



Snapdragon
PRO SERIES
—  **ESL** — 

Snapdragon Pro Series

League of Legends: Wild Rift

Rulebook

Foreword

This document outlines the rules that should be followed at all times when participating in a Snapdragon Mobile 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 go 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.

Yours sincerely,
ESL Staff

TERMS AND CONDITIONS

("Wild Rift RULEBOOK")

ESL Mobile 2022 (the "Competition")

The Promoter of this tournament is ESL Gaming GmbH, of Schanzenstrasse 23,51063 Cologne Germany (the "Promoter" or "ESL").

Game rules

This is a living document and is subject to change at the discretion of ESL Administration. Any issue on the localized rulebook must be referred to the English Rulebook.

Compliance with these Game Rules is mandatory. By participating in the tournament, you agree to abide by these Rules, which form a binding contract between you and ESL Gaming GmbH ("ESL" or "us"). We encourage you to carefully read the Game Rules and all other documents mentioned herein, as these are part of the contract with you.

General Understanding of the Rulebook

The following rulebook is a guide document that is valid for all stages of the tournament. Admins reserve the right to make amendments to the rulebook with or without prior notice to the players. Admins are the decision-makers for all cases and disputes which may occur and are not written in this rulebook.

1. General Rules

1.1 Rule Changes

ESL administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The League administration also reserves the right to make a judgment on cases that are not explicitly supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

1.2. Rights

All broadcasting rights of the League are owned by ESL. This includes but is not limited to: Video streams, TV broadcasts, Shoutcast streams, replays, demos, or live score bots.

1.3 Agreements

Certain agreements between participants are allowed to slightly differ from the ESL rules. Agreements that differ greatly from ESL rules are however not allowed. Please note that the ESL rules were made to ensure a fair match for all participants. You are not allowed to file a protest after the match if you think that the agreements made before the match, in the end, resulted in a disadvantage for your team. Rules that can be changed with agreements are explicitly stated. Rules that do not explicitly state they can be changed by agreement, cannot have agreements made. All arrangements between participants made in addition to the ESL rules have to be written down in the match comments. The other participant has to confirm the arrangements also in the comments. To avoid abuse of the edit function, a third comment must be written. Please also keep screenshots and/or log files of your arrangements. If you do not fulfill these requirements, any protests or supports concerning arrangements will be rejected.

By participating in any series in ESL Mobile 2022 you agree to participate in the Finals if you qualify.

Players are required to begin any preparations needed to reach the finals. This means, having the necessary paperwork that allows you to travel available to verify all participants in the live Finals. This includes but is not limited to, photo ID, state-issued ID, Passport, and Visa.

1.4 Privacy and Data Protection

All participants hereby agree that ESL Gaming GmbH (ESL) will collect, store, share and otherwise process personal data of participants in the tournament, including of players, coaches, team managers and other individuals associated with a Team. Participants are informed that ESL generally processes personal data, including, but not limited to, image and spoken word, name, nickname, and nationality, to organize and conduct the tournament, to broadcast the tournament, to keep in touch with participants regarding the tournament, for prize delivery, etc. ESL will process such personal data in accordance with its privacy policy, available at eslgaming.com/privacypolicy. For more information or any questions, please contact us at privacy@eslgaming.com.

Any personal data shared with third parties will be processed in line with their privacy policies .

1.5 Prize Money

All prizes will be paid out within 90 business days of the finals occurring. Emails regarding prize payout will be sent out within that time.

1.6 Game Version

All players must install the newest version of the game in order to participate in tournaments hosted by ESL. Updates must be installed before the tournament starts.

1.6.1 Patch

All online matches will be played on the patch available on the live servers at the time of a match. All offline matches will be played on the tournament server.

1.7 Confidentiality

The content of protests, support tickets, discussions, or any other correspondence with league officials and administrators are deemed strictly confidential. The publication of such material is prohibited without prior written consent from the ESL administration.

1.8 Alcohol or Other Psychoactive Drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances, is strictly prohibited, and may lead to severe punishment.

