### **2.4.2.2 Alcohol or other psychoactive drugs**

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

#### **2.4.3 Betting**

Betting on matches in a league/tournament that you or your team are involved in is strictly forbidden. Betting against yourself or against your own team will be punished by disqualification for the team/player taking part in the league/tournament and a minimum of twelve months ESL-ban for the player who arranged the bet.

## **2.5 Publisher or ESIC Bans**

The league administration reserves the right to refuse players who have standing bans from the game publisher to take part in the Quake World Championships tournaments. Also, ESIC bans will be honored and translated into ESL bans.

## **2.6 Additional Agreements**

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

## **2.7 Match Broadcasting**

### **2.7.1 Rights**

All broadcasting rights of Quake World Championships are owned by Zenimax Media Inc ("ZeniMax"). This includes but is not limited to: IRC bots, shoutcast streams, video streams, replays, demos or TV broadcasts.

### **2.7.2 Waiving These Rights**

ZeniMax has the right to award broadcasting rights for one or multiple matches to a third party or the participants themselves. In such cases the broadcasts must have been arranged with a head admin before the start of the match. For the necessary contact details please look at point 1.10.1 and make sure any additional broadcast has been approved before the match in question starts. (<http://archive.eslworld.net/masters/broadcast/>)

### **2.7.3 Player Responsibility**

Players cannot refuse to have their matches broadcast by ESL-authorized broadcasts (<http://archive.eslworld.net/masters/broadcast/>), nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by an admin. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

## **2.8 Communication**

### **2.8.1 E-Mail**

The main official communication method of the Quake World Championships is email. The Quake World Championships will use the email that has been registered in the user's 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.

## **2.9 Conditions of Participation in the Quake World Championships**

The following conditions must be met in order to participate in the Quake World Championships

### **2.9.1 Age Restriction**

All participants in the Quake World Championships have to be over 16 years of age.

### **2.9.2 Regional Limitations for Participants**

Any individual player may not participate in or try to qualify for the same event from more than one country or region. This does not apply for the Quake World Championships, but rule 2.9.3 still applies there.

### **2.9.3 Home Country/Region**

A team player's home country is the country where their main place of residence is or the country he or she holds a passport from. This decision can be made anew for every Quake World Championships event, but once made it will be final and irreversible for that event and its qualifiers. The home region is the region that this country belongs to (see 10.1). For a team, this is determined by the majority of the used lineups. If there is no such majority, a team may have no home country or even no home region. For 1on1 players, the home country/region is determined either by their residence or their citizenship.

### **2.9.4 Residence/Nationality and Number of Players in a Team**

The team roster can hold four (4) players from any country or nationality, only the lineup

composition in a match may be restricted, see 2.9.5 and 2.9.6 .

### **2.9.5 Country/Region of Qualifiers**

All Qualifiers will be played on NA or EU servers. However, other regions can participate in these Qualifiers with higher latency. NA includes the Americas and Australia, and EU Europe, Russia, Africa and Asia. A player or team may no longer participate in qualifiers once they have advanced to the regional finals.

### **2.9.6 Sacrifice and Duel**

Players are allowed to participate in both Sacrifice and Duel and may qualify for both tournaments at Quakecon.

## **2.10 Player Accounts**

### **2.10.1 Standards**

Each participating member must have an account on the ESL Play website (<http://play.eslgaming.com/>) and have his personal details entered in his profile, this includes:

- Real name (must be public)
- Photo
- Place of Residence
- Country
- Birth Date
- Game account information (see 2.10.5 )

An individual player may only hold one ESL account; breach of this rule is punishable according to the standard ESL multi-account rule-set.

### **2.10.2 Nicknames**

A change in nickname during a Quake World Championships must first be notified to the administration for approval before the change can be undertaken. No sponsor tags are allowed in the nickname under any circumstances and the general ESL rules for the choice of nicknames apply.

### **2.10.3 Photo**

The member photo must be a current photo (e.g. no baby pictures). The member cannot have been cut and pasted into the picture, must be clearly recognizable, and it must contain only the member in question.

### **2.10.4 Game Accounts**

Every playing member must have their game accounts entered in their ESL member profile. This is including, but not limited to, their Bethesda.net ID for Quake Champions.

