



ESL South East Europe Championship Rulebook

Season One - 2015

This document outlines the rules that should at all times be followed when participating in an ESL South East Europe Championship competition. Failure to adhere to these rules may be penalized as outlined.

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

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

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1 Definitions

1.1 What is the ESL South East Europe Championship?

The ESL Southeast Europe Championship (ESL SEEC) is a multigame eSports competition for the geographical region of Southeast Europe organized by the ESL. Its purpose is to foster the competitive scene in the region by enabling the gamers from different countries to compete and increase their skill and receive visibility, while providing high-quality and region-relevant entertainment for the fans.

1.2 Range of Validity

The ESL South East Europe Championship is operated as part of the ESL by Turtle Entertainment GmbH.

This is the only rulebook which is valid for the ESL South East Europe Championship, it's participants and all matches played within the scope of the ESL South East Europe Championship. With his participation the participant states that he understands and accepts all rules.

1.3 Participants

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

1.4 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 ongoing season. When a team wants to add a new player, organizer, manager or any other participant to any team, they need to inform the administration before adding the player.

1.5 Team Positions

This describes the positions allowed in an ESL team account in the ESL South East Europe Championship.

1.5.1 Team Manager

The team manager must be at least 18 years old. The team manager is responsible for the day to day running of the team, such as writing match statements, updating and maintaining the roster, and in general being the contact person of the team towards the ESL. This person is responsible for keeping himself and the team updated with regards to rules and regulations around the ESL South East Europe Championship. The team manager is eligible to play for the team in match.

1.5.2 Team Captain

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

1.5.3 Orga

The organizer is a member of the organization that has assistant roles to the team manager and team captain, and may deal with the day to day business delegated by his team manager or team captain, for example match arranging, writing statement or otherwise dealing with day to day operation of the team.

1.5.4 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 duties involving managerial tasks for the team.

1.5.5 Honorary Member, Inactive, Trial or Team Owner

Honorary, inactive and trial members, including honorary team owners, are not allowed on the ESL South East Europe Championship team sheet or in the team account on the ESL website.

1.6 Time Zone

The ESL website (<http://play.eslgaming.com>) 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.

1.7 The Season

The season starts on the 23rd of March 2015 at 18:00 CET and will end on the 10th of May 2015.

1.8 Penalty Points

1.8.1 Definitions and Scope of Penalty Points

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

1.8.1.1 Minor Penalty Points

Minor penalty points are given for minor incidents including, but not limited to, failure to upload required match media, insufficient match statements and insufficient information on a team account. Every minor penalty point deducts 1% (one percent) of the overall prize money received by the team, or player in the tournament they are given.

1.8.1.2 Major Penalty Points

Major penalty points are given for major incidents including, but not limited to, deliberately deceiving admins, failing to show up for match and repeated rule breaking. Every major penalty point deducts 10% (ten percent) of the overall prize money for the tournament.

1.8.1.3 Assigned Penalty Points

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

1.8.1.4 League Bans and Penalty Points Outside the ESL South East Europe Championship

League bans and penalty points outside the ESL South East Europe Championship do not apply towards the ESL South East Europe Championship, unless they have been awarded for cheating. Other violations including ringing/faking or insults can be punished, depending on the severity.

1.9 Disciplines

The games currently used within this season of the ESL South East Europe Championship are as follows:

- League of Legends by Riot Games
- CounterStrike: Global Offensive by Valve
- Hearthstone: Heroes of Warcraft by Blizzard

1.10 Tournament Administration

Each participant can contact the tournament admins via support ticket or protest ticket on the ESL website. During the qualification stages there are also direct communication channels available such as IRC.

In case of any complaints or further questions please contact:

Alexandru Coconcea – Tournament Director – a.coconcea@eslgaming.com

2 General

2.1 Rule Changes

The Tournament Administration reserves the right to amend, remove, or otherwise change the rules, without further notice. The Tournament Administration also reserves the right to make judgement on cases that are not specifically supported, or detailed in this rulebook, or even goes against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

2.2 Validity of the Rules

If any provision of the rulebook shall be invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of this rulebook. In lieu of the invalid or impracticable provision an appropriate provision shall apply which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the 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 is prohibited without a written consent from the ESL South East Europe Championship tournament directors.

Breaking this rule will result in adding 1 Minor Penalty Point to the team/player.

2.4 Code of Conduct

All ESL South East Europe Championship participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, ESL TV, and ESL South East Europe Championship administration. Being role models is the occupational hazard of being an ESL South East Europe Championship player or organizer and we should behave accordingly.

2.5 Drugs and Alcohol

To play a match, be it online or offline, under the influence of any drugs, alcohol, or performance enhancers is strictly prohibited, and may be punished with exclusion from the ESL South East Europe Championship.

2.6 Betting

Betting on matches in a league or tournament that you or your team are involved in is strictly forbidden. Betting against yourself or against your own team, or accepting the receipt of a currency derived from a third parties bet on one of your matches, will be punished by disqualification for the team/player taking part in the league/tournament and a six months ESL ban for the player who arranged the bet.