1.9 Names, Symbols, and Sponsors

ESL reserves the right to forbid the use of unwanted names and/or symbols in their competitions. Any legally protected words or symbols are generally forbidden unless the owner gives permission. No advertisement or promotion of sponsors that are solely or widely known for pornographic, drug use, or other adult or mature themes and products is allowed in connection to the ESL tournament. User-generated content will be governed by the terms and conditions of Wild Rift.

1.10 Impersonation

All players must use their own accounts. Players are not allowed to participate with foreign accounts, nor to encourage other players to do so. Any team that is found to have a player using another player or account will be considered an impersonation case. The team will be disqualified from the season and the players involved will be given between 2 and 6 penalty points depending on the situation as well as being barred from participating for the rest of the season in any capacity.

1.11 Deny of Participation

ESL reserves the right to deny the participation of any team or player for any reason and precaution.

2. Schedule

2.1 Open Stage

- Qualifier Stage – Single-Elimination BO3
- Closed Qualifier – Double Elimination BO3.
- Group Stage – 8 teams 2 Groups GSL BO3
- Open Finals – 4 teams Double Elimination BO5, with Grand Final BO7

2.2 Challenge Season

- Group Stage – 8 teams Single Round Robin
- Playoffs – 5 teams Double Elimination

3. Registration & Eligibility

In order to participate in tournaments hosted by ESL, you must meet the following requirements below. If you do not meet these requirements you will be deemed ineligible. In case a team that does not fulfill the requirements qualifies through this tournament, the team will lose the right to the qualifier and the next top qualified team will take their place.

3.1 Age Restrictions

All participants of an event have to be 16 years of age or older by the time of joining the competition.

3.2 Residency Restrictions

All players must be residents of and be participating from the region they are competing in. Regional countries are as follows:

MSPB: Malaysia, Singapore, Philippines, Brunei

ID: Indonesia

TH: Thailand

VN: Vietnam

Asia-Pacific: Thailand, Vietnam, Indonesia, Malaysia, Singapore, Philippines, Brunei

3.3 ESL Play Registration

All players must be registered on the ESL Play platform in order to participate in any ESL Mobile sanctioned event.

3.4 Employment Restrictions

Persons working or volunteering for ESL are not eligible to play while working at their respective companies. Persons who have worked or volunteered for either company, in any capacity, are not eligible to play within 90 days of having last worked for their respective company.

4. Prize money

All prize money should ideally be paid out 90 business days after the ESL event in question has been completed, but it may take as long as 180 business days for the payment to be completed.

1.1.1 Prize deductions due to penalty points

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

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

The deduction is calculated out of the grand total of prize money awarded to the participant at the end of the 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 (if any). 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.

1.1.2 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.

1.1.3 Withdrawal of prize money

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

In case of a disqualification, the player/team automatically forfeits the prize money won in the phase. Depending on the seriousness of the case, it might be extended to the full amount won during the season.

1.1.4 Transfer of prize money

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

4.3 Prize Pools

5. Teams

Teams must play with the roster they are registered for the duration of the season once the transfer period has passed. Rosters cannot be changed outside of the designated transfer period. Please be sure to check the account information carefully. Incorrect information will result in the score not being calculated, zero points being awarded to the team for that match, and removal from the Cup if incorrect information is found.

6. Rosters & Roster Changes

6.1 Roster Requirements

For a team to be eligible to participate, they are required to maintain the following conditions:

- **6.1.1 Team Members** Each team is required to maintain, at all times during the tournament:
 - **6.1.1.1** Five starter players ("Starters")
 - **6.1.1.2** Between zero and two substitute players ("Subs")
 - **6.1.1.3** One team owner ("Owner")
 - **6.1.1.4** Coach ("Coach") Optional:
 - **6.1.1.5** Team Manager ("Manager") All Starters and Subs must be eligible to participate in the tournament. Starters may consist of up to TWO (2) imports from . Any player participating in competition located in a country/territory that they do not possess long-term residency is considered an import.
- **6.1.2 Residency Requirement**
 - **6.1.2.1 Resident Defined.** A player is considered a "Resident" if the player is already a lawful permanent resident in the country/territory based upon the legal status in that country/territory.
 - **6.1.2.2 Certification of Residency.** All players shall certify their residency upon request by ESL by providing proof of residency as defined in Rules
 - **6.1.2.3 Proof of Residency.** Any player that wishes to compete in the tournament must prove lawful permanent residency to qualify as a resident of the country/territory they wish to compete in. Acceptable documentary evidence includes items such as a passport or proof of age card. This list is not exhaustive.
- **6.1.3 Import Players**
 - Imported players must be residents from the region that League of Legends: Wild Rift has been released to be competing in this tournament.
- **6.1.4 Coach** Each team will be permitted to designate a coach, who will be considered the

official coach for the team. The coach cannot be a Starter or Sub for another team, and may be affiliated with only one organisation.