#### **2.10.4.1 Playing With Wrong Game Accounts**

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

## **2.11 Team Accounts**

### **2.11.1 Standards**

The Quake World Championships team account must be an ESL team account **only** used for the Quake World Championships and no other tournament. This team account should have no history before entering the Quake World Championships for the first time. A Quake World Championships account must have the following information entered:

- Team Logo, relevant to the team.
- One Team Captain

The team name should be written according to rule 2.11.2 . Not all team positions are allowed, compare 1.3 .

### **2.11.2 Team Names**

The Quake World Championships team name may not have any extensions such as “Quake team”. It may only consist of the team name and/or a potential name sponsor (see 2.13.2 ). To prevent confusion, only names that are not already being used by another team in the same discipline are allowed.

### **2.11.3 Changes on the Team Accounts**

Any changes in the team account should be approved by the Quake World Championships administration before the changes are allowed to take place. This includes but is not limited to:

- Adding or removing players
- Changing the team name

## **2.12 Sponsor Restrictions**

### **2.12.1 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 the Quake World Championships.

### **2.12.2 Name Sponsors**

Name sponsors can at the same time only sponsor one team per discipline in the Quake World Championships for using the same sponsored part of the team name. The sponsored part of the name may only consist of one word and product descriptions are not allowed.

## **2.13 Player Changes**

### **2.13.1 Adding a Replacement Player During the Quake World Championships**

In the case where a qualified team member cannot attend the regionals or finals at Quakecon, a team is allowed to substitute that player. The substitute player may not be a member of an already qualified team.

### **2.13.2 Replacement Player Deadline**

The substitute player Addition Deadline is set per event. A player can at the latest be added without penalty 24 hours before the very first match of the event for his team (including international qualifiers).

### **2.13.3 Multiple Contracts**

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

### **2.13.4 Lineup Restriction between Qualifier and Event**

Every team in a Quake World Championships event that qualified for it has to use a the lineup from the qualifier in the entire event unless a substitute player is required. (See 2.13.1)

## **2.14 Prize Money**

All prize money should ideally be paid out 90 days after the Quake World Championships event in question has been completed, but it may take as long as 180 days for the payment to be completed. If a team or player is missing the proper payment information in their Quake World Championships paperwork and hasn't provided it by other means to the head administration either, the prize money will not be paid out until this is rectified. Players will be paid individually and have the right to transfer the payment per section 2.14.3 Transfer of Prize Money.

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

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

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

The deduction is calculated out of the grand total of prize money awarded to the participant at the end of the offline event in question, including both online and offline won prizes, but excluding the part that is meant to compensate for travel expenses. The deducted prize-money will be proportionally added upon the other teams, thus no prize-money gets lost. It should be noted that a team that received extremely high prize money deduction in total over several of the tournament stages, may be disqualified.

#### **2.14.2 Withdrawal of Prize Money**

As long as the prize money for the Quake World Championships has not been paid out, the Electronic Sports League reserves the right to cancel any pending payment if any evidence of fraud or foul play have been discovered.

#### **2.14.3 Transfer of Prize Money**

The prize money will be sent as a bank transfer as specified by the team or individual. Failure to provide sufficient information for the payments to be complete will result in payments not being made. If a participant has not collected their winnings or redeemed the cheque within one year of the initial payment date, the prizes are forfeited.

### **2.15 Penalties and consequences for leaving the Quake World Championships**

#### **2.15.1 Leaving During the Quake World Championships**

If a participant leaves the Quake World Championships during an ongoing event (i.e. between qualifier/regional finals/Quakecon), the participant forfeits all prize money accumulated for the event that stage belongs to. The next time that participant plays (or the organization of this team fields a team from the same country) in an event of the same or tournament, the player/organization will be penalized with between five (5) minor penalties and one (1) major penalty for that event, depending on the reasons and timing of the cancellation. Also, cancelling an offline stage is considered a more severe offense than cancelling an online stage. Higher penalties, bars, suspensions or similar sanctions may also come into effect, especially on very late cancellations, according to what the tournament administration sees fit.

#### **2.15.2 Deletion of Matches**

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

### **2.15 Match Start**

#### **2.15.1 Punctuality**

All matches in the Quake World Championships should start as stated on the website. Any changes in the time must be accepted by the opposing party and administrators, even if rescheduling is generally possible. All participants in a match should be on the server and ready to go at the latest 10 minutes before the match is to start.