2.7 Additional Agreements

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

2.8 Match Broadcasting

2.8.1 Rights

All broadcasting rights of ESL South East Europe Championship are owned by the ESL. This includes but is not limited to: IRC bots, shout-cast streams, video streams, replays, demos, TV broadcasts and HLTV.

2.8.2 Waiving These Rights

ESL has the right to award broadcasting rights for one or multiple matches to a third party or the participants themselves. In such cases the broadcasts must have been arranged with the tournament administration with at least 3 hours before the start of the match.

2.8.3 Teams Responsibility

Teams 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 the tournament administration. The teams agree to make sufficient accommodation so that broadcasting of matches can take place.

If a team or player refuses a broadcast, 1 Major Penalty Point will be given and the administration can decide for the match to be replayed with a broadcast, making null the initial match that was played without a broadcast.

2.9 Communication

2.9.1 E-Mail

The main official communication method of the ESL South East Europe Championship is email, the ESL South East Europe Championship will 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 are missed.

2.10 Conditions of Participation in the ESL South East Europe Championship

The following conditions must be met in order to participate in the ESL South East Europe Championship.

2.10.1 Regional Limitations for Participants

Any individual player may not participate in or try to qualify for the event from more than one country or region (this is including claiming an invite).

2.10.2 Home Country/Region

A player's home country is the country where his main place of residence is. The home region is the region that this country belongs to (SEE). For a team, this is determined **by the majority of the used lineups** (active line-ups in official matches). If there is no such majority, a team may have no home country or even no home region. In that case, the team cannot take part in qualifiers restricted to a country or region.

Alternatively if a player is originally from a given country (has nationality according to official documents), but resides in a different country he is still eligible to play in the ESL South East Europe Championship for the region where his nationality is.

For example if a player is of Turkish origin and has Turkish nationality, but lives in Germany he is still allowed to play in the ESL South East Europe Championship as Turk.

2.10.3 Residence/Nationality and Number of Players in a Team

The team roster can hold up to **10 members** from any country or nationality, only the lineup composition in a match may be restricted.

2.10.4 Home Country/Region on Team Matches

The majority of the lineup present in a team match must have the home country (for qualifiers that are restricted to a country) or region (for qualifiers that are restricted to a region) from which the team qualified for the ESL South East Europe Championship. Failure to comply with these regulations will be penalized with a default loss and possible a disqualification from the tournament.

2.10.5 Nicknames

No sponsor tags are allowed in the nickname on the ESL Site under any circumstances and the general ESL rules for the choice of nicknames apply.

2.10.6 Player Accounts

Each participating member must have his personal details entered in his profile, this includes:

- Real name (must be public)
- Photo
- Place of Residence Country
- Birth Date

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

2.10.7 Game Accounts

Every playing member must have their game accounts entered in their ESL member profile.

This is including but not limited to:

- SteamID for Counter-Strike: Global Offensive
- In-game Nickname (EU-East) for League of Legends
- Battletag for Hearthstone

2.10.7.1 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, a rematch or a default loss being given. If there is sufficient evidence that the player in question indeed played the match or if an admin of the ESL South East Europe Championship explicitly allowed it beforehand, a protest for a barrage or rematch will not be admitted. Penalties may still be given in either case.

2.10.7.2 League of Legends Turkey accounts

The teams that are participating on the Turkish server in the qualifiers will have to obtain EU Nordic & East accounts or to transfer their own accounts **on their own expense** to EU Nordic & East starting the group stage.

In case the qualified teams will not be able to get EU Nordic & East accounts, they will lose their slot and the next teams in line from the National Final will receive the group stage slot.

If none of the teams from the National Final will not be able to procure EU Nordic & East accounts, the group stage slots will be transferred to the Last Chance Qualifier or to a new qualifier if needed.

2.10.8 Team Names

The ESL South East Europe Championship team name may not have any extensions such as “CS team”. The ESL South East Europe Championship team name may hold 1 sponsor name, but no product description is allowed. A sponsor may only be the name-sponsor of one ESL South East Europe Championship team in that competition.

2.10.8 Team Accounts

Each team must have its profile updated with:

- Team Photo
- Place of Residence Country

2.10.9 Changes on the Team Accounts

Any changes in the team account should be approved by the ESL South East Europe Championship administration before the changes are allowed to take place. This includes but is not limited to:

- Adding or removing players
- Changing the team name

2.10.10 Publisher's anti-cheat system

Any player who has been caught cheating by the game publisher's anti-cheat system (VAC in Counter-Strike: Global Offensive) is not eligible to participate in this tournament.

2.11 Licenses in the ESL South East Europe Championship

2.11.1 Definition

Before each tournament, the ESL awards the ESL South East Europe Championship License to the participating teams, or individuals. In most cases, these are participants that:

- have qualified through ESL South East Europe Championship national qualifiers
- have qualified through ESL South East Europe Championship regional qualifiers
- have been invited to a specific event by the tournament organization.