- **6.1.5 Roster Submission** At a time designated by ESL, each team must submit their full roster to the ESL.

6.2 Substitutions within active roster

Requests to modify a starting lineup for the team's match must be submitted no later than 24 hours prior to the start of the matches on the respective day. All changes made after this 24-hour mark will incur in-game penalties or be declined at the sole discretion of ESL.

- **6.2.1 Substitution During Matches** A team may substitute a player within a match/series. The team must notify a ESL and have the substitution approved immediately following the previous game, no later than 5 minutes after the explosion of the nexus (e.g. if a team wishes to substitute a player in for game 2, then the team must notify a ESL no later than 5 minutes following game 1).

6.3 Roster Changes

A team roster change means adding, replacing or removing players from a roster. Roster changes must be approved by ESLs. Team rosters are locked 24 hours prior to the first game of the week that the roster is scheduled to play. All team changes made after the roster has officially locked will incur in-game penalties or be denied at the sole discretion of ESLs.

- **6.3.1** If a team wishes to release a player from their current roster (either Starter or Sub), the team is required to communicate this to ESLs and complete all necessary requirements set forth by ESLs.
- **6.3.2** If a team wishes to sign a free agent player to their roster (either Starter or Sub), the team is required to complete all necessary documentation. No free agent signings shall be recognized or be eligible for competitive play until approval has been given by ESLs.
- **6.3.3** Teams are required to maintain a 5/5 roster during the first 2 week of Group Stage. After the second week, teams are allowed to make changes and remain 4/5 of their original roster. After the fourth week, teams are allowed to make changes and remain 3/5 of their original roster. .
- **6.3.4** Teams are only allowed to make changes to their roster after qualifying to group stages if they have valid reasons and approved by ESL officials. Team rosters are locked 48 hours prior to the first game of the group stage.

6.4 Player Responsibilities for Online Matches

All players will be expected to be ready to join the game lobby at the time specified by ESL. Readiness includes, but is not limited to, five rostered players having completed version patching, configuration of in-game settings, and completed rune and mastery pages.

- 6.4.1 Rolling Schedule

Matches held on a rolling schedule will have estimated start times. However, teams are required to be available to play their match up to three hours in advance of their estimated time, or as otherwise directed by ESLs.

- 6.4.2 Schedule Adjustments

ESL, in their sole discretion, have the right to adjust the match schedule at any time to preserve the pacing of matches or to remedy such circumstances as may detract from the viewer experience.

- 6.4.3 Lateness Penalties

Teams that are not ready at the start of the preceding game (or 30 minutes before the start of the first match of the day) are subject to late penalties. For the avoidance of doubt, the start of the game is defined as a team entering Champion Select. If a team is late they will be subject to the lateness penalties as outlined below:

- 6.4.3.1 Late to scheduled match time: 1 ban loss or minor penalty
- 6.4.3.2 Ten (10) minutes late: Game Forfeit

Intentionally delaying the lobby or game start will still subject the team to the rules set forth in this section. Lateness penalties that cannot be applied to the current game will be recorded and applied to future games. ESLs may apply additional financial penalties at their discretion.

- 6.4.4 4v5 Play

Teams are required to field a full team of five players to start a match. If a player unintentionally disconnects during the match, a team may not continue to play to complete the game.

- 6.5.5 Player Equipment Responsibility

All players are responsible for ensuring the performance of their chosen setup, including mobile phones and peripherals, internet connection, and power. A problem with player equipment is not an acceptable reason for lateness or pausing beyond a team's allowance, regardless of the root cause of the problem.

- 6.5.6 Spectators

Only the team's five rostered players are allowed in the game lobby. No additional spectators are permitted for any reason.

