

# Rulebook

*This Rulebook outlines the rules that should at all times be followed when participating in the Six Masters. Failure to adhere to these rules may be penalized as outlined.*

*It should be remembered that it is always the League Administration 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 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.*

## Index

<b>1 Definitions</b>	<b>8</b>
1.1 Range of Validity	8
1.2 Participants	8
1.3 Time Zone	8
1.4 The Season	9
1.5 Region	9
1.6 Punishments	9
1.6.1 Definitions and Scope of Punishments	9



1.6.1.1 Warnings	10
1.6.1.2 Minor Penalty Points	10
1.6.1.3 Major Penalty Points	10
1.6.1.4 Monetary Fines	10
1.6.1.5 Bans/Barrages	10
1.6.1.6 Disqualification	10
1.6.1.7 Additional Methods of Punishment	10
1.6.2 Combination of Punishments	10
1.6.3 Punishments for Repeat Offences	11
1.6.4 Punishments, League Bans and Penalty Points Outside the Six Masters	11
1.7 Live Matches	11
<b>2 General</b>	<b>11</b>
2.1 Rule Changes	11
2.2 Validity of the Rules	11
2.2.1 Local Laws	11
2.3 Confidentiality	12
2.4 Additional Agreements	12
2.5 Match Broadcasting	12
2.5.1 Rights	12
2.5.2 Waiving These Rights	12
2.5.3 Player Responsibility	12
2.6 Communication	12
2.6.1 E-Mail	12
2.6.2 Discord	12
2.6.3 Match Protests	13
2.7 Sponsor Restrictions	13
2.7.1 Mature Content	13
2.8 Conditions of Participation in the Six Masters	13
2.8.1 Age Restriction	13
2.8.2 Regional Limitations for Participants	13
2.8.3 Home Country/Region	13
2.8.3.1 Coaches	13
2.8.4 Physical location during online matches	14
2.9 Player Details	14
2.9.1 Game Accounts	14
2.9.2 Ingame nickname	14
2.10 Licenses in the Six Masters	14
2.10.1 Definition	14

2.10.2 Duration	14
2.10.3 Team license	14
2.10.3.1 Multiple Teams	14
2.10.4 Changing the Team license Holder	15
2.10.5 Withdrawal of license	15
2.10.6 Review of license	15
2.11 Teams	15
2.11.1 Changing the team representative	16
2.11.2 Standards	16
2.11.3 Team Names	16
2.11.4 Team composition	16
2.11.4.1 Team Hopping	17
2.11.5 Changes in Teams	17
2.11.6 Roster changes	18
2.11.6.1 Formal Requirements	18
2.11.6.2 Player Addition Deadline	18
2.11.6.3 Number of changes	18
2.11.6.4 Free Agent	18
2.11.6.5 Transfer Rules	18
2.11.6.5.1 Transfer Window	19
2.11.6.7 Role Lock	19
2.11.8 Match lineup	19
2.11.9 Insufficient players	19
2.11.10 Multiple Contracts	19
2.11.11 Six Masters players in other Rainbow Six tournaments	20
2.12 Cheating	20
2.12.1 Cheat Software	20
2.12.2 Information Abuse	20
2.12.3 Methods to Detect Cheating	20
2.13 Anti-Cheat	20
2.13.1 ESL Anticheat	21
2.13.2 MOnitor System Status (MOSS)	21
2.14 Prize Money	21
2.14.1 Prize Deductions Due to Penalty Points	21
2.14.2 Prize Deductions Due to Monetary Fines	22
2.14.3 Withdrawal of Prize Money	22
2.14.4 Transfer of Prize Money	22
2.15 Leaving the Six Masters	22
2.15.1 Leaving During the Season	22

2.15.2 Deletion of Matches	22
2.15.3 Replacement teams	22
2.15.3.1 Replacement Tiebreaker	23
2.15.3.2 Replacement Deadline	23
2.16 Match Start	23
2.16.1 Punctuality	23
2.16.3 Delaying the match	23
2.16.2 Participants Not Showing	23
2.17 Mappool	23
2.18 Match Procedures	24
2.18.1 Lineup	24
2.18.2 Determining the “better seed”	24
2.18.3 Map veto process	24
2.18.3.1 Best of 1	24
2.18.3.2 Best of 3	25
2.18.3.3 Best of 5	25
2.18.4 Breaks between Maps	25
2.18.5 Leaving the Lobby	25
2.18.6 Match Result	25
2.18.7 Storage and keeping of Match Media	26
2.19 Match Protests	26
2.19.1 Definition	26
2.19.2 Match Protest Rules	26
2.19.2.1 Deadline for Match Protests	26
2.19.2.2 Contents of a Match Protest	26
2.19.2.3 People in a Match Protest	26
2.19.2.4 Behaviour in Match Protests	27
2.20 Results in Rematch	27
2.21 Tournament administration	27
2.22 Reschedules	27
2.23 Interviews	27
2.24 Photo and Other Media Rights	27
<b>3 Tournament progression</b>	<b>27</b>
3.1 Group stage	28
3.1.1 Ties in standings	28
3.1.2 Rematch	28
3.2 Relegations	28
3.3 Season Finals	28

