



# ESL PRO TOUR

ESL Pro Tour - StarCraft 2

Structure and Regulations

## Foreword

This document outlines the structure and regulations of the ESL Pro Tour in StarCraft 2.

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

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

Yours sincerely  
The ESL Pro Tour SC2 Admin Staff

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# 1 Basics

## 1.1 Terms

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

- EPT - ESL Pro Tour
- SC2 - StarCraft 2
- IEM - Intel Extreme Masters
- DHM - DreamHack SC2 Masters

## 1.2 Range of Validity

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

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

## 1.3 ESL Account

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

## 1.4 Battle.net Account

To earn points, every player needs to have and play with a full Battle.net account that is in good standing and that remains in good standing throughout the EPT Season. A "Battle.net light account" (mobile) is not sufficient.

## 1.5 Age Requirements

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

Independent of that, players can only earn EPT points if they have reached an age of 16+ before their first mandatory participation in the competition (this could be an online qualifier match or a media day at an event, for example).

## 1.6 Ineligible Players

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

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

## 1.7 Time Zone

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

## 1.8 Regions

### 1.8.1 Main Regions

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

- South Korea
- Rest of the World

#### 1.8.1.1 Eligibility in a Main Region

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

match of the competition).

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

## 1.8.2 Sub-Regions

South Korea remains separate, but with the changes announced on May 13<sup>th</sup> 2020 due to the Covid 19 pandemic, the “Rest of the World” will be further split into the following sub-regions:

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

### 1.8.2.1 Eligibility in a Sub-Region

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

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

## 1.9 Choice of Region

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

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

## 1.10 Rules Changes

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

## 1.11 Validity of the Rules

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

## 1.12 Local Laws

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

# 2 Point System

## 2.1 Categories of Points

There are three categories of points in the EPT:

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

## 2.2 Standings

Points will be recorded and presented in two separate standings:

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

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

### 2.2.1 EPT Regional Standings

With the changes announced on May 13th 2020, the “EPT Standings” will be represented on the website separated by sub-regions.

### 2.2.2 Tiebreakers

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

1. Points in the other main region standings
2. Rank in the most recent “main event” (IEM event or online season, GSL Season, DHM event or online season) where not both had the same rank
3. Rank in the most recent competition rewarding Korea or EPT points where not both had the same rank
4. If players regions and time allow it, online decider matches
5. Administration discretion

## 3 Categories of Competitions

### 3.1 DreamHack SC2 Masters

In 2020, due to the global Covid 19 pandemic, the DH SC2 Masters have been changed into a series of regional online seasons in each of the EPT sub-regions (see 1.8.2 ).

#### 3.1.1 DH SC2 Masters Regional Divisions

The main part of the DH SC2 Masters will be played in regional online divisions. In regions with less available players from the EPT Standings, the number of players from the qualifiers will be increased accordingly.

\ Region Season \	EU	NA	LA	CN	TW	OC
Initial Season Participants	<ul style="list-style-type: none"> <li>• 8 from regional EPT Standings</li> <li>• 24 from qualifiers</li> </ul>	<ul style="list-style-type: none"> <li>• 4 from regional EPT Standings</li> <li>• 12 from qualifiers</li> </ul>	<ul style="list-style-type: none"> <li>• 2 from regional EPT Standings</li> <li>• 6 from qualifiers</li> </ul>	<ul style="list-style-type: none"> <li>• 2 from regional EPT Standings</li> <li>• 6 from qualifiers</li> </ul>	<ul style="list-style-type: none"> <li>• 2 from regional EPT Standings</li> <li>• 6 from qualifiers</li> </ul>	<ul style="list-style-type: none"> <li>• 2 from regional EPT Standings</li> <li>• 6 from qualifiers</li> </ul>
Following Seasons Participants	<ul style="list-style-type: none"> <li>• 12 from previous Season</li> <li>• 20 from qualifiers</li> </ul>	<ul style="list-style-type: none"> <li>• 6 from previous Season</li> <li>• 10 from qualifiers</li> </ul>	<ul style="list-style-type: none"> <li>• 3 from previous Season</li> <li>• 5 from qualifiers</li> </ul>	<ul style="list-style-type: none"> <li>• 3 from previous Season</li> <li>• 5 from qualifiers</li> </ul>	<ul style="list-style-type: none"> <li>• 3 from previous Season</li> <li>• 5 from qualifiers</li> </ul>	<ul style="list-style-type: none"> <li>• 3 from previous Season</li> <li>• 5 from qualifiers</li> </ul>
Season Format	<ul style="list-style-type: none"> <li>• 4 groups of 8, RR bo3 (1/2 into UB, 3/4 into LB)</li> <li>• Playoffs DE bo5, Final bo7 (1:0 lead for UB)</li> </ul>	<ul style="list-style-type: none"> <li>• 2 groups of 8, RR bo3 (1/2 into UB, 3/4 into LB)</li> <li>• Playoffs DE bo5, Final bo7 (1:0 lead for UB)</li> </ul>	<ul style="list-style-type: none"> <li>• 2 groups of 4, DE bo3 (UB &amp; LB Winner qualify)</li> <li>• Playoffs DE bo5, Final bo7 (1:0 lead for UB)</li> </ul>	<ul style="list-style-type: none"> <li>• 2 groups of 4, DE bo3 (UB &amp; LB Winner qualify)</li> <li>• Playoffs DE bo5, Final bo7 (1:0 lead for UB)</li> </ul>	<ul style="list-style-type: none"> <li>• 2 groups of 4, DE bo3 (UB &amp; LB Winner qualify)</li> <li>• Playoffs DE bo5, Final bo7 (1:0 lead for UB)</li> </ul>	<ul style="list-style-type: none"> <li>• 2 groups of 4, DE bo3 (UB &amp; LB Winner qualify)</li> <li>• Playoffs DE bo5, Final bo7 (1:0 lead for UB)</li> </ul>