- 6.5.7 Streaming

Players are not permitted to stream official matches publicly or privately on any platform or service.

- 6.5.8 Pro View

Players may be required to engage in streaming official matches at the discretion of League officials. These streams will be tested and subject to specific limitations set forth by ESL.

- 6.5.9 Game Lobby

ESL will create the official game lobby. Players will be directed by ESL to join the game lobby as soon as setup has been completed, in the following order of positions: Baron Lane, Jungle, Mid, Dragon Lane, Support.

- 6.5.12 Game Recording

Players are advised to record the gameplay for all their matches. ESL may request for players to submit footage of their gameplay on a random basis. Failure to present gameplay footages will result in penalties

6.6 Game Setup

- 6.6.1 Start of Pick / Ban Process

Once all ten players have reported to the official game lobby, a ESL official will request confirmation that both teams are ready for the pick/ban phase (as defined and described below). Once both teams confirm readiness, ESL will instruct the room owner to start the game.

- 6.6.2 Recording of Pick / Ban Process

Picks/bans will proceed through the client's Draft Pick feature. If picks/bans are completed substantially in advance of game setup, at the instruction and discretion of ESL, the ESL will record the official picks/bans and manually abort the game start.

- 6.6.3 General / Game Settings

- 6.6.3.1 Map: Wild Rift
- 6.6.3.2 Game Type: Custom - Draft Pick

6.7 Pick / Ban Phase & Side Selection

- 6.7.1 Tournament Draft
 - ESL may choose to employ either the Draft Pick mode feature or a manual draft (e.g. draft that is conducted in chat without the use of an in-game feature). Starters for each team cannot be substituted after the start of the draft. Players may play any Champion which their team has drafted, but must confirm their selection with ESL.
- 6.7.2 Restrictions on Gameplay Elements
 - Restrictions may be added at any time before or during a match, if there are known bugs with any items, Champions, skins, runes, masteries, or Summoner spells, or for any other reason as determined at the discretion of ESL.
- 6.7.3 Side Selection
 - 6.7.3.1 In scenarios where no seeding is involved
 - Best-of-1 Games.
 - Side selection is determined by a coin toss. The coin toss winner will pick either blue or red side
 - Best-of-2 Games.
 - Side selection is determined by a coin toss. The coin toss winner will pick either the blue or red side.
 - Teams will swap side for Game 2
 - Best-of-3 Games and above.
 - Side selection is determined by a coin toss. The coin toss winner will pick either blue or red side
 - Game 2 and subsequent games - The team that lost the previous game will pick either the blue or red side for the next game.
 - 6.7.3.2 In scenarios where seeding is involved
 - Best-of-1 Games
 - Side selection is determined by the higher seed in the matchup. The higher seeded team will pick either blue or red side
 - Best-of-2 Games
 - Side selection is determined by the higher seed in the matchup. The higher seeded team will pick either blue or red side
 - Teams will swap side for Game 2
 - Best-of-3 Games and above
 - Side selection is determined by the higher seed in the matchup. The higher seeded team will pick either blue or red side
 - Game 2 and subsequent games - The team that lost the previous game will pick either the blue or red side for the next game.

- 6.7.4 Ban and Pick phase

The Pick/Ban Process proceeds in a Tournament draft format as follows:

- **Ban Phase 1**

- Blue Team bans 1 Champion
- Red Team bans 1 Champion
- Blue Team bans 1 Champion
- Red Team bans 1 Champion
- Blue Team bans 1 Champion
- Red Team bans 1 Champion

- **Pick Phase 1**

- Blue Team chooses its first Champion
- Red Team chooses its first Champion
- Red Team chooses its second Champion
- Blue Team chooses its second Champion
- Blue Team chooses its third Champion
- Red Team chooses its third Champion

- **Ban Phase 2**

- Red Team bans 1 Champion
- Blue Team bans 1 Champion
- Red Team bans 1 Champion
- Blue Team bans 1 Champion

- **Pick Phase 2**

- Red Team chooses its fourth Champion
- Blue Team chooses its fourth Champion
- Blue Team chooses its fifth Champion
- Red Team chooses its fifth Champion

- 6.7.4. Selection Error

In the event of an erroneously-selected Champion pick or ban, the team in error must notify a Tournament Official before the other team has locked in their next selection. The team in error must also notify the Tournament Official of their intended pick when the notification of the erroneous selection is made. If so, the process will be restarted and brought back to the point at which the error occurred so that the team in error may correct its mistake. If the next selection is locked before the team in error gives notice to a tournament official, the erroneous selection shall be deemed irrevocable.