3.3.1 Seeding	29
<b>4 Offline general rules</b>	<b>29</b>
4.1 Equipment	29
4.2 Hardware Drivers	29
4.3 Clothing	29
4.4 Handbook	29
4.5 Technical Checklist	30
4.6 Team Communication Tool	30
4.7 Media Obligations	30
4.8 Stage Matches	30
4.9 Gaming Areas	30
4.9.1 Food, Drinks, Smoking and Behavior	30
4.9.2 Removable Media	30
4.9.3 Mobile phones, tablets, cameras or similar devices	31
4.9.4 Unused items	31
4.9.5 Internet access	31
4.10 Warm-up Period	31
4.11 Winners Ceremony	31
4.12 Tactical Timeout	31
4.13 Technical issues	32
4.13.1 Communication during pauses due to technical issues	32
4.14 Lineup changes	32
4.15 Ingame Nickname	32
4.16 Behaviour on stage	32
4.17 Sound cancelling headsets	32
4.18 Confirmation of the roster	32
4.17 Breaks between maps	32
<b>5 Game Specific Rules</b>	<b>33</b>
5.1 Game hosting	33
5.1.1 Local servers of each Region	33
5.2 Game settings	33
5.2.1 Best of 1	33
5.2.2 Best of 3	34
5.2.2 Best of 5 (with infinite overtime)	34
5.2.3 Game mode: TDM BOMB	35
5.3 Operators, gadgets, equipment, attachments	35
5.3.1 Quarantined Operators	35
5.3.2 Evaluation Period	35

5.3.3 Banned cosmetics	35
5.4 Use of Bugs and Glitches	36
5.4.1 List of bugs or glitches	36
5.4.2 New Positions	37
5.4.3 Spawn Killing	37
5.5. Rehost requests	37
5.5.1 Rehost request procedure	37
5.5.2 Continuing a Disrupted Game	38
5.5.3 Player Disconnect after rehost time	38
<b>6 ESIC, Rule Violations and Punishments</b>	<b>38</b>
6.1 ESIC	38
6.2 Prize Deductions Due to Penalty Points	38
6.2.1 Maximum amount of penalty points	38
6.3 First-time and repeat offences	39
6.4 Duration of punishments	39
6.5 Code of Conduct	39
6.6 General Punishments	39
6.6.1 Breaking confidentiality	39
6.6.2 Refusal of match broadcast	39
6.6.3 Providing and changing participants details	40
6.6.3.1 Providing incorrect details	40
6.6.3.2 Providing details after the deadline	40
6.6.3.4 Details provided not up to the standard	40
6.6.4 Multiple contracts	40
6.6.5 Match lineup	40
6.6.6 Team composition	40
6.6.6.1 Team losing their spot during the transfer period between seasons	40
6.6.6.2 Team losing their spot during the mid season transfer period	41
6.6.6.3 Team losing their spot after the transfer window, before playing any matches	41
6.6.6.4 Team losing their spot after the transfer window, after playing a match	41
6.6.7 No Show	41
6.6.8 Punishment for breaking Transfer Rules	41
6.7 Punishments for Cheating	41
6.8 Doping	41
6.8.1 Refusing to be tested	42
6.8.2 List of Prohibited Substances and Methods	42
6.8.3 Prescribed medication	42
6.8.4 Punishments for Doping	42

6.9 Using Alcohol or Other Psychoactive Drugs	42
6.10 Betting	42
6.11 Competition Manipulation	42
6.11.1 Punishments for Competition Manipulation	43
6.12 Match Fixing	43
6.12.1 Punishments for Match Fixing	43
6.13 Publisher or ESIC Bans	43
6.14 Breach of Netiquette	43
6.14.1 Insults	44
6.14.2 Spamming	44
6.14.3 Spamming In-game	44
6.15 Unsportsmanlike Behavior	44
6.15.1 Faking Match results	44
6.15.2 Faking Match media	45
6.15.2.1 Cheat Suspicion	45
6.15.3 Ringer/Faker/Disallowed player	45
6.15.4 Misleading tournament administration or players	45
6.16 Punishments in matches	45
6.16.1 Late map veto	45
6.16.2 Player punctuality	45
6.16.3 Leaving the lobby early	45
6.16.4 Editing ESL Play match comments	46
6.16.5 Picking Operators that are in Evaluation Period or Quarantine	46
6.16.6 Picking banned cosmetics	46
6.17 Missing match media	46
6.18 Not respecting tournament administration rulings	46
6.19 Missing Media Obligations	46
6.20 Punishments in offline tournaments	47
6.20.1 Mistreating equipment	47
6.20.2 Removing headsets	47
6.20.3 Inappropriate behaviour on stage	47
6.20.4 Losing or damaging equipment	47
6.20.5 Sharing photos before the event starts	48
6.21 Game punishments	48
6.21.1 Using unallowed operators, gadgets, equipment or attachments	48
6.21.2 Use of Bugs and Glitches	48
6.21.3 Rehosts	48
<b>7 Copyright Notice</b>	<b>48</b>

# 1 Definitions

## 1.1 Range of Validity

This is the only rulebook which is valid for the Six Masters, its participants and all matches played within the scope of the Six Masters. With his participation, the participant states that he understands and accepts all rules.

## 1.2 Participants

A Six Masters participant is a team or a player that is participating in the Six Masters. Any member of a Six Masters team is a participant of that team, and locked to it regardless of whether or not the person has played for the said team. No participant can at the same time be part of more than one team taking part in Six Masters or any tournament that is a direct or indirect qualifier to the Six Masters.

## 1.3 Time Zone

The ESL website (<https://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 timezone 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.

Official league communication will use the following timezones:

- ANZ - AEST (GMT+10)

## 1.4 The Season

The season starts on April 28th and ends June 10th 2020.

## 1.5 Region

For the Six Masters, the world is divided into four main regions which are as follows:

- ANZ
  - Australia, New Zealand



## **1.6 Punishments**

### **1.6.1 Definitions and Scope of Punishments**

Punishments are given for rule violations within the Six Masters. They may be either warnings, minor or major penalty points, monetary fines, default losses, player/team barrages or disqualification, dependent on the incident in question and often combinations of two or more of those. Participants will be informed about the punishment by mail and will be given a time until which they can appeal the decision. Only the team representatives are eligible to make appeals.