#### **2.15.2 Delaying the Match**

Two minor penalty points can be awarded if a participant is not ready to play at the latest 10 minutes before the announced starting times. This penalty gets increased by one additional minor every 5 minutes until 15 minutes after the scheduled start of the match. At that point, the match will be postponed and instead of the delay penalties, a no-show (see 2.15.3 ) will be awarded. If the match is broadcast by Bethesda or ESL TV or in any other way alive match, three additional penalty points will be awarded for any delay in the match start caused by a player or team.

#### **2.15.3 Participants Not Showing**

If a participant is not ready to play until 15 minutes after the scheduled start of the match, he is considered a no show. In that case, the participant will be penalized, and the match will have to be rescheduled, if the schedule allows it. Otherwise, the opponent will receive a default win from the administration.

### **2.16 Match Procedures**

#### **2.16.1 Lineup**

For team games, the lineup must be added before match start. Violations can be punished with a Minor Penalty each.

## **2.16.2 Determining the “better seed”**

Coin tosses are the last resort, so whenever a clear seeding is given, we will avoid them and declare one participant the “better seed”. This participant then has the choice about who starts in the first map or the map- pick process.

- In online cups/qualifiers, the cup seeding determines who has the better seed.
- In offline playoffs that are following upon a previous offline round that gave a clear ranking, whenever one participant has his first match in the playoffs (round 1 or round 2 after a free round in round 1 for group winners), the participant that had the higher group ranking is considered the “better seed”.
- In all group stages and other offline playoff rounds, we will stick to coin tosses. If a case is not covered here or still unclear for any reasons, contact an admin.

## **2.16.3 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 that needs to be uploaded.

## **2.16.4 Storage and keeping of Match Media**

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

# **2.17 Match Protests**

## **2.17.1 Definition**

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

## **2.17.2 Match Protest Rules**

### **2.17.2.1 Deadline for Match Protests**

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

- 72 hours after the scheduled starting time of the match
- The beginning of the next match for either of the two participants (a minimum of 10 minutes have to be kept between two matches by all participants)
- Only at offline events: The end of the event day (departure of the admins)

### **2.17.2.2 Contents of a Match Protest**

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

### **2.17.2.3 People in a Match Protest**

In team matches, only one representative per team is supposed to be writing in the protest, violations can be punished with 1 Minor Penalty.

### **2.17.2.4 Behavior in Match Protests**

Insults and flaming are strictly prohibited in a protest, and may result in penalty points or the protest being ruled against the insulting party.

# **2.18 Results in Rematch**

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

# **2.19 Interviews**

For every game that is broadcast on ESL TV, one player from each team must be available for an over-the-phone

interview. The team has to provide contact information for an interview in that case. The player should also be available for a comment after the match. Solo players should always be available for pre and post match interviews.

## 3 Quake World Championships

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### 3.1 Online Qualification for Quake World Championships

The Quake World Championships is an open competition. The following is required to compete in the Quake World Championships:

- Bethnet ID
- Quake Champions ID
- ESL Registration

#### 3.1.1 Quake World Championships Open Qualifiers

The Open Qualifiers will be played on online servers in North American (NA) and European (EU) regions. The latest available release of Quake Champions will be played for each qualifier. Once a team or player qualifies for the Regional Finals in their respective region, they can no longer participate in another online qualifier of that mode.

##### **Quake World Championships Online Team Qualifiers:**

Qualifier Regions: NA & EU

NA Qualifiers: 2 Events

EU Qualifiers: 2 Events

Team Size: 4 Players

Mode: Sacrifice

Participants: Unlimited

Match Mode: Best of 3 maps

Time Limit: 60 Minutes

Tournament Mode: Single Elimination

Qualify: 4 Teams

##### **Quake World Championships Online Duel Qualifiers:**

Qualifier Regions: NA & EU

NA Qualifiers: 4 Events

EU Qualifiers: 4 Events

Team Size: 1 Player

Mode: Duel

Participants: Unlimited

Match Mode: Best of 5

Time Limit: 5 Minutes

Tournament Mode: Single Elimination

Qualify: 8 Players

#### 3.1.1.1 Server Determination

##### North American Online Qualifiers

- All matches will be played on North American servers
- All players will select every region in North America in game. Whichever server is created will be deemed the most fair server for the match.
- Failure to comply with server selection rules may be eligible for disqualification

##### European Online Qualifiers

- All matches will be played on Europe, Moscow, or St. Petersburg servers

- All players will select every region in Europe including Moscow & St. Petersburg in game. Whichever server is created will be deemed the most fair server for the match.
- Failure to comply with server selection rules may be eligible for disqualification

### 3.1.2 Quake World Championships Regional Finals

The team portion of the Regional Finals will be played offline. North America will be played in Burbank, California and Europe will be played in Leicester, UK. The duel portion of the regional finals will be played online.