- 6.7.5. Trading Champions

Teams must complete all champion trades before the 20-second mark during the Trading Phase. Trades that occur after the 20-second mark will be disallowed. Tournament Officials

will restart the pick/ban process and proceed back to the end of the pick/ban phase, with each Player required to play the Champion they had held prior to the 20-second mark.

- 6.7.6. Game Start After Pick/Ban

A Game will start immediately after the pick/ban process is complete, unless otherwise stated by a Tournament Official. At this point, Teams must remove any printed materials from the Match Area, including any notes written by Team Members. Players are not allowed to quit a Game during the time between the completion of picks/bans and Game launch, also known as "Free Time."

- 6.7.7. Controlled Game Start

In the event of an error in Game start or a decision by Tournament Officials to separate the pick/ban process from Game start, a League Official may start the Game in a controlled manner and all Players will select Champions in accordance with the previous valid completed pick/ban process.

- 6.7.8. Slow Client Load

If a Bugsplat, disconnect, or any other failure occurs which interrupts the loading process and prevents a Player from joining a Game upon Game start, the Game must be immediately paused until all ten Players are connected to the Game.

- 6.7.9. In-Game Dialogue

During the match, the players may not send provocative or insulting messages on the [everyone] channel, and may not send messages frequently on the [everyone] channel. Players' misoperation is not an acceptable reason.

7. Pauses and Crashes

- 7.1. Definition of Terms

- 7.1.1. Disconnection

- A Player losing connection to the Game due to problems or issues with the Wild Rift client, platform, network, or Player hardware.

- 7.1.2. Hardware Failure

- The failure of any piece of hardware, including device failure.

- 7.1.3. Server Crash

All Players losing connection to a Game due to an issue with a Wild Rift server. Server Crashes may be grounds for a Game Remake or Awarded Game Victory per Section 6.8.4.1.

- 7.1.4 Stoppage of Play

In the event of a pause; each player must put down their phone with both hands. Players are not allowed to communicate, in any fashion, with each other during a game pause. For the avoidance of doubt, players may communicate to the referee, but only when directed in order to identify and remedy the cause for the stoppage. If a pause extends beyond a reasonable time, as determined by tournament officials, referees may, at their sole discretion, allow teams to talk before the game is unpaused, in order to discuss the game conditions.

- 7.2. Game Remakes and Awarded Game Victories

- 7.2.1. Definitions

- 7.2.1.1. Bug

An error, flaw, failure or fault that produces an incorrect or unexpected result, or causes a Game to behave in unintended ways.

- 7.2.1.2. Minor Bug

A Bug that is, at worst, inconvenient to Players. This may include Bugs that alter Game stats or gameplay mechanics in a manner that, while not optimal, can be played through if necessary. For the absence of doubt, these Bugs would not result in a remade Game.

- 7.2.1.3. Play Through Bug

A Bug that does not significantly alter the competitive integrity of the Game. This may mean that there are mitigation steps available for an otherwise difficult to play around Bug (like restarting the Wild Rift client or device). Alternatively, this may include situations where the impact of the Bug can be mitigated through other in-game functions. Tournament Officials will force a play through with no option of a remake.

- 7.2.1.4. Critical Bug

A Bug that significantly damages a Player's ability to compete in the Game situation, significantly alters Game stats or gameplay mechanics, or a

situation in which the external environmental conditions become untenable. The determination of whether the Bug has damaged a Player's ability to compete is up to the sole discretion of Tournament Officials.

○ 7.2.1.5. Verifiable Bug

A Bug or Critical Bug that is conclusively present and not attributable to Player error. The spectator must be able to replay the instance in question and verify the Bug or Critical Bug.