#### **1.6.1.1 Warnings**

Official warnings are given for first time minor incidents such as not uploading required match media, being late, delaying a broadcast, insufficient match statements, insufficient information on a team account or other related material, and so on. Any repeated offenses of the same kind will lead to more severe punishments.

#### **1.6.1.2 Minor Penalty Points**

Minor penalty points are given for minor incidents such as not uploading required match media, being late, delaying a broadcast, insufficient match statements, insufficient information on a team account or other related material, and so on. Every minor penalty point deducts one percent of the overall prize money received by the team or player in the competition it is given.

#### **1.6.1.3 Major Penalty Points**

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

#### **1.6.1.4 Monetary Fines**

Monetary fines are given for failure to fulfill obligations that are not directly related to the tournament, like press/media appointments, interviews, or planned sessions for fan interaction.

#### **1.6.1.5 Bans/Barrages**

Bans or barrages are given for very severe incidents like ringing or use of an unallowed player. They can be awarded either to a player or an organization.

#### **1.6.1.6 Disqualification**

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

Disqualification does not grant players the free agent status

### **1.6.1.7 Additional Methods of Punishment**

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

### **1.6.2 Combination of Punishments**

The listed methods of punishment are not mutually exclusive and may be given in combination as seen fit by the tournament administration.

### **1.6.3 Punishments 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, in proportion to the punishment listed there.

### **1.6.4 Punishments, League Bans and Penalty Points Outside the Six Masters**

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

## **1.7 Live Matches**

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

# **2 General**

## **2.1 Rule Changes**

ESL reserves the right to amend, remove, or otherwise change the rules, without further notice. ESL also reserves the right to make a judgment on cases not specifically covered by or that go against 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.

### **2.2.1 Local Laws**

If any rules or procedures 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.

## **2.3 Confidentiality**

The content of protests, support tickets, emails, discussions or any other correspondence with tournament officials and tournament administration are deemed strictly confidential. The publication of such material is prohibited without a written consent from the Six Masters administration.

## **2.4 Additional Agreements**

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

## **2.5 Match Broadcasting**

### **2.5.1 Rights**

All broadcasting rights of Six Masters are owned by the Turtle Entertainment GmbH. This includes but is not limited to: IRC bots, shoutcast streams, video streams, GOTV, replays, demos or TV broadcasts.

### **2.5.2 Waiving These Rights**

Turtle Entertainment GmbH has the right to award broadcasting rights for one or multiple matches to a third party or the participants themselves. In such cases, the broadcasts must have been arranged with the tournament administration before the start of the match.

### **2.5.3 Player Responsibility**

Players cannot refuse to have their matches broadcasted, nor can they choose in what manner the match will be broadcasted. The broadcast can only be rejected by an admin. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

## **2.6 Communication**

### **2.6.1 E-Mail**

The main official communication method of the Six Masters is email. The email used will be the one provided by the participants at the start of a season, and therefore this email address should always be kept updated and checked regularly so that no important announcements from the league are missed.

### **2.6.2 Discord**

Discord is used as a second form of communication during playdays and offline events. Official communication will still always be sent via email.

### **2.6.3 Match Protests**

Problems that affect the match outcome should be discussed in the match protest.

## **2.7 Sponsor Restrictions**

### **2.7.1 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 Six Masters.

## **2.8 Conditions of Participation in the Six Masters**

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

### **2.8.1 Age Restriction**

All participants of the Six Masters have to be over 18 years of age.

### **2.8.2 Home Country/Region**

Participants may only play in the region they belong in. A player's home country is the country where his main place of residence is (proven by legal registration or long term visa in connection with evidence of long time habitation - 90-day visas are not enough) or the country he holds a valid passport from. The home region is the region that this country belongs to.

#### **2.8.2.1 Coaches**

Coaches are an exception to the above rule, as they may be part of teams from another region. In this case, they cannot play in any matches.

### **2.8.3 Physical location during online matches**

Online matches have to be played from the region a player belongs to. An exception to this rule is only possible by written consent from ESL. It can only be granted if the participant can explain and prove having a valid reason to play from elsewhere, and if his ping is below 130ms.

## **2.9 Player Details**

When requested, players are required to provide all the needed information including but not limited to full name, contact details, date of birth, address, photo and photo of passport.

### **2.9.1 Game Accounts**

Every playing member must have their game accounts entered in their ESL profile and must provide it to the tournament administration at the start of each season.

Each player has to use the game account he provided.

### **2.9.2 Ingame nickname**

Players must use appropriate ingame nicknames that match their online nicknames. These nicknames should match what is provided in the lineup.

## **2.11 Teams**

Slots in the Six Masters are considered owned by the majority of players.

### **2.11.1 Changing the team representative**

The current team rep can request a change. Alternatively the majority of a team can request a change of team rep.

### **2.11.2 Standards**

When requested, teams are required to send us all needed information including but not limited to logo, social media accounts and any other requested information.

A Six Masters team must abide by certain standards of quality. The following information must be provided at the start of the season:

- Relevant team name
- Team logo, in vector format, both dark and light versions
- Team representative contact and backup representative
- Organization contact

### **2.11.3 Team Names**

The Six Masters team name may not have any extensions such as “R6 team”. It may only consist of the team name and/or a potential name sponsor. To prevent confusion, only names that are not already being used by another team in the same discipline are allowed. Sponsor names may appear on more than one team as long as the main part of the team name differs.

### **2.11.4 Team composition**

Teams which have been invited to the Six Masters due to their final placement in the Pro League.

At any point in the season and for each match, a team must have majority core from Pro League or the Six Masters qualifier.

### **2.11.5 Changes in Teams**

All changes must be requested 24 hours before the start of the next playday in which the team is participating in.