#### **Quake World Championships Regional Finals:**

Regions: NA & EU

NA Regional Finals: 1 event

EU Regional Finals: 1 event

Team Size: 4 Players

Mode: Sacrifice

Participants: 8

Match Mode: Best of 3 maps

Time Limit: 60 Minutes

Tournament Mode: Double Elimination Bracket

Qualify: 4 Teams

#### **Quake World Championships Duel Regional Finals:**

Regions: NA & EU

NA Regional Finals: 1 event

EU Regional Finals: 1 event

Team Size: 1 Player

Mode: Duel

Participants: 32

Match Mode: Best of 5

Time Limit: 60 Minutes

Tournament Mode: Double Elimination Bracket

Qualify: 12 Individuals

### 3.1.3 Quake World Championships BYOC Qualifier at Quakecon

Team Size: 1 Player

Mode: Duel

Participants: 128

Match Mode: Best of 5

Time Limit: 5 Minutes

Tournament Mode: Single Elimination Bracket

Qualify: 8 Individuals

### 3.1.4 Quake World Championships at Quakecon

The teams and players that qualify from the online qualifiers to the Quake World Championships will compete for increased prize money offline at Quakecon in Grapevine, Texas. All teams participating in the Quake World Championships qualified from their respective Regional Finals. 24 players participating in the Quake World Championships Duel qualified from their respective Regional Finals. 8 players participating in the Quake World Championships qualified from the BYOC Quakecon qualifier taking place on Thursday, August 24<sup>th</sup> 2017.

#### **Quake World Championships Team:**

Team Size: 4 Players

Mode: Sacrifice

Participants: 8  
Match Mode: Best of 3 maps, Best of 5 maps  
Time Limit: 60 Minutes  
Tournament Mode: Groups then Single Elimination Bracket  
Payouts: Top 8

#### **Quake World Championships Duel:**

Team Size: 1 Player  
Mode: Duel  
Participants: 32  
Match Mode: Best of 5  
Time Limit: 5 Minutes  
Tournament Mode: Groups, then Single Elimination Bracket  
Payouts: Top 8

## **3.2 Lineups & Replacements**

### **3.2.1 Majority Lineup**

All games within a Quake World Championship (QWC) stage must be played by the same four players. The team's slot is always bound to the majority lineup. A team may change only one player at a time between the following QWC stages:

- Open Qualifier 1
- Open Qualifier 2
- Regional Final
- Quakecon

If a team does not play with a majority lineup or can not field an eligible roster, the respective match will be a default loss and the team may be disqualified and replaced, if possible.

### **3.2.2 Playing for multiple teams**

A player can never be part of two teams participating in Quake World Championship (QWC) at the same time. If a player is found to violate this rule, he is ineligible to play for either of those teams. If he played in a match anyway, said match will be a default loss for his team. In addition, the team he played for, may be disqualified and the player may be banned for following matches, stages or even for the rest of the QWC.

Switching between teams participating in QWC, is allowed between stages. Therefore, the player needs to be removed from one team and added by the other in between both qualifiers.

### **3.2.3 Adding Players**

In order to add a new player, a team needs to contact Quake World Championship (QWC) administration via an ESL support ticket. QWC administration may then approve or decline the addition of said new player. Only after being approved by a league official, the new player may be added to the team's account. New players can not be added while a stage of the QWC is running, but only in between stages. For Regional Finals and Quakecon teams may need to meet special deadlines for the new player to be eligible.

### **3.2.4 Removing Players**

In order to remove a player from the team, Quake World Championship (QWC) administration needs to be informed via an ESL support ticket. QWC administration will remove the player from the team as soon as possible. Once a player has been removed from the team's account, he will be considered a new player, should the team decide to add him again.