○ 7.2.1.6. Terminal Situation

A Bug or other circumstance that requires that a Game be remade. These circumstances include (i) instances of Critical Bugs; (ii) Bugs which cannot be remedied, including champion or skin Bugs that may require that such champion or skin be disabled; or (iii) any other instance in the discretion of Tournament Officials where the continuation of the Game is untenable (including environmental concerns and catastrophic hardware failure).

○ 7.2.1.7. Prompt Reporting

Once a Player is aware of a Bug (which, as defined, includes presumed hardware failures), the Player is required to alert Tournament Officials as to the Bug. In addition, it may not be practical to immediately alert Tournament Officials upon recognizing the Bug if, for example, the two Teams are engaged with each other. In such cases, Tournament Officials may determine that it was not practical to raise an alert until the engagement ended.

○ 7.2.1.8. Game of Record

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 Game Of Record ("GOR") status, the period ends in which incidental restarts may be permitted and a Game will be considered as "official" from that point onward. Examples of conditions which establish GOR:

- Establishing line-of-sight between players on opposing teams.
- Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
- Setting foot, establishing vision or targeting skillshot ability in opponent's jungle by either Team, which includes either leaving the river or entering brush connected to enemy jungle.
- Game timer reaches thirty seconds (00:00:30).
- 7.2.2. Remakes Before GOR
- The following are examples of situations in which a Game may be

remade if GOR has not been established:

- If a Player notices that Player's rune or GUI settings have not applied correctly due to a Bug between the Game lobby and Match, Player can pause the Game to adjust these settings. If the settings cannot be correctly adjusted, then the Game may be restarted.
- If Tournament Officials determine 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).
- Any circumstance which would permit a restart after GOR.

○ 7.2.2. Restarts after GOR

- The following are examples of situations in which a Game may be restarted after GOR has been established.
- If a Game experiences a Terminal Situation at any point during the Match.
- If a Tournament Official determines that there are environmental conditions which are unfair (e.g. excessive noise, hostile weather, unacceptable safety risks).

○ 7.2.4. Remake Procedure

■ 7.2.4.1. Awarded Game Victory

In the event of a Terminal Situation in which Tournament Officials intend to declare a remake, Tournament Officials must first consider whether a Game victory should be awarded to a Team. Tournament Officials, in their sole discretion, may determine that a Team cannot avoid defeat (i.e. cannot come back and win the Game) to a degree of reasonable certainty. Tournament Officials may, but are not required to, use any or all of the following criteria in the determination that one Team cannot avoid defeat to a degree of reasonable certainty.

- Gold Differential. The total economy of a team is below 90,000, the economic gap between the teams is greater than 33% of the disadvantaged side.
- Remaining Turret Differential. The difference in the number of remaining turrets between the Teams is six (6) or higher.
- Respawn Player Differential. The difference in live Player characters between the Teams is at least four (4), with the remaining death timers on all dead Players being at least twenty-five (25) seconds or higher.
- Straight Up GG. At the time of technical difficulty, there is no scenario that in the opinion of League Officials, could result in anything other than the victory of one Team.

■ 7.2.4.2. Offering a Remake

If Tournament Officials do not award the Game victory, Tournament Officials will determine whether either or both Teams were significantly disadvantaged by the Bug, and any significantly disadvantaged Team will be offered the opportunity to remake the Game. If any significantly disadvantaged Team accepts a remake, the Game will immediately be remade as per this Section. Significant disadvantage is a prerequisite to a remake offer. In certain Terminal Situations, for example, where the server has crashed, Tournament Officials may direct a remake without offering Teams the opportunity to remake the Game.

■ 7.2.4.3. Controlled Environment

Certain conditions may be preserved in the event of a remade Game that has not reached GOR, including, without limitation, picks/bans or Summoner spells. If, however, a Match has reached GOR, Tournament Officials shall not retain any settings.

■ 7.2.4.4. Champion and Skin Disables

If the remake occurred due to a champion Bug, then settings no longer will be retained (including picks and bans) regardless of Game of Record status and the champion may be made ineligible for at least the remainder of the day's Matches unless the Bug can be conclusively tied to a specific Game element that can be fully removed (i.e. a skin that can be disabled).