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

- Adding or removing players (roster changes)
- Changing the team name
- Changing the team logo

Any changes done without approval of the tournament administration may be revoked, not shown on the broadcast, and subject to fines or penalties.

Approval may only be granted via email or ESL Play support ticket. Unlocking a team account on ESL Play is not a sign of approval.

### **2.11.6 Roster changes**

#### **2.11.6.1 Formal Requirements**

Before a player can be officially added to the roster, the administrators of the Six Masters must be formally informed via an ESL Play support ticket. This information should contain:

- Nickname
- ESL Play account link
- Gameaccount
- Full Name

Failure to notify the Six Masters Administration with the necessary information before adding the player may be penalized with up to two (2) minor penalty points. After a player is added to the team, the player or team representative also needs to fill in the Form provided at the start of the season that holds all the vital information about the players.

### **2.11.6.2 Player Addition Deadline**

During the season, a player needs to be added to the roster at the latest 24 hours before a match is scheduled to start.

### **2.11.6.3 Number of changes**

Adding players to the team is limited to two additions per season.

### **2.11.7 Match lineup**

The lineup for each match must always fulfill the criteria of the Team Composition rule. Lineup changes can be made at any point of the match if there is a proper reason (i.e. connection problems). The delay caused must not exceed 5 minutes and excessive changes/abuse of this rule are forbidden.

### **2.11.8 Insufficient players**

If a team for any reason does not have the sufficient number of players to participate in a Six Masters match, the team will be awarded a loss with the worst possible result. Therefore it is suggested that every Six Masters team has substitutes added in the roster to compensate for any player losses during the season.

### **2.11.9 Multiple Contracts**

For a participant in the Six Masters to have a contract or agreement with 2 or more Six Masters teams or teams of any other tournament that qualifies to the Six Masters is strictly forbidden, may it be written or oral. If such a contract or agreement is found to be in existence, ESL reserves the right to bar the player from playing any more matches until the situation has been resolved. If the situation can not be resolved, the Six Masters have the right to remove the player or team(s) in question.

## **2.12 Cheating**

### **2.12.1 Cheat Software**

The use of the following programs is considered cheating: 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.

Players are also not allowed to run the following programs: Teamviewer (or any other similar screen sharing program), or Virtual Machines of any kind including but not limited to Hyper-V, VM Ware, or VirtualBox. If these programs are detected during a match, the team will be penalized and the guilty player might be barred from league play for a certain number of games decided on by the tournament administration team.

## **2.12.2 Information Abuse**

Communication during the match with people not involved in the match is strictly forbidden, the same is true for using information about your game from other external sources such as streams while the match is being played.

## **2.12.3 Methods to Detect Cheating**

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

## **2.13 Anti-Cheat**

### **2.13.1 MOnitor System Status (MOSS)**

Moss Anticheat is mandatory for all players to use for the full duration of all matches without exception. If a player cannot use MOnitor System Status (MOSS) then they may not be allowed to take part in a match. At offline events, this rule will usually not be applied.

## **2.14 Prize Money**

All prize money should ideally be paid out 30 days after the Six Masters season in question has been completed, but it may take as long as 90 days for the payment to be completed. If a team does not request the prize money payment within the presented deadline, their payment will be delayed.

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

Every penalty point that a participant acquires during a season is penalized with a prize money deduction. The deductions are as follows:

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

The deduction is calculated out of the grand total of prize money awarded to the participant at the end of the last part of the competition in question, including both online and offline won prizes, but excluding the part that is meant to compensate for travel expenses. The deducted prize-money will be proportionally added upon the other teams, thus no prize money gets lost through penalty points.

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 Prize Deductions Due to Monetary Fines**

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

## **2.14.3 Withdrawal of Prize Money**

Prize money must be requested by the official point of contact for a team.

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

## **2.14.4 Transfer of Prize Money**

The prize money will be sent as a bank transfer or PayPal as specified by the team representative. 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 within one year of the initial payment date the prizes are forfeited. The full amount of prize money will be sent to one recipient only.

# **2.15 Leaving the Six Masters**

## **2.15.1 Leaving During the Season**

If a team leaves the Six Masters during a season, the team forfeits all prize money accumulated for the season.

The prize money of the team will be redistributed between other Six Masters teams.

## **2.15.2 Deletion of Matches**

All matches involving teams or players that have left the Six Masters before the end of the season will be deleted.

At offline events this rule is limited to the time availability of the tournament.

## **2.15.3 Replacement teams**

If a participant for any reason leaves the Six Masters, a replacement will be called up. If this happens before the replacement deadline, the replacement will inherit any financial benefits like paid flights and hotels from the dropped participant. Usually groups or brackets will not be reseeded if they were already publicly announced before the drop-out happened. In special cases, when the fairness of the competition is in jeopardy, the administration can still change or even re-draw the tournament.

Replacement participants will be considered and contacted to ask whether or not they want to participate.

### **2.15.3.1 Replacement Tiebreaker**

If participants have an identical score/position on/in the relevant invite list or qualifier, the one that has had the smallest change in lineup since then will be preferred.

If that leaves several options, the tournament administration will make a choice based on other results or, if the schedule permits, additional matches.

### **2.15.3.2 Replacement Deadline**

The deadline for replacing a team in the group stage is the end of the first week.

## **2.16 Match Start**

### **2.16.1 Punctuality**

All matches in the Six Masters should start as stated in the official communication or as soon as the previous match is over. Any changes in the starting time must be approved by the tournament administration.

All participants should be ready for 60 minutes before the scheduled time for each match.

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

If you notice at any point you will be late for any match, 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.

### **2.16.3 Delaying the match**

Penalties for delaying a match will be awarded if a participant is more than 10 minutes late.