2.11.2 Duration

ESL South East Europe Championship licenses are valid for one ESL South East Europe Championship event, only.

2.12 Player changes and team line-ups

2.12.1 Player changes in pre-qualifiers and qualifier finals

Teams can change their lineup until the start of a national qualifier, deadline to add new players is the official starting time of the tournament itself. After that deadline it's not possible to add new players, therefore ESL advises teams to have a sufficient number of substitutes available. If a team for any reason does not have the sufficient number of players to participate in a match, the team will receive a default loss. Also, players can switch teams between qualifiers.

2.12.2 Pre-qualifier restriction for qualified players

Any player that played in a match with a team that qualifies through this pre-qualifier for the qualifier finals is not allowed to take part in any other pre-qualifier.

2.12.3 Lineup qualifier finals

In order to take part in the qualifier finals the team needs to continue playing with the majority of the players that they used in the pre-qualifiers.

A majority means:

- For CS:GO - a minimum of 3 players in the active lineup
- For LoL - a minimum of 4 players in the active lineup

If a team for any reason does not have the sufficient number of players in the active lineup, the team gets removed and if possible the slot will be redistributed by the tournament administration as they see fit.

2.12.4 Lineup group stage

In order to take part in the group stage the team needs to continue playing with the majority of the players from the qualifier finals.

A majority means:

- For CS:GO - a minimum of 3 players in the active lineup
- For LoL - a minimum of 4 players in the active lineup

If a team for any reason does not have the sufficient number of players the team gets removed and if possible the slot will be redistributed by the tournament administration as they see fit.

In the group stage, all the teams are locked and all changes can be done only by creating a support ticket. Every team can add maximum 1 new player in their team during the group stage

2.12.5 Online / Offline playoff

In order to take part in both online and offline playoffs, the team needs to continue playing with the majority of the players from the qualifier finals. During this stage of the ESL South East Europe Championship, teams can't change their players.

2.13 Prize Money

All prize money should ideally be paid out 90 days after the ESL South East Europe Championship finals have been completed.

If a team or player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

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, but excluding any expenses that are to be provided by ESL. 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.

2.13.1 Prize Money Distribution

2.13.1.1 Grand Finals at ESL South East Europe Championship

Counter-Strike: Global Offensive & League of Legends Prize Money

Placement	Prize money
1 st	€1000
2 nd	€500
3 rd	€300
4 th	€200

Hearthstone Prize Money

Placement	Prize money
1 st	€500
2 nd	€250
3 rd	€150
4 th	€100

2.13.2 Withdrawal of Prize Money

As long as the prize money for the ESL South East Europe Championship has not been paid out, the ESL reserves the right to cancel any pending payment if any evidence of fraud or foul play have been discovered.

2.13.3 Transfer of Prize Money

The prize money will be sent as cheque, a bank transfer or over PayPal as specified by the License holder. Failure to redeem the cheques or 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.

2.14 Replacements

If a participant is for any reason unable to compete any more in the ESL South East Europe Championship, and is removed before the replacement deadline, a replacement will be called up. Replacement participants will be considered and contacted to ask whether or not they want to participate.

If a replacement is needed for an offline event, the tournament administration will first attempt to replace the participant from the same region as the original participant. If no one from the last stage of that region's qualifier for the event can be the replacement.

2.14.1 Replacement Deadline

Replacements will only be entered into ESL South East Europe Championship stages until a reasonable time before the beginning of that stage. If by then no replacement could be found, the stage may start with one less participant instead.

2.15 Penalties and consequences for leaving the ESL South East Europe Championship

2.15.1 Leaving during any stage

If a participant leaves the ESL South East Europe Championship during an ongoing event (i.e. between the qualifiers, group stages and event or between two stages of qualification or even between accepting the invitation to a qualifier and the qualifier), 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 next season, the player and/or 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. Please note that pulling out from the offline stages of the competition 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 ESL South East Europe Championship before it ended will be reset, and deleted. In playoff brackets, the most recent or the next upcoming match (depending on the situation) of the player will be considered a default win for his opponent.

2.15.3 Ban for players

If a participant gets disqualified from the ESL South East Europe Championship during an ongoing stage, all its members get banned until the end of main event and possible for future events depending on the reason of disqualification.

2.16 Match Start

2.16.1 Punctuality

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

2.16.2 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 10 minutes until 30 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 2.16.3) will be awarded. If the match is broadcasted by ESL TV or in any other way a live match, three additional penalty points will be awarded for any delay.

2.16.3 Participants Not Showing

If a participant is not ready to play until 30 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.

2.17 Match Procedures

2.17.1 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 South East Europe Championship site. Please refer to the game specific rules for what match records and media that needs to be uploaded.

2.17.2 Storage and keeping of Match Media

All match media (screenshots / demo's / 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.

2.18 Match Protests

2.18.1 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.