### 3.2.5 Replacing a team

Should a team not be able to field an eligible lineup, gets disqualified or withdraws from the Quake World Championship (QWC) at any point, QWC administration will try to replace said team with another eligible replacement under certain conditions in the following order:

- Open Qualifier 1: Seedings for Round 1 may be changed until the official start of the qualifier. After that, no changes or replacements will be made.
- Open Qualifier 2: Seedings for Round 1 may be changed until the official start of the qualifier. After that, no changes or replacements will be made.
- Regional Final: The team that lost in the deciding Open Qualifier match may replace the dropping participant, if it can field an eligible roster. If that team can not take this slot or is already qualified for the Regional Final, QWC administration holds the right to determine the replacement in the best way possible. Seeding changes will only be made if the brackets for the Regional Final have not been officially announced before the replacement is made.
- Quakecon: The team that lost in the deciding Regional Final match may replace the dropping participant, if it can field an eligible roster. If that team can not take this slot or is already qualified for the Regional Final, QWC administration holds the right to determine the replacement in the best way possible. Seeding changes will only be made if the brackets for Quakecon have not been officially announced before the replacement is made.

## 4 Event Rules

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### 4.1 Tournament Stages

#### 4.1.1 Group Stage

The Quake World Championships offline events are played in group stage mode, normally the top 50% of the group will be proceeding into the playoffs. Team games group stages are often played in best-of-three mode, 1on1 games usually in best-of-five.

#### 4.1.2 Playoffs

The Quake World Championships offline event playoffs are played in single elimination, best-of-three. The final match will usually have its best-of-mode increased by another 2 (1on1 = bo5, team = bo5) compared to all other rounds of playoffs.

#### 4.1.2.1 Playoffs After Groups of Four

In the case of groups of four participants, the group winners will face the second ranked participant of another group. Two participants from the same group will never be seeded into the same half of the playoff grid.

### 4.2 Punctuality

We expect every player to be at the event 60 minutes before his match to setup, prepare and solve any technical problems that might occur. If you notice at any point you will be late on one of the days, please inform a tournament official as soon as possible! Any delays caused by showing up late may lead to penalty points which means a prize money deduction for you/your team.

### 4.3 Equipment

The Quake World Championships just provides monitors and computers. Participants 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!**

### 4.4 Clothing

The players and teams need to ensure that they are all in equal colored clan attire, shorts are not allowed. Failure for a player or a team to bring such attire will result in ESL providing suitable clothing for the participants. The cost

of this clothing will then be subtracted from the prize money paid out to the participants. Any kind of headwear is forbidden.

#### **4.5 Gaming Areas**

If nothing else has been announced, it is forbidden to bring or eat any food in the gaming areas. Smoking is also strictly prohibited. Players are allowed to have beverages, but only in cups or bottles that have been provided by ESL, and only below the table unless told otherwise. All mobile telephones must be switched off. Exaggerated loud noise and offensive language are forbidden. Any violations can be punished with penalty points.

#### **4.6 Administrators**

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

#### **4.7 Media representatives**

Each team must have nominated a number of players that is 50% or more of a match lineup in their game (i.e.: 4 vs. 4 = 2, 1 vs. 1 = 1) as media representatives for all kinds of promotional and media activities.

#### **4.8 Interviews, Press Conference, Signing/Photograph/Video Sessions**

If the league decides that one or more players that are media representatives need to be part of interviews (short pre/post match interviews and/or longer interview-sessions), a press conference or an autograph-, photograph,- or video-session, then the players cannot deny this and must attend. The participants will receive a media schedule beforehand to be informed about nature, duration, and schedule of any activities of this kind that take more than 5 minutes.

#### **4.9 Stage Matches**

Each participant is required to play his/their stage matches. Exceptions may only be granted if substantial evidence (e.g. a medical certificate) proving a disability to play on stage is provided.

#### **4.10 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.

#### **4.11 Warm-up Period**

A warm-up period of 30 minutes is normally provided before an ESL Live match, although this period may not be guaranteed.

#### **4.12 Demos and Replays**

All demos or replays must be immediately uploaded to a networked server or to a USB stick provided by the Quake World Championships.

#### **4.13 Demo and Replay Rights**

ZeniMax reserves the right to play, and/or upload to their site, all demos that are recorded in an ESL arrangement.

#### **4.14 Photo and Other Media Rights**

By participating, all players and other team members grant ZeniMax 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 he or she will receive beforehand for reading and have to sign before he starts his first match.

#### **4.15 Winners Ceremony**

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

# **5 Other Infringements**

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## **5.1 General**

When a player or team has broken one or several rules set forth by the ESL, it will be referred towards this Section for the appropriate penalty, where all general punishments are listed and catalogued. Keep in mind that all 11.2.4 ESIC codes also apply.