### **2.16.2 Participants Not Showing**

If a participant is not ready to play until 25 minutes after the scheduled start of the match, it is considered a no show. In that case, the participant will be penalized and lose the match with the worst score possible.

## **2.17 Mappool**

- Theme Park
- Consulate
- Border
- Kafe Dostoyevsky
- Club House
- Villa

- Coastline

## 2.18 Match Procedures

### 2.18.1 Lineup

Teams have to submit their lineup (list of players for each match) for offline and online events before the deadline given by the tournament administration. In online matches, this deadline is usually 2 hours before each match.

### 2.18.2 Determining the “better seed”

Unless the team with the better seed is obvious from the tournament progression, a coinflip will be used to determine the better seed. The team with the better seed will choose which team starts the veto.

### 2.18.3 Map veto process

The map veto must be started one hour prior to the match starting time, or as soon as the teams for that match are determined (whichever is later).

Each Team has 3 Minutes per step, during that time they are allowed to speak and talk about the next pick or ban.

Maps are played in the order they are picked.

Sides in the last map (except in Best of 1) are chosen by the team with the best round difference in the previous maps. In case of a same round difference, coinflip will determine which team decides the starting side. The team that does not decide the starting side decides the starting side on overtime.

#### 2.18.3.1 Best of 2

- Team A bans map
- Team B bans map
- Team A Picks Map (Team B Picks Starting Side, Team A Picks OT Side)
- Team B Picks map (Team A Picks Starting Side, Team B Picks OT Side)
- Unplayed Map
- Unplayed Map
- Unplayed Map

#### 2.18.3.2 Best of 3

- Team A bans map
- Team B bans map
- Team A picks map 1

- Team B picks side on map 1
- Team A picks side on OT on map 1
- Team B picks map 2
- Team A picks side on map 2
- Team B picks side on OT on map 2
- Team A bans map
- Team B bans map
- Remaining map is map 3

### **2.18.3.3 Best of 5**

- Team A bans map
- Team B bans map
- Team A pick's map 1
- Team B picks side on map 1
- Team B picks map 2
- Team A picks side on map 2
- Team A pick's map 3
- Team B picks side on map 3
- Team B picks map 4
- Team A picks side on map 4
- Remaining map is a map 5

## **2.18.4 Breaks between Maps**

After each map a player may take a maximum of five minutes to join the next game. Longer breaks will be given after every two maps.

## **2.18.5 Leaving the Lobby**

All matches must be played to the end, failure to do so will be penalized. A match is considered complete when the final scoreboard is shown on screen.

## **2.18.6 Match Result**

The result must be immediately added and confirmed by both parties on ESL Play, 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.

## **2.18.7 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.

## **2.19 Match Protests**

### **2.19.1 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 a tournament administration.

### **2.19.2 Match Protest Rules**

#### **2.19.2.1 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)

#### **2.19.2.2 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.

#### **2.19.2.3 People in a Match Protest**

In team matches, only one representative per team is supposed to be writing in the protest.

#### **2.19.2.4 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.

## **2.20 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.

## **2.21 Tournament administration**

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

## **2.22 Reschedules**

Reschedules are, in general, not allowed. In case of extenuating circumstances, the tournament administration may force a reschedule and decide on the terms of it.

## **2.23 Interviews**

For every game, one player from each team must be available for an 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.

For online matches of Six Masters, post match interviews will be done with winning team. In case of a tie, both teams participating in match will be part of post match interview.

## **2.24 Photo and Other Media Rights**

By participating, all players and other team members grant ESL the right to use any photographic, audio or video material on their website or for any other promotional purpose. Additionally, each player has to sign two copies of a release form that he will receive beforehand for reading and have to sign before he starts his first match.

# **3 Tournament progression**

## **3.1 Group stage**

8 teams play one Bo1 against a single team per playday.

### **3.1.1 Ties in standings**

In case of a tie, the following rules will be applied, in the order they're presented in:

1. Mini league points
2. Mini league round difference
3. Overall round difference
4. Mini league rounds won
5. Overall rounds won
6. Rematch

A mini league considers the matches between the tied teams.

### **3.1.2 Rematch**

The rematch is played in a best of 3 format.

## **3.3 Season Finals**

Reserved

### **3.3.1 Seeding**

Reserved

# **5 Game Specific Rules**

## **5.1 Game hosting**

Only the Administrator / Observer / Commentator is allowed to create a server. The game must be hosted on a local Server with the correct Settings.

### **5.1.1 Local servers of each Region**

By default game will be hosted on the following servers:

ANZ: AUS

It is possible to change the Datacenter to a different one instead of the Default one, and both Teams need to agree on their choice, the Tournament Administration needs to approve that change.

If any of the Teams face connectivity issues with the standard Data Centers (based on the lowest ping), the Tournament Administration can choose a different Datacenter which the Lobby gets hosted on.