2.18.2 Match Protest Rules

2.18.2.1 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)

2.18.2.2 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.

2.18.2.3 Persons 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.

2.18.2.4 Behaviour 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.

2.19 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.

2.20 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 League system

3.1 Stages

An event of the ESL South East Europe Championship is divided into several stages:

- First Stage: Pre Qualifier
- Second Stage: Qualifier Finals
- Third Stage: Group stage
- Fourth Stage: Online Play-off
- Fifth Stage: Main Event / Offline Play-off

3.2 South East Europe Qualification

3.2.1 Pre-qualifier

The first stage of the ESL South East Europe Championship are the pre-qualifiers. An unlimited amount of teams will participate in a single elimination bracket which will be played in best-of-one (bo1) mode from the start of the cup till the end of it. Available pre-qualifier:

- Turkey Qualifier (regional lock)
- Greece + Cyprus Qualifier (regional lock)
- Bulgaria Qualifier (regional lock)
- Romania + Moldova Qualifier (regional lock)
- Adriatic (Serbia, Croatia, Slovenia, Bosnia and Herzegovina, Montenegro, Macedonia, Malta, Albania Qualifier) (regional lock)
- Hungary Qualifier (regional lock)

3.2.1.1 Qualifier finals

The top4 participants from each of the pre-qualifiers will move on to the the the qualifier finals. The topX teams from the finals will qualify for the group stage. The exact number is shown below:

Country/ Region	Turkey	Greece + Cyprus	Bulgaria	Romania + Moldova	Adriatic	Hungary
League of Legends	3	2	2	2	2	3
CS:GO	2	2	2	2	3	4
Hearthstone	3	2	2	2	2	3

3.2.1.2 Last Chance Qualifier

After the national final qualifier is over, all the players and teams that didn't qualify in the group stage have an additional chance to qualify through a cup that is meant to be open for teams and players from the whole South East Europe region.

In the Last Chance Qualifier, the following amount of slots for the group stage are given:

- League of Legends: 1 group stage slot
- Counter-Strike: Global Offensive: 1 group stage slot
- Hearthstone: 2 group stage slots

3.3 Group Stage

The group stage will consist of four groups with four teams using the round-robin system. The top2 teams per group will advance to the play-offs. All the matches will be streamed in different languages. The exact structure of the group stage will be announced once this stage will begin.

3.3.1 Wildcard

In the group stage, each participant has **1 wildcard** that can be used to reschedule their matches to another day from the group stage schedule. Participants are not allowed to reschedule their matches at all without informing the tournament administration. In order to inform the tournament administration, participants must create a protest ticket.

The wildcard is validated only if the participant has use it with at least **3 hours** before the scheduled match time. If the participant announces that he can't play without respecting the above mentioned timeframe, he will receive 1 Major Penalty Point and the administration will decide if the match can be rescheduled or a no-show must be added.

3.4 Online Play-off

The exact structure of the online play-off will be announced when this phase will begin. The qualified teams will be seeded with a special draw system. Both first and second placed from the group stage will be put in different pots. The winners will be in a different pot than the second placed. It is not possible to play against the same player/team that was in the same group as you. Thus, we will remove the second placed player/team that played in the same group from the pot every time we draw from the second pot. This process will be repeated till all players/teams have opponents.

Example:

- First placed from Group A is drawn from the first pot
- He can only play with second placed from Group B,C,D – thus, we remove Group A second placed

Only the **top 3** participants at the end of this online play-off will be invited at the offline finals

3.5 Main event

At the offline finals in Bucharest, the participants will be seeded randomly with at least 1 week before the competition. The exact structure of the competition will be announced with at least 1 week before the offline event.

3.5.1 Direct invitation (wildcard)

For the offline event in Bucharest, the tournament administration will grant one direct invitation to a participant. The directly invited participant will be decided at the end of the online play-off and the decision will be based on the previous results of the participant in this competition and in the kick off season.

In the event that the wildcarded participant can't come to the offline finals in the terms mentioned in the previous parts of the rules, the slot will be redistributed.

5. Event Rules

5.2 Punctuality

We expect every player to be at the event 90 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.

5.3 Equipment

The ESL South East Europe Championship provides computers and monitors only. Participants have to bring any additional equipment required to compete, including but not limited to keyboards, mice, headsets and mousemats. The ESL South East Europe Championship administrators reserve the right to provide headphones for event participants.

5.4 Clothing

The players and teams need to ensure that they are all in equal colored clan attire, 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.

5.5 Gaming Areas

If nothing else has been announced, it is forbidden to bring or eat any food in the gaming areas, with the exception of bottled water. Smoking is also strictly prohibited. All mobile telephones should be switched off. Exaggerated loud noises and offensive language is forbidden, and may be punished with penalty points.

5.6 Administrators

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

5.7 Interview

Each team must have nominated one participant to be available for pre and post match interviews.