■ 7.2.5. Pre-Game Hardware Malfunction

During pre-game delays due to hardware malfunctions, Tournament Officials will provide for a maximum of 15 minutes for resolution. If an affected Team is unable to provide substantial evidence of imminent resolution within 15 minutes, Tournament Officials may, in their sole discretion, offer to reschedule the Game in question or forfeit an affected Team.

■ 7.2.6. Tournament Discretion

Tournament Officials may restart any Game if Tournament Officials believe that such an action is necessary to preserve the best interests of the Tournament. This power is not constrained in any way by the lack of any specific language in these Rules. Any Game restart may be subject to consultation with and review by ESL.

■ 7.2.7 Unintentional Disconnection

A player losing connection to the game due to problems or issues with the game client, platform, network, or mobile phone.

■ 7.2.8 Intentional Disconnection

A player losing connection to the game due to player's actions (i.e. quitting the game). Any actions of a player which lead to a disconnection shall be deemed intentional, regardless of the actual intent of the player.

■ 7.2.9 Server Crash

All players losing connection to a game due to an issue with a game server, or venue internet instability.

■ 7.2.10 Player Confirmation of Settings

Each team captain shall verify that every player on his/her team has finalized their intended game settings (including runes, masteries, controls, and GUI settings) before GOR is established. Any error in verification is not grounds for a game restart after GOR is established.

■ 7.2.11 Break Time

ESL officials will inform players of the remaining amount of time before the next game's pick/ban phase begins. Pick/ban phase will commence as scheduled, regardless of whether a team is fully present in the match area at that time. ESL officials may, at their discretion, log in to a player's account and join the game lobby.

■ 7.2.12. Results

Tournament Officials will confirm and record the Match result.

■ 7.2.13. Tech Notes

Players will identify any technical issues with Tournament Officials.

■ 7.2.14. Break Time Between Games

Tournament Officials will inform players of the remaining amount of time before the next Game in the Match, if applicable. The standard time for transition in between Games is eight (8) minutes from the time of the last Game's Round until players are required in their seats for the next Game. The next Game, if applicable, will commence as soon as both Teams have

confirmed to a Referee or Tournament Official that all players are ready to play and, at LAN Events, in their seats.

■ 7.2.15. Break Time Between Matches

The standard time for transition in between Matches is fifteen (15) minutes from the time of the last Match's Round until players are required in their seats/lobby for the next Match. The next Match, if applicable, will commence as soon as both Teams have confirmed to a Referee or Tournament Official that all players are ready to play and, at LAN Events, in their seats. If all the players are not ready to play and in their seats (if applicable) at the time designated to them by the Referees or Tournament Officials, the Team can be sanctioned for delay of Game.

■ 7.2.16. Post-Match Obligations

Players will be informed of any post-Match obligations, including, but not limited to, media appearances, interviews, or further discussion of any Match matters.

■ 7.2.17. Media Obligations

Teams will be required to make available to the media for a minimum of 15 minutes at least one player that started any Match that day. If a player has started at least 2 Matches throughout WCS, the player will be required to have made him or herself available to the media at least once during the Event. A Team may not make available the same player for media for 4 consecutive Match days.

■ 7.2.18 Results of Forfeiture

Matches won by forfeit will be reported by the minimum score it would take for one Team to win the Match (e.g. 1-0 for best-of-1 Matches, 2-0 for best-of-three Matches, 3-0 for best-of-five Matches). No other statistics will be recorded for forfeited Matches.

8. Player Identification

Players are required to begin any preparations needed to reach Finals. This means, having identification that allows you to travel available to verify all participants in the event of a live Finals.

9. Rule violations, punishments and ESIC

ESL and its tournaments are part of ESIC, the Esports Integrity Commission. That means that all rules and regulations of ESIC apply to all ESL tournaments. You can look them up on their website at <https://esic.gg/>.

The following sub-paragraphs are meant to give you an impression about what things are forbidden. For more detailed information, please also visit the ESIC website.

9.1 Code of conduct

Every participant has to behave with respect towards the representatives of the ESL, press, viewers, partners and other players. The participants are requested to represent esports, ESL, and their Sponsors honorably. This applies to behavior in-game and also in chats, messengers, comments and other media.