## **5.2 Game settings**

- Time of the Day: Day
- HUD Settings: Pro League

### **5.2.1 Best of 2**

- Number of Bans: 4
- Ban Timer: 20
- Number of rounds: 12
- Attacker/Defender role swap: 6

- Overtime: 3
- Overtime Score Difference: 2
- Overtime role change: 1
- Objective rotation parameter: 2
- Objective Type Rotation: Rounds Played
- Attacker unique spawn: On
- Pick Phase Timer: 15
- 6TH Pick Phase: On
- 6TH Pick Phase Timer: 15
- Reveal Phase Timer: 5
- Damage handicap: 100
- Friendly fire damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death replay: Off

### **5.2.2 Best of 3**

- Number of Bans: 4
- Ban Timer: 20
- Number of rounds: 12
- Attacker/Defender role swap: 6
- Overtime Rounds: 3
- Overtime Score Difference: 2
- Overtime role change: 1
- Objective rotation parameter: 2
- Objective Type Rotation: Rounds Played
- Attacker unique spawn: On
- Pick Phase Timer: 15
- 6TH Pick Phase: On
- 6TH Pick Phase Timer: 15
- Reveal Phase Timer: 5
- Damage handicap: 100
- Friendly fire damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death replay: Off



## 5.2.2 Best of 5 (with infinite overtime)

- Number of Bans: 4
- Ban Timer: 20
- Number of rounds: 12
- Attacker/Defender role swap: 6
- Overtime Rounds: Infinite
- Overtime Score Difference: 2
- Overtime role change: 1
- Objective rotation parameter: 2
- Objective Type Rotation: Rounds Played
- Attacker unique spawn: On
- Pick Phase Timer: 15
- 6TH Pick Phase: On
- 6TH Pick Phase Timer: 15
- Reveal Phase Timer: 5
- Damage handicap: 100
- Friendly fire damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death replay: Off

## 5.2.3 Game mode: TDM BOMB

- Plant duration: 7
- Defuse duration: 7
- Fuse time: 45
- Preparation: 45
- Action: 180

## 5.3 Operators, gadgets, equipment, attachments

All Operators are allowed, unless tournament administration explicitly forbids it or they are marked as quarantined. The tournament administration reserves the right to ban specific gadgets, operators, equipment or attachments at any time to guarantee that no advantage gets abused. Tournament administration will do their best to send any restrictions or rule changes to the teams as soon as possible.

### 5.3.1 Quarantined Operators

Operators that are listed as quarantined are not allowed in Six Masters matches

List of currently quarantined operators:

### 5.3.2 Evaluation Period

Evaluation Period is a period within which the operators of any new season are unavailable to pick in competitive play.

Operators currently in Evaluation Period:

- Oryx
- Iana

### 5.3.3 Banned cosmetics

Cosmetics that are listed as banned, are not allowed in Six Masters matches.

List of currently banned cosmetics:

- Outbreak Collection
- Wind bastion Bundle
- Blood orchid Bundle
- Twitch & Valkyrie Elite
- Ember Rise bundle
- Seared Flats bundle
- Satellite bundle
- Wanderer Bundle
- Desolate Bundle
- Mozzie Pizza

If any team will spot their opponents using one of the banned cosmetics in any round, they should notify the tournament administration before the next round will start in order to apply penalty.

## 5.4 Use of Bugs and Glitches

It is up to the tournament administration discretion whether or not the use of said bugs had an effect 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.

### 5.4.1 List of bugs or glitches

Below is a list of known intended and unintended game mechanics. Any situations that arise and are not specified below will be dealt with on a case by case basis. In general, common sense will be applied.

**Unallowed - instant round loss to the team that uses it, further penalties if used again by the same team during the tournament**

- Any position that you must get to or out of by glitching through walls/objects/surfaces, or you cannot be seen or shot at normally
- Using a Mira shield to boost
- Standing on a window ledge undetected
- Shield boosting on to undetected window ledge
- One-way shots
- Shooting through what should be non-destructible walls/floors/ceilings/objects
- Glitching through walls, objects, surfaces etc at any moment
- Blocking window vaulting with a destructible shield
- Placing any kind of equipment or gadget in a place where it can't be destroyed
- Placing a Maestro's Evil Eye on Alibi's decoy.

### **Allowed**

- Any position that you can get to and out of without glitching through walls/objects/surfaces, and you can be seen and shot at normally
- Shield boosting
- Standing on a window ledge and being detected
- Shield boosting onto a detected window ledge
- Hibana and Thermite charges can be placed anywhere
- Using teammate to boost
- Long arming
- Using equipment or diffusing through a destructible surface
- Destroying the whole floor of a bomb spot so the enemy team can not plant the defuser
- Smoke through wall

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

### **5.4.2 New Positions**

If any player or team wants to use a new position which is not commonly known, it's strongly recommended to contact tournament officials to check if that position is allowed before using it in any official match. Players and teams have to consider that it takes time to check new positions and therefore they have to contact tournament officials in a reasonable timeframe before an official match.

### **5.4.3 Spawn Killing**

The spawn killing which results in a kill of an attacker during the first 2 seconds of the action phase is not allowed.

Doing so will result in round loss for the defending team.

## **5.5. Rehost requests**

Rehost rules are specified below, including the conditions in which they will be allowed:

- Any issue before the preparation phase starts (game, software or hardware related)

- Player can't move (unless it's done on purpose) - rehost in the first 30 seconds of the action phase, if no players have taken damage
- Game mechanic not working as intended (shooting, reloading, moving, gadgets, equipment, etc) - rehost up to the first 30 seconds of the action phase, no damage taken by anyone
- Disconnect/hardware problem/software problem - rehost in the first 15 seconds of the preparation phase. On offline events, this timing is for the full duration of the preparation phase.
- Observer issue - rehost up to the first 30 seconds of the action phase, no damage taken by anyone

Each team can receive up to 1 rehost per map maximum.

### **5.5.1 Rehost request procedure**

In case the above conditions are met, players should instantly request a rehost by writing in the ingame chat "rehost", followed by the reason. Players should continue playing until the rehost is confirmed by an admin. Once confirmed, everyone should instantly leave the game.

### **5.5.2 Continuing a Disrupted Game**

If a match is interrupted then it should be continued where it left off, by re-host. If a round is to be replayed due to a rehost, players must choose the same operators, same sixth pick, same starting sites, same bombsites, same equipment and same gadgets.