5.8 Press Conference/Signing/Photograph/Video Session

If the league decides that a player needs to be a part of a press conference or a autograph, photograph or video session, then the player cannot deny this, and must attend.

5.9 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.

5.10 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.

5.11 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.

5.12 Demos and Replays

All demos or replays must be immediately uploaded to a networked server or to a USB stick provided by the ESL South East Europe Championship administration.

5.13 Demo and Replay Rights

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

5.14 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 may have to sign two copies of a release form that he will receive beforehand for reading and have to sign before he starts his first match..

5.15 Winners Ceremony

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

6 Other Infringements

6.1 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 cataloged.

6.2 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 offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

6.2.1 Insults

All insults occurring in connection with the ESL South East Europe Championship 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 South East Europe Championship and the evidence is clear.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or to the 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.

6.2.2 Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the ESL South East Europe Championship. Spamming on the website (forums, match comments, player guest books, support and protest tickets, etc.) will be punished depending on the nature and severity.

6.2.3 Spamming In-game

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

6.3 Unsportsmanlike Behaviour

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 behaviour (e.g. harassment).

6.3.1 Misconduct

The attempt to mislead admins or other players, using false information, or in any other way deceive other participants will be punished as follows.

6.3.2 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.

6.3.2.1 Definition of Match Media

Match media are all uploads, including but not limited to: screenshots, ESL Wire Anti-Cheat files, demos, models, and so on.

6.3.2.2 Faking Match media

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

6.3.2.3 Extraordinary Circumstances

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

6.3.3 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.

6.3.4 Playing with Disallowed Player

Using a disallowed player results in one (1) major penalty point, and also the player will be barred for 2 more matches before he is eligible to compete. Also, the opponent can demand 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.

6.3.5 Misleading admins or players

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

6.3.6 Cheating

When cheating is uncovered twelve (12) penalty points will be awarded to the player, and six (6) minor penalty points will be awarded to the team of the player. The team will be disqualified from the current season of ESL South East Europe Championship 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.

7. Game Specific Rules - League of Legends

7.1 Before the match

All games have to be played with the most up to date version of “League of Legends” by Riot Games. At offline events, a special tournament server and client may be provided, in which case the used patch will be announced beforehand.

7.1.1 Communications Software

All participants have to use TeamSpeak 3 during the entire time of the tournament, exceptions can be made by a tournament admin. Skype is strictly forbidden. Additional to that, the participants have to use the server provided by the admin team and use the reserved channel for their team. Channels are password protected and limited to five (5) people.

It is not allowed that more than five (5) people are in a channel during an official match, external people who are not playing the tournament are strictly forbidden on the whole server.

7.1.2 Game Mode

Teams have to use Classic Mode Custom Games on Summoners Rift with “Tournament Mode”, which includes the automated ban/pick process.

7.1.3 Ban/Pick

The team that has the better seeding can choose who starts with the first ban. The team that has the first ban also has the first pick and starts on the left side of the map (left side of the custom game when creating the match). In a bo3 match, the other team will start on the second map. If a third map is required, the team with the better time coefficient from the first two maps (see rule 7.4.1) decides who starts. If a team lets the timer run out during the pick/ban process, no champion will be banned or a random champion will be picked.

7.1.3.1 Ban Mode

Ban mode is A – B – A – B – A – B (30 seconds per ban)

7.1.3.2 Pick Mode

Pick mode is A – B – B – A – A – B – B – A – A – B (90 seconds per pick or double pick)

7.1.3.3 Match sanctioning by the administration

It is not allowed to start and play any matches without an admin present in the game, unless it is specifically permitted otherwise by the tournament administration. Ignoring this can result in penalties for both teams.

7.1.4 Adjusting Runes and Masteries

Players may create and adjust rune pages as they like between games. As soon as a tournament draft is started it is forbidden to edit your rune page. Adjusting masteries is still allowed. Player’s may not exit out of tournament draft mode after/ during bans & picks to

make runes or other changes. 1 Minor Penalty (1% prize money reduction) will be awarded as penalty for dropping out without a valid reason, e.g. it wasn't possible to trade a champion after bans & picks.

7.2 During the match

7.2.1 Player disconnect

After the disconnect of a player the game will continue. He has to return as soon as possible back to the game and continue playing.

7.2.2 Pause

7.2.2.1 Syntax

Any player has the option of pausing (/pause) and unpausing (/unpause) the game via chat commands.

7.2.2.2 Reasons for pause

Pause may be invoked by either a tournament admin or a player when there are technical issues that could put a team at a disadvantage. Tournament admins can order the pause of a match for any reason. Tournament admins are allowed to execute a pause command on any player station. Players can pause the match at any time, but must signal a tournament admin immediately after the pause to identify the reason. If the situation clearly requires the game to be paused and any player is aware of it, he is supposed to invoke it as quickly as possible. Below are examples of accepted reasons for a player issued pause, but an acceptable reason is at the sole discretion of a tournament admin:

- After any player has disconnected from the game due to any form of network disconnect or computer crash. (e.g. "Player has disconnected" message appears on screen.)
- Hardware malfunctions (e.g. monitor, peripheral, etc)
- Physical disruption of the player (e.g. fan interference, table or chair breakage)

The game will not resume until clearance from an admin is issued and all players are notified and are ready at their stations. If a player pauses or unpauses the game without permission or reason deemed valid by tournament admins, it will be considered unfair play. Penalties will be applied by the tournament director.