#### 3.1.2 DH SC2 Masters Season Finals

Participants Summer	<ul style="list-style-type: none"> <li>• Top 6 GSL 2020 Season 1</li> <li>• Top4 DHM Summer EU</li> <li>• Top2 DHM Summer NA</li> <li>• Top1 DHM Summer LA &amp; CN &amp; TW &amp; OC</li> </ul>
Participants Fall	<ul style="list-style-type: none"> <li>• Top 6 GSL 2020 Season 2</li> <li>• Top4 DHM Fall EU</li> <li>• Top2 DHM Fall NA</li> <li>• Top1 DHM Fall LA &amp; CN &amp; TW &amp; OC</li> </ul>
Participants Winter	<ul style="list-style-type: none"> <li>• Top 6 GSL 2020 Season 3</li> </ul>

	<ul style="list-style-type: none"> <li>• Top4 DHM Winter EU</li> <li>• Top2 DHM Winter NA</li> <li>• Top1 DHM Winter LA &amp; CN &amp; TW &amp; OC</li> </ul>
Format	<ul style="list-style-type: none"> <li>• 4 groups of 4, DE bo3 (UB &amp; LB Winner qualify)</li> <li>• Playoffs SE bo5, Final bo7</li> </ul>

## 3.2 Global Offline Events

Global Offline Events are offline tournaments arranged and executed by ESL or DreamHack that are open for all regions and award Global points. Their winners receive a direct invitation to the Masters Championship.

Example: IEM Katowice 2020

## 3.3 GSL

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

Example: GSL Season 1 2020

## 3.4 External Competitions

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

Example: TSL 5

## 3.5 Masters Championship

The season final is played at the Masters Championship event. The slots for this get decided by Korea and EPT Standings, additionally the winners of the global offline events and the GSL seasons get invited.

Example: IEM Katowice 2021

### 3.5.1 Slot distribution Group Stage (Ro24)

#### 3.5.1.1 From Direct invites

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

- 2x Global events
- 3x GSL Season

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

- Tournament is Global event -> additional slot can be gained from the Play-In stage (Ro36)
- Tournament is GSL -> additional slot can be gained from the Korean Standings

#### 3.5.1.2 From Standings

The 2020/21 Standings will be final after the last main events has ended on Sunday 24<sup>th</sup> January 2021.

- Top6 from Korean Standings (+1 for every GSL winner that already has a slot)
- Top9 from EPT Standings, split into:
  - EU: 5 slots
  - NA: 2 slots
  - CN: 1 slot
  - LA: 1 slot

#### 3.5.1.3 From Play-In Stage (Ro36)

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

#### 3.5.1.4 Replacements for drop-outs

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

Before that deadline:

- Drop-outs that qualified as GSL-winners or from Korea Standings will be replaced by the next in line from Korea Standings
- Drop-outs that qualified from EPT Standings will be replaced by the next in line from EPT Standings of that same sub-region
- Drop-outs that qualified as IEM-Global-events-winners will be replaced by the next in line from Play-In (Ro36)

The first two of these cases will mean that one player gets promoted from Ro36 to Ro24 and one player from the Standings will be promoted from “not invited” to “invited to Ro36”. The third of these cases will result in one player less attending the event in total (e.g. 35 instead of 36).

Prize money will be increased proportionally for everybody else.

After that deadline:

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

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

Prize money will be increased proportionally for everybody else.

### 3.5.2 Slot Distribution Play-In (Ro36)

- 8 from Korean Standings (Top8 that are not yet qualified for Ro24)
- 8 from EPT Standings (Top8 that are not yet qualified for Ro24), split into:
  - EU: 2 slots
  - NA: 1 slots
  - CN: 1 slot
  - LA: 1 slot
  - TW: 2 slots
  - OC: 1 slot

#### 3.5.2.1 Replacements for drop-outs

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

Before that deadline:

- Next in line from the Standings of that sub-region that the drop-out originally qualified from.

After that deadline:

- No replacement.

## 4 Server Choice for Online Matches

### 4.1 Agreements

The preferred solution is always for two players in a best-of-X series to agree upon a server or combination of servers. In that case, they can play on any servers they like, including servers that do not appear as "allowed" on the Default Servers Cross-Table (see 4.4 ). The Cross-Table will only come into play after two players have not been able to find an agreement.