### **5.5.3 Player Disconnect after rehost time**

If a player will disconnect after match time specified in 5.5 Rehost requests, the round will continue. If a player wont reconnect till the end of a round, lobby will be remade. This redo of the lobby does not count as rehost that is requested by the team.

## **6 ESIC, Rule Violations and Punishments**

All penalties are at the discretion of the tournament administration, and may be more or less severe than what is specified in this rulebook depending on the circumstances.

## 6.1 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 ESL tournaments, including the Six Masters. You can look them up on their website at <http://www.esportsintegrity.com/>.

## 6.2 Prize Deductions Due to Penalty Points

Every penalty point that a participant acquires during a season 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.

### 6.2.1 Maximum amount of penalty points

Any participant that accumulates 30% prize money penalty during a season will be disqualified. The disqualified participant forfeits all prize money accumulated for the competition in question and gets banned at least until the end of that season.

## 6.3 First-time and repeat offences

All punishments listed below are meant for first-time offences. Repeat offenders (both the specific player and - in team competitions - his team) will be punished proportionally harder.

## 6.4 Duration of punishments

Unless otherwise specified, punishments usually last one season.

## 6.5 Code of Conduct

All Six Masters participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, Ubisoft, ESL and more. Being role models is an occupational hazard of being a Six Masters player or organizer and we should behave accordingly. Any sort of harassment should be reported to the tournament administration 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 the Six Masters. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

## **6.6 General Punishments**

### **6.6.1 Breaking confidentiality**

Depending on the information and platform where it is leaked, participants are punished with between 2 minor to 1 major penalty points. For more severe offences, higher punishments will be applied.

### **6.6.2 Refusal of match broadcast**

Participants that refuse to have their match broadcasted or do not make the necessary accommodations for it to happen will be punished with the loss of the match with the worst result possible and 1 major penalty point.

### **6.6.3 Providing and changing participants details**

#### **6.6.3.1 Providing incorrect details**

Participants that provide incorrect details will be punished between 1 to 3 minor penalty points. If there is proof of faking details, the player may be banned and/or the team may be disqualified.

#### **6.6.3.2 Providing details after the deadline**

Participants will receive an official warning if they do not provide details on time. Depending on the details requested, this step may be skipped.

If the details are still not provided by the new deadline imposed by the tournament administration, participants are punished with 1 to 3 minor penalty points.

If the details are still not provided by the new deadline imposed by the tournament administration, participants are punished with 5 minor to 1 major penalty points.

#### **6.6.3.4 Details provided not up to the standard**

An official warning will be given, with a deadline and request to provide details that meet the league's criteria.

If the new details are still not up to standard, the participant will be punished with 1 to 3 minor penalty points.

### **6.6.4 Multiple contracts**

If a participant is found to be in breach of the multiple contracts rule, the participant will be banned. In the case where it's a player, he will be banned, and his team disqualified.

### **6.6.5 Match lineup**

If the match lineup is not provided by the deadline imposed by the tournament administration, participants are punished with 1 to 3 minor penalty points.

If the lineup is not provided for a match, no show rules are followed.

### **6.6.6 Team composition**

If at any point teams do not fulfill the team composition rules, they lose their spot in the league.

### **6.6.7 No Show**

Participants that receive a no show for a match will lose it with the worst score possible and receive 1 major penalty point.

## **6.7 Punishments for Cheating**

When cheating is uncovered in the Six Masters, the result(s) of the match(es) in question will be voided. The player will be banned, the team disqualified till the end of the season, forfeit his prize money, receive twelve penalty points on ESL Play and be banned from all competitions in ESL for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances.

## **6.8 Doping**

### **6.8.1 Refusing to be tested**

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

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

The List of Prohibited Substances and Methods created by the Esports Integrity Coalition (ESIC) is valid for the Six Masters tournaments. The list can be found here: <http://www.esportsintegrity.com/the-esic-integrity-programme/esic-prohibited-list/>

Any unsanctioned use of these substances is considered doping.

### **6.8.3 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.

## **6.8.4 Punishments for Doping**

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant. Severe cases (i.e. use of drugs containing performance enhancing substances, like Adderall) will be punished with nullification of the results achieved under the influence of the substance, a ban of one to two years, forfeiture of the prize money won, as well as disqualification of the participant. If a player is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least 24 hours, the player will still get a ban, but the tournament results will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

## **6.9 Using Alcohol or Other Psychoactive Drugs**

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, 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.

## **6.10 Betting**

No players, team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the Six Masters matches or the tournament in general. Any betting or gambling against your own organizations matches will lead to an immediate disqualification of the organization and a minimal ban of 1 year from all ESL competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

## **6.11 Competition Manipulation**

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

### **6.11.1 Punishments for Competition Manipulation**

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



## **6.12 Match Fixing**

Using any means to manipulate the outcome of a match for purposes that are not sportive success in the tournament in question is considered match fixing. The most common example is intentionally losing a match to manipulate a bet on the match.

### **6.12.1 Punishments for Match Fixing**

When match fixing is uncovered in the Six Masters, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions in ESL for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances. A monetary fine is possible.

## **6.13 Publisher or ESIC Bans**

ESL reserves the right to refuse players who have standing bans from the game publisher to take part in Six Masters tournaments. Also, ESIC bans will be honored and translated into ESL bans. CSGO VAC bans are specifically honored, but only until 2 years after they have been issued.

## **6.14 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 to six minor penalty points. The most important and most common offenses are listed below. However, the tournament administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

### **6.14.1 Insults**

All insults occurring in connection with the Six Masters participants will be punished with 6 minor to 1 major penalty points. 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 Six Masters 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.

## **6.14.2 Spamming**

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

## **6.14.3 Spamming In-game**

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 tournament administration.