7.2.2.3 Pause Duration

In any case a pause should never take longer than ten minutes, but it may not be ended before the admins signals to.

7.2.3 Game Restart

A game can be restarted only at the discretion of the tournament director. Below are examples of acceptable reasons for a game restart, but an acceptable reason is at the sole discretion of the tournament director

If a player notices that their rune, mastery, or GUI settings have not applied correctly between the game lobby and match, they can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game must be restarted if the pause was initiated before Game of Record occurred.

If an admin determines that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events such as minion spawn).

If the game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics.

If an admin determines that there are environmental conditions that are not conducive to fairness (e.g. noise, weather, venue, player conditions).

7.2.3.1 Game of Record

A game of record ("GoR") refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GoR status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. After the establishment of GoR, game restarts will be allowed only under limited conditions. Examples of conditions which establish GoR:

Any attack or ability is landed on minions, jungle creeps, structures or enemy champions.

Lineofsight is established between players on opposing teams. EXCEPTION: GoR is not established if lineofsight is established through use of the Summoner spell "Clairvoyance" within the opponent's base.

Setting foot, establishing vision or targeting a skillshot ability in the opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle. Game timer reaches two minutes (2:00).

7.2.4 Time limit

In case a match is becoming a stalemate the admins can call for a time limit. After this time limit is over the team that destroyed the most buildings (according to the score screen) wins.

7.2.4.1 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 showed up and receive the according penalties for a no-show.

7.3 After the Match

7.3.1 Match media

Both teams have to see to it that at least one accurate screenshot of the ban/pick results and of the map results for every map is uploaded on the ESL website. The screenshot does not have to be uploaded if the map information has already been automatically uploaded by the ESL game integration.

7.4 LoL Ranking

If no other rule has been announced for any stage of the ESL South East Europe Championship, this is the rule to be used. Not the visible ranking on the ESL website but the active ranking rule from the ruleset valid for a match is binding. The ranking is primarily decided with regards to the number of points that a participant has amassed during that stage of a season. A participant will earn 3 points for winning a match and 0 points for losing a match. The below ranking priority will come into effect if 2 or more participants are on equal points. If at any point, the number of tied participants is reduced, or divided into several groups of tied participants, the still tied participants will in each case be compared again starting with the first point.

1. Points amassed between the tied participants ('MiniLeague')
2. Map difference between the tied participants ('MiniLeague')
3. Number of map wins between the tied participants ('MiniLeague')
4. Higher time coefficient (see 7.4.1) between the tied participants
5. Overall map difference
6. Overall number of map wins
7. Higher overall time coefficient (see 7.4.1)

If after all 7 points the teams are indistinguishable, a decider match or matches have to be played, in an attempt to separate the participants in question. In special cases, the tournament administration can rule on a different way to determine the order in an unsolvable tie (i.e. coin toss).

7.4.1 LoL Time Coefficient

The LoL time coefficient is calculated by adding the match times of all lost maps and subtracting the match times of all won maps of the match(es) in question. A bigger number is considered better (tight losses and easy wins get rewarded).

8. Game Specific Rules - Counter-Strike: Global Offensive

8.1 Anti-Cheat

ESL Wire Anti-Cheat is mandatory for all players to use for the full duration of all matches without exception. If a player cannot use Wire Anti-Cheat then they are not allowed to take part in a match.

8.2 Match Procedure

8.2.1 Mappool Qualifiers, Group Stages and Play-offs

The map pool includes the following maps:

- de_nuke
- de_dust2
- de_cache
- de_inferno
- de_mirage
- de_overpass
- de_cobblestone

8.2.3 Mapchoice Qualifiers and Group Stages

8.2.3.1 Best-of-One Matches

In case of Best of One matches, both teams remove maps alternatively until one map is left which will be played. The team with the lower seeding has to start to remove the first map.

8.2.3.2 Best-of-Three Matches

In case of Best of Three matches, both teams remove maps alternatively until three map are left which will be played. The team with the lower seeding has to start to remove the first map. After that each team will pick one map, the team with the lower seeding starts and picks the first map, the higher seeded team will pick the second map. The last map will be played as decider map if needed.

8.2.4 Mapchoice Main Event

8.2.4.1 Best-of-One Matches

In case of Best of One matches, both teams remove maps alternatively until three maps are left. ESL will then randomly pick one of the three remaining maps to be played. Better seed can decide who has to start the veto process. The team who started the veto can also pick the starting side on the map.