#### 4.1.1 Informing the Administration about Agreements

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

### 4.2 Definition of Locations

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

- OC (Oceania): Australia, New Zealand and Oceania
- CN (China): Mainland China
- NEA (North-East Asia): Japan, Korea, Mongolia
- SWA (South-West Asia): All Asian countries that extend further west than the western-most part of India
- SEA (South-East Asia): Rest of Asia (including India)



- EUE (Europe East): All European countries that do not extend further west than the western-most part of Poland
- EUW (Europe West): Rest of Europe
- AF (Africa): All African countries
- LA: All American countries except USA and Canada
- NAC (North America Central): Manitoba, Ontario, Saskatchewan (Canada) & Arkansas, Illinois, Indiana, Iowa, Kansas, Kentucky, Minnesota, Nebraska, North Dakota, Ohio, Oklahoma, South Dakota, Texas, Wisconsin (USA)
- NAE (North America East): East of those
- NAW (North America West): West of those

## 4.3 Location of a Player

### 4.3.1 Playing from inside your Region

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

### 4.3.2 Playing from outside your Region

If a player is playing from outside the (sub-)region that the match is for, his Location used for the Default Server choice will not be his physical location. Instead, the Location for the Default Server choice must be selected by that player from all available Locations inside the region of the match. Below is a table that shows which Locations are available in each region:

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

*Example: Player X has a Spanish passport but is living and currently situated in Dubai. Based on his passport and opposed to his residency, he selects to play in the sub-region of Europe. He has the choice between the two available Locations "EUW" and "EUE" and picks his Location as "EUE", because that is the closest allowed to his physical location and should give him the least disadvantageous servers.*

## 4.4 Default Servers Cross-Table

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

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

*Example: bo5 match in a global playoffs bracket, Frank (from location "EUW") is the high seed and Paul (from Location "NAE") is the low seed. Both players cannot agree on servers for their match. So they will use the default servers from the Cross Table. For that reason, Frank (high seed) decides that he will be Player B in the Pick/Ban process. The Pick/Ban process starts:*

*Paul (player A) bans one map, Frank bans another map (5 maps remain as required)*

*Paul picks map 1, Frank decides the server for that map should be "EU"*

*Frank picks map 2, Paul decides the server for that map should be "US East"*

*Paul picks map 3, Frank decides the server for that map should be "EU"*

*Frank picks map 4, Paul decides the server for that map should be "US East"*

*One map remains as map 5, Frank decides the server for that map should be "EU"*

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

## **5 Copyright Notice**

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## 6 Appendix: Points tables

This is the list of confirmed competitions at the time of the creation of this document. The tournament administration can at any time decide to add or change competitions in regard to prize money or points.

IEM Katowice 2020 (Global Points)		Unannounced 2021 Event (Global Points)		GSL Season (Korea Points)		GSL Super Tournament #2* (Korea Points)		ESL Open Cups (Global Points)	
Rank	Points	Rank	Points	Rank	Points	Rank	Points	Rank	Points
1	1200			1	900	#1	300	1	10
2	840			2	630	#2	210	2	5
3.-4.	600			3.-4.	450	#3.-4.	140		
5.-8.	420			5.-8.	290	#5.-8.	90		
9.-12.	300			9.-12.	185	#9.-16.	55		
13.-16.	192			13.-16.	150				
17.-20.	144			17.-22.	100				
21.-24.	120			23.-28.	65				
25.-28.	72			29.-34.	40				
29.-36.	48			35.-40.	30				
37.-44.	24								
45.-60.	12								
61.-76.	0								
Total	1x 9000	Total		Total	3x 6340	Total	1x 1590	Total	162x 15
*GSL Super Tournament #1 will not award any points, because it functions mainly as a qualifier to GSL Season 1									

DH SC2 Masters EU (EPT Points)		DH SC2 Masters NA (EPT Points)		DH SC2 Masters LA (EPT Points)		DH SC2 Masters CN/TW/OC (EPT Points)		DH SC2 Masters Finals (Global Points)	
Rank	Points	Rank	Points	Rank	Points	Rank	Points	Rank	Points
1	600	1	400	1	350	1	220	1	300
2	375	2	250	2	150	2	100	2	200
3	300	3	140	3	70	3	50	3.-4.	125
4	250	4	85	4	35	4	25	5.-8.	80
5.-6.	195	5.-6.	55	5.-6.	15	5.-6.	10	9.-12.	50
7.-8.	155	7.-8.	35	7.-8.	5	7.-8.	5	13.-16.	25
9.-12.	120	9.-10.	20						
13.-16.	90	11.-12.	15						
17.-20.	70	13.-14.	10						
21.-24.	50	15.-16.	5						
25.-28.	35								
29.-32.	20								
Qualif. LB Ro16b	5								
<b>Total</b>	<b>3x 3805</b>	<b>Total</b>	<b>3x 1155</b>	<b>Total</b>	<b>3x 645</b>	<b>Total</b>	<b>3x3x 425</b>	<b>Total</b>	<b>3x 1370</b>