# **6.15 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 to six minor penalty points. 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). Every Player should represent their Team by participating to the best of their abilities. Anything that falls short of that is considered to be unsportsmanlike and will be penalised depending on the severity of the behaviour as determined by the League Administration.

## **6.15.1 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 minor penalty points.

## **6.15.2 Faking Match media**

Match media are all uploads, including but not limited to: Screenshots, files, demos, models, and so on. Faking match media may result in one to four minor penalty points.

### **6.15.2.1 Cheat Suspicion**

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

## **6.15.3 Ringer/Faker/Disallowed player**

Any players involved in these cases will be banned for one season, and any teams involved may be disqualified.

#### **6.15.4 Misleading tournament administration or players**

Any attempts to deceive opposing players, tournament administration, or anyone else related to the Six Masters may be penalized with one to four minor penalty points.

### **6.16 Punishments in matches**

#### **6.16.1 Late map veto**

For any delays related to map vetoes, participants will be punished with 1 minor penalty point every 5 minutes after the deadline (for the team that is delaying). If any team is late for more than 10 minutes, their ban will go to the opponents.

#### **6.16.2 Player punctuality**

For delays with players being ready at the start of a match, or between maps or breaks, players will be punished with 2 minor penalty points for every ten minutes after the deadline. From 25 minutes onwards, a no show will be awarded.

#### **6.16.3 Leaving the lobby early**

For every player that leaves the lobby early, the team will be punished with 1 minor penalty point.

Further infractions will be punished more severely.

#### **6.16.4 Editing ESL Play match comments**

If a map ban on an ESL Play match comment is edited, 1 major penalty point will be awarded. Additionally, the team will lose the right to ban a map on that phase and the ban is done by the opponents.

#### **6.16.5 Picking Operators that are in Evaluation Period or Quarantine**

If a player will select (in pick faze or as 6th pick) operator that is currently in Evaluation Period or Quarantined, the team of such player will receive round loss.

If the team will select an operator during the pick phase and use 6th pick on it after, an official warning will be given. Next time a situation like this will occur, round loss will be given.

#### **6.16.6 Picking banned cosmetics**

If any player of a team will select cosmetic that is currently listed as banned, the team of such player will receive a penalty based on the list below.

- 1st violation - Official warning
- 2nd violation - 2nd warning + 1 minor penalty point
- Further violations - Round loss + 1 minor penalty point

## 6.17 Missing match media

If match media is not provided within the deadlines, 2 minor penalty points will be given to the team.

## 6.18 Not respecting tournament administration rulings

5 minor to 1 major penalty points will be awarded if a participant does not respect tournament administration rulings.

## 6.19 Missing Media Obligations

Not fulfilling the media obligations will result in monetary fines. Their range depends on the details. The following fines are standard punishments for the most common cases:

- Not showing up complete and on time for the media day: \$4000 + 5% of the prize money winnings
- Appearing incomplete or too late for a signing session:
  - 1-30% of the lineup missing: \$600 + 0.75% of the prize money winnings
  - 31-50% of the lineup missing: \$800 + 1% of the prize money winnings
  - 51-70% of the lineup missing: \$1000 + 1.25% of the prize money winnings
  - 71-99% of the lineup missing: \$1200 + 1.5% of the prize money winnings
  - 100% of the lineup missing: \$2000 + 2.5% of the prize money winnings
- Appearing incomplete or too late for a press conference:
  - 1-30% of the lineup missing: \$360 + 0.45% of the prize money winnings
  - 31-50% of the lineup missing: \$480 + 0.6% of the prize money winnings
  - 51-70% of the lineup missing: \$600 + 0.75% of the prize money winnings
  - 71-99% of the lineup missing: \$720 + 0.9% of the prize money winnings
  - 100% of the lineup missing: \$1200 + 1.5% of the prize money winnings
- Refusing to participate in an interview
  - \$1200 + 1.5% of the prize money winnings per interview
- Missing an interview (due to not having the appropriate equipment or not being available)
  - An official warning will be issued the first time it happens
  - From then on, 2 to 3% of the prize money winnings per interview

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

The fines can be reduced if the participant shows up with delay but still early enough to create the required content/have a reasonable session. The fines can be also/further reduced if the

participant delivers proof of mitigating circumstances. The decision about that will be made by the tournament administration alone.

## **6.20 Game punishments**

### **6.20.1 Using unallowed operators, gadgets, equipment or attachments**

A round loss will be awarded as a punishment.

### **6.20.2 Use of Bugs and Glitches**

Using a game mechanic from the Unallowed list will lead to instant round loss to the team that uses it.

If the team breaks this rule again in the same match, they will lose the map and be punished with 3 to 5 minor penalty points.

### **6.20.3 Rehosts**

Giving an invalid reason for a rehost, or leaving the match before having approval to do so will lead to instant round loss to the team that uses it.

If the team breaks this rule again in the same match, they will lose the map and be punished with 3 to 5 minor penalty points.

## **7 Copyright Notice**

All content appearing in this document is the property of Turtle Entertainment GmbH or is being used with the owner's permission. Unauthorized distribution, duplication, alteration or other use of the material contained in this document, including without limitation any trademark image, drawing, text, likeness or photograph, may constitute a violation of the laws of copyright and trademark and may be prosecuted under criminal and/or civil law.

No part of the content of this document may be reproduced in any form or by any means or stored in a database or retrieval system, except for personal use, without the written permission of Turtle Entertainment GmbH.

All content in this document is accurate to the best of our knowledge. Turtle Entertainment GmbH assumes no liability for any error or omission. We reserve the right to change content and files on our website (including but not limited to [pro.eslgaming.com](http://pro.eslgaming.com), [eslgaming.com](http://eslgaming.com), [esl-one.com](http://esl-one.com) and all subdomains) at any time without prior notice or notification.