8.2.4.2 Best-of-Three Matches

In case of Best of Three matches, both teams remove one map alternatively, after that each team will pick one map. ESL will then randomly pick one of the three remaining maps to be played as third map. Better seed can decide who has to start the veto/pick process. A team can always pick the starting side on the map of the opponent, if needed a coin toss will decide who can pick the starting side on the third map.

8.2.5 Starting Side Qualifiers

A knife round will be played prior to the match start to determinate on which side a team has to start the match, the winner can pick his side.

8.2.6 Nickname Ingame

Each player has to use the same nickname during official matches as in his ESL profile on the website.

8.2.7 Number of Players

All matches have to be played with five players per team (5vs5), other constellations are not allowed. If a team fails to show up with enough players, the match will count as noshow and will be forfeited.

8.2.8 Dropping of Players

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

8.2.9 Change of Players

Players can be changed at any time but the opposing team has to be informed in advance. If necessary the game can be paused (see rule Usage of Pause function). This change may not take more than 5 minutes. After the waiting time the match can also be continued without the full team and the player can join in the running game. Changed players must be registered in the team with their CS:GO SteamID.

8.2.10 Leaving the Server

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

8.2.11 Continuing a Disrupted Game

If a match is interrupted (e.g. server crash) within the first 3 rounds of play, then the match should be restarted, if the match is interrupted after the first three rounds of play then the match should be continued where it left off, with these changes in the configuration. mp_startmoney should be set to 5000 for the rest of the half The rest of the rounds that have not been played should be played. However, if the match will be played on an official ESL server the admin can decide to continue the match by using the backup files provided by the game instead of using the above mentioned way.

8.2.12 Overtime

In case of a draw after all 30 rounds have been played, an overtime will be played with mp_maxrounds 6 and mp_startmoney 10000. For the start of the overtime teams will stay on the side which they played the previous half on, during halftime sides will be swapped. Teams will continue to play overtimes until a winner has been found.

8.2.13 Usage of pause function

If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The pause function has to be used at the beginning of the next round (during the

freeze time). The player has to announce the reason before or immediately after he paused the match. If no reason is given, the opponent may unpause the game and continue playing. Unpausing or pausing the game without any reason will lead to penalty points.

8.3 Player Settings

8.3.1 Configuration / Startparameters

The following commands are forbidden:

- mat_hdr_enabled

The following start parameters are forbidden:

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

All other configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. A player may be penalized for wrong settings in any config file, regardless if it is in use, or even stored in the game folder in question. Wrong settings will be penalized with two (2) minor penalties per value and player, but per match a team can not get more than six (6) minor penalties. If three or more players have wrong settings the team will get a default loss. Admins may under special circumstances decide on a rematch, even if less than three players have wrong settings.

8.3.2 Forbidden Scripts

The use of all scripts is forbidden. However there is an exception for the following scripts:

- BuyScripts
- DemoScripts
- SayScripts
- NicknameScripts
- "Jump smoking"

If you are not sure if a script is allowed or not, then contact the admin team before you play an official match. A player may be penalized for forbidden scripts in any config file, regardless if it is in use, or even stored in the game folder in question. Forbidden scripts will be penalized with two (2) minor penalties per value and player, but per match a team can not get more than six (6) minor penalties. If three or more players have wrong settings the team will get a default loss. Admins may under special circumstances decide on a rematch, even if less than three players have forbidden scripts.

8.3.3 A3D

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

8.3.4 Graphics drivers, or similar tools

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

Furthermore it's forbidden to use all kinds of overlays which will show the usage rate of the

system in any way ingame (e.g. Nvidia SLI display, Rivatuner Overlay). Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

8.3.5 Color depth

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

8.3.6 Custom Data

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

8.4 Server

8.4.1 Server Settings

All servers that are to be used for an ESL One match must have the official settings loaded as well as the mappool installed. Additional to that the server must have the following settings

- ESL Settings
- VAC enabled
- sv_pure 1

The team providing the server is responsible for making sure that the server has all the necessary components required. However with the start of the match both teams agree on the settings as well as the map version. If possible wrong settings have to be changed after the start of the match if there is no big disadvantage for one of the teams.

8.4.2 Server Plugins

No extra plugins are allowed to be installed on the server, especially gameplay mods such as metamod are not allowed. The only exception is official ESL Plugin for CSGO.

8.5 Use of Bugs and Glitches

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

8.5.1 Warm-up - map check

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

8.5.2 Under the match

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

8.5.3 General

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

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

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

9 Game Specific Rules - Hearthstone

9.1 Online Match rules

9.1.1 Best of Three

In a best of three you just need to win 2 games to be the winner of the match.

9.1.1.1 Hero Vetoing

Before the Game starts, both players mention their 4 different heroes one by one. They can do it in the match chat or match comments. The Player on the left side of the match starts. With classban.com each player bans one hero of the opponent. The order you mentioned the heroes is not the order you have to play them! Winner must keep their hero & deck for the next game, loser must use a previously unused hero & deck.

Example:

- Player A chooses Druid.
- Player B chooses Warlock.

- Player A chooses Warlock.
 - Player B chooses Hunter.
 - Player A chooses Warrior.
 - Player B chooses Rogue.
 - Player A chooses Priest.
 - Player B chooses Priest.
-
- Player A bans Priest of Player B.
 - Player B bans Druid of Player A.
-
- Player A starts the first Game with his Warrior-Deck.
 - Player B starts with his Warlock-Deck.

It is forbidden to change the deck after you started the challenge! Once you play a banned hero the game counts as a lost.

Max. Pause time in Best of 3 between rounds: 5 minutes.

9.1.2 Best of Five

In a best of five you just need to win 3 games to be the winner of the match.

9.1.2.1 Hero Vetoing

Before the Game starts, both players mention their 4 different heroes one by one. They can do it in the match chat or match comments. The Player on the left side of the match starts. With classban.com each player bans one hero of the opponent. The order you mentioned the heroes is not the order you have to play them! Winner must keep their hero & deck for the next game, loser must use a previously unused hero & deck.

Example:

- Player A chooses Druid.
 - Player B chooses Warlock.
 - Player A chooses Warlock.
 - Player B chooses Hunter.
 - Player A chooses Warrior.
 - Player B chooses Rogue.
 - Player A chooses Priest.
 - Player B chooses Priest.
-
- Player A bans Priest of Player B.
 - Player B bans Druid of Player A.
-
- Player A starts the first Game with his Warrior-Deck.
 - Player B starts with his Warlock-Deck.

It is forbidden to change the deck after you started the challenge! Once you play a banned hero the game counts as a lost.

Max. Pause time in Best of 5 between rounds: 5 minutes.

9.2 Offline Match rules

9.2.1 Best of Three

In a best of three you just need to win 2 games to be the winner of the match.

9.2.1.1 Hero Vetoing

Before the Game starts, both players mention separately their 4 different heroes one by one to the stage admin. With classban.com each player bans one hero of the opponent. The order you mentioned the heroes is not the order you have to play them! Winner must keep their hero & deck for the next game, loser must use a previously unused hero & deck.

Example:

- Player A chooses Druid.
- Player B chooses Warlock.
- Player A chooses Warlock.
- Player B chooses Hunter.
- Player A chooses Warrior.
- Player B chooses Rogue.
- Player A chooses Priest.
- Player B chooses Priest.

- Player A bans Priest of Player B.
- Player B bans Druid of Player A.

- Player A starts the first Game with his Warrior-Deck.
- Player B starts with his Warlock-Deck.

It is forbidden to change the deck after you started the challenge! Once you play a banned hero the game counts as a lost.

Max. Pause time in Best of 3 between rounds: 5 minutes.

9.2.2 Best of Five

In a best of five you just need to win 3 games to be the winner of the match.

9.2.2.1 Hero Vetoing

Before the Game starts, both players mention separately their 4 different heroes one by one to the stage admin. With classban.com each player bans one hero of the opponent. The order you mentioned the heroes is not the order you have to play them! Winner must keep their hero & deck for the next game, loser must use a previously unused hero & deck.

Example:

- Player A chooses Druid.
 - Player B chooses Warlock.
 - Player A chooses Warlock.
 - Player B chooses Hunter.
 - Player A chooses Warrior.
 - Player B chooses Rogue.
 - Player A chooses Priest.
 - Player B chooses Priest.
-
- Player A bans Priest of Player B.
 - Player B bans Druid of Player A.
-
- Player A starts the first Game with his Warrior-Deck.
 - Player B starts with his Warlock-Deck.

It is forbidden to change the deck after you started the challenge! Once you play a banned hero the game counts as a lost.

Max. Pause time in Best of 5 between rounds: 5 minutes.

9.3 Match Breakup

Every player is responsible of his internet connection and hardware-software environment. Leaving a server on purpose is not allowed and leads to a round loss.

9.4 Spectators

Spectators in the Lobby are allowed only if both players agree. Exception to this rule are the ESL tournament admins and people that are explicitly allowed to spectate by a tournament admin (e.g. shout casters or streamers). It can't be refused to invite an official ESL caster (e.g. ESL TV), if an ESL tournament admin asks you for an invite.

Players should only allow spectators in a Lobby they trust. It is not allowed to protest after a match is played to complain about spectators that were allowed in the game.

10 Appendix

10.1 List of countries and their assigned ESL South East Europe Championship regions

If your country is not listed below or you are uncertain about which country is yours, see or ask an admin.

Albania	South East Europe
Bosnia and Herzegovina	South East Europe
Bulgaria	South East Europe
Cyprus	South East Europe
Greece	South East Europe
Croatia	South East Europe
Hungary	South East Europe
Malta	South East Europe
Moldova	South East Europe
Montenegro	South East Europe
FYROM	South East Europe
Romania	South East Europe
Serbia	South East Europe
Slovenia	South East Europe
Turkey	South East Europe

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