## **5.2 Breach of Netiquette**

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

### **5.2.1 Insults**

All insults occurring in connection with the Quake World Championships will be punished. This primarily applies to insults during a match but also on the ESL website (forums, match comments, player guestbooks, 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 Quake World Championships 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 deletion of the player. Depending on the nature and severity of the insult the penalty will be assigned to the player or to the team in team leagues. In team competitions players may also be barred from playing for one or more match weeks.

### **5.2.2 Spamming**

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the Quake World Championships. Spamming on the website (forums, match comments, player guestbooks, support and protest tickets, etc.) will be punished depending on the nature and severity.

### **5.2.3 Spamming In-game**

3 (three) minor penalty points will be awarded if the chat function in-game is abused towards the goal of annoying the opponent, or generally stir the flow of the play. All chat functions are there to communicate efficiently with the opponent and the match admins.

## **5.3 Unsportsmanlike Behavior**

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

### **5.3.1 Faking Match results**

If a team is caught entering false match results into the match page, or in other ways trying to falsify the match result, the team will be awarded up to four (4) minor penalty points.

### **5.3.2 Faking Match media**

Match media are all uploads, including but not limited to: Screenshots, ESL Wire Anti-Cheat files, demos, models, and so on. Faking match media may result in one (1) to four (4) minor penalty points.

#### **5.3.2.1 Cheat Suspicion**

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

### **5.3.3 Ringer/Faker**

Any players involved in faking or ringing a player will be barred for 2 matches, also, one (1) major penalty point will be awarded per incident. This rule often happens in connection with rule 5.3.4 , in that case the punishments are cumulated.

### **5.3.4 Playing with Disallowed Player**

Using a disallowed player results in one (1) major penalty point, and also the player will be barred for 2 matches before he is eligible to compete. Also, the opponent will be offered a rematch. If the administration decides there is not enough time for a rematch (this will always be the case in matches in continuous order, like all except the last round of a cup, but can happen in other cases as well), a default win will be given to the opponent.

### **5.3.5 Misleading admins or players**

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

### **5.3.6 Cheating**

When cheating is uncovered twelve (12) penalty points will be awarded to the player. The team will be disqualified from the current season of Quake World Championships and the player will be banned from all competitions in ESL for two (2) years. The use of the following programs will result in a cheat ban: Multihacks, Wallhack, Aimbot, Colored Models, No- Recoil, No-Flash and Sound changes. These are only examples, other programs or methods may be considered cheats as well.

## **6 Mode Specific Rules for Quake Champions - Sacrifice**

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### **6.1 Before the Match**

All games have to be played with the most up to date version of "Quake Champions".

#### **6.1.1 Regionals & Quakecon Map choice**

1. The first map in the best of 3 series will be pre-determined prior to bracket completion
2. The team that loses the first map will choose map 2
3. The team that loses the second map will choose map 3
4. No map may be played more than once in a match

#### **6.1.2 Regionals & Quakecon Map choice**

The Quake World Championships Regionals and Finals at Quakecon will utilize Best of Three (Bo3), Pick, Pick map selection format:

5. Team 1 chooses the first map to be played in the set.
6. Team 2 chooses the second map to be played in the set.
7. Among the two remaining maps, both teams may agree on the final map played. In the event that teams cannot agree on the final map, a coin flip will determine final map played.

The higher seed picks the side the first map.

The Quake World Championships Finals will utilize Best of Five (Bo5) Pick, Pick, Remaining, Pick, Pick map selection format:

1. Team 1 chooses the first map to be played in the set.
2. Team 2 chooses the second map to be played in the set.
3. Team 1 chooses the third map to be played in the set.
4. Team 2 chooses the remaining fourth map to be played in the set.
5. In the event the teams are tied after all four maps are played, the final map will be determined at random.

The higher seed picks the first map.

### **6.1.3 Map list**

The mappool consists of the following maps:

- Blood Covenant
- Ruins of Sarnath
- Burial Chambers
- Lockbox

### **6.1.4 Server Settings**

Mode: Sacrifice

Capture Limit Per Round: 1 Capture

Time Limit Per Round: 60 Minutes

Round Limit: 3 Rounds

One Champion Limit: One Champion Limit Per Team – Champions must be picked in lobby and remain the same for the entirety of the match

### **6.1.5 Client Settings and Customization**

- Players must use the in-game GUI for all in game configuration settings. All options available via the in-game menus are authorized for use in tournament play.
- Device drivers which permit players to see through walls, or enable any form of transparency not intended by id Software, are strictly forbidden and grounds for immediate removal from the tournament.
- Except for control drivers and device settings, no commands are allowed outside the game.
- Except for control drivers and device settings, no alteration, deletion, or addition of files is permitted.
- Questions regarding setting of variables and how they relate to cheating should be brought to a tournament official before your first match.