We expect players to conduct themselves according to the following values:

- Compassion: treat others as you would be treated.
- Integrity: be honest, be committed, play fair.
- Respect: show respect to all other humans, including teammates, competitors, and event staff.
- Courage: be courageous in competition and in standing up for what is right.

Participants must not engage in harassment or hate speech in any form. This includes, but is not limited to:

- Hate speech, offensive behavior, or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
- Stalking or intimidation (physically or online).
- Spamming, raiding, hijacking, or inciting disruption of streams or social media.
- Posting or threatening to post other people's personally identifying information ("doxing").
- Unwelcome sexual attention. This includes, unwelcome sexualized comments, jokes, and sexual advances.
- Advocating for, or encouraging, any of the above behavior.

Please refer to the [AnyKey Keystone Code](#) to learn more about good sporting behavior. Refer to the [ESIC Code of Conduct](#) for detailed conduct rules and penalties

Violation of this Code of Conduct will result in penalty points. In the case of repeat or extreme violations, penalties may include disqualification, or banning from future ESL events.

9.2 Cheating

9.2.1 Cheat software

Any use of software that could be considered cheats is strictly forbidden. The tournament administration reserves the right to specify what is considered a cheat.

9.2.2 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 (e.g. streams).

9.2.3 Punishments for cheating

When cheating is uncovered in the event, 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.

In team competitions, the team will be disqualified from the ESL event where the cheating occurred.

9.2.4 Methods to detect cheating

ESL reserves the right to use different methods to inspect participants and their equipment, with or without prior information.

9.3 Doping

9.3.1 Refusing to be tested

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

9.3.2 List of prohibited substances and methods

The List of Prohibited Substances and Methods created by the Esports Integrity Commission (ESIC) is valid for the ESL tournaments. The list can be found here:

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

Any unsanctioned use of these substances is considered doping.

9.3.3 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.

9.3.4 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 (1-2) 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 result will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

9.4 Using alcohol or other psychoactive drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances linked under 4.3.2, 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.

9.5 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 ESL 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.

9.6 Competition manipulation

Offering money/benefits, making threats or exerting pressure towards anyone involved with ESL 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.

9.6.1 Punishments for competition manipulation

When attempted competition manipulation is uncovered in the ESL, 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 ESL event where the attempt occurred.

9.7 Match fixing

Using any means to manipulate the outcome of a match for purposes that are not sporting 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.

9.7.1 Punishments for match fixing

When match fixing is uncovered in the ESL, 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.

9.8 Limitations for issuing punishments

Punishments can be issued for a limited amount of time after the incident that is being punished. In case of cheating and match-fixing, this duration is set to 10 years. For infractions like ringing, faking, lying about legally relevant personal information (name, age, nationality, residency, ...), the duration is set to 5 years. Smaller infractions may expire earlier.

9.9 Publisher or ESIC bans

ESL reserves the right to refuse players who have standing bans from the game publisher to take part in ESL tournaments.

Also, ESIC bans will be honored and translated into ESL bans.

9.10 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 penalty points. The most important and most common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of breach of netiquette (e.g. harassment).

9.10.1 Public behavior

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

All participants shall abstain, at all times, from any action or inaction that brings anybody involved with the tournament in any way into public disrepute, contempt, scandal or ridicule or reduces the public relations or commercial value of any involved party. This includes derogatory comments aimed at ESL, its partners or products in interviews, statements and/or social media channels.

9.10.2 Insults

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

9.10.3 Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the ESL.

Spamming on the website (forums, match comments, player guest books, support and protest tickets, etc.) will be punished depending on the nature and severity of the offense.

9.10.4 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 disrupting the flow of the play. The all chat functions are there to communicate efficiently with the opponent and the match admins.

9.10.5 Damaging or soiling

Participants taking action that could or does result in damage or soiling of rooms, furniture, equipment or similar items will be fined. The fine will be based on the cost to restore the original state, handling efforts to fix the issue, and damaging reputation with third parties/public.

9.11 Unsportsmanlike behavior

For an orderly and pleasant game, it is essential that all players have sportsmanlike behavior. The most important and most common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior.

9.11.1 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 such as falsifying match media, the team will be awarded up to four (4) minor penalty points. (Match media are all uploads, including