## **6.2 During the match**

### **6.2.1 Disconnections**

Online:

If a player disconnects involuntarily in the middle of a round, the round will continue until it is completed. At any time the player may reconnect. If at the end of the round the player has not reconnected, the map will be halted until the player reconnects and then finish out the remaining rounds for the map.

Offline:

If a player disconnects involuntarily in the middle of a round, the round will be replayed.

### **6.2.2 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 he will be counted as not having shown up and receive the according penalties for a no-show.

## **6.3 After the match**

### **6.3.1 Match media**

All players have to save the all demos if the feature is functional in the current build

## **7 Mode Specific Rules for Quake Champions - Duel**

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### **7.1 Before the Match**

All games have to be played with the most up to date version of "Quake Champions".

### **7.1.1 Online Qualifier Map choice**

1. The first map in the best of 3 series will be pre-determined prior to bracket completion
2. The player that loses the first map will choose map 2
3. The player that loses the second map will choose map 3
4. No map may be played more than once in a match

### **7.1.2 Regionals & Quakecon Map choice**

The Quake World Championships will utilize Best of Three (Bo3), Pick, Pick map selection format:

1. Player 1 chooses the first map to be played in the set.
2. Player 2 chooses the second map to be played in the set.
3. Among the two remaining maps, both teams may agree on the final map played. In the event that teams cannot agree on the final map, a coin flip will determine final map played.

The higher seed picks the side the first map.

The Quake World Championships Finals will utilize Best of Five (Bo5) Pick, Pick, Remaining, Pick, Pick map selection format:

1. Player 1 chooses the first map to be played in the set.
2. Player 2 chooses the second map to be played in the set.
3. Player 1 chooses the third map to be played in the set.
4. Player 2 chooses the remaining fourth map to be played in the set.
5. In the event the teams are tied after all four maps are played, the final map will be determined at random.

The higher seed picks the first map.

### **7.1.3 Map list**

The mappool consists of the following maps:

- Blood Covenant
- Blood Run
- Corrupted Keep
- Ruins of Sarnath

### **7.1.4 Server Settings**

Mode: Duel

Frag Limit Per Round: 3

Time Limit Per Round: 5 Minutes

### **7.1.5 Client Settings and Customization**

- Players must use the in-game GUI for all in game configuration settings. All options available via the in-game menus are authorized for use in tournament play.
- Device drivers which permit players to see through walls, or enable any form of transparency not intended by id Software, are strictly forbidden and grounds for immediate removal from the tournament.
- Except for control drivers and device settings, no commands are allowed outside the game.
- Except for control drivers and device settings, no alteration, deletion, or addition of files is permitted.
- Questions regarding setting of variables and how they relate to cheating should be brought to a tournament official before your first match.

## **7.2 During the match**

### **7.2.1 Duel Disconnections**

1. If a player disconnects and no champion has been eliminated, the round is restarted. The game will be brought to custom game and the remaining rounds will be played out.
2. If the player who is ahead by 1 Champion or more disconnects, that round is replayed. The game will be brought to custom game and the remaining rounds will be played out.
3. If the player who is behind by 1 Champion or more disconnects, that player loses the round. The game will be brought to custom game and the remaining rounds will be played out.
4. At no time can Champion Picks be changed in the event a match is restarted.

### **7.2.2 Sacrifice Disconnections**

1. If a player disconnects before the initial soul spawns, the round will be restarted.
2. If the player disconnects after the initial soul spawns, the round will be played out. The player who disconnects can reconnect at any time, however if said player cannot reconnect the round shall continue to completion. The game will be brought to custom game and the remaining rounds will be played out.
3. At no time can Champion Picks be changed in the event a match is restarted.

### **7.2.3 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 he will be counted as not having shown up and receive the according penalties for a no-show.

## **7.3 After the match**

### **7.3.1 Match media**

All players have to save the all demos if the feature is functional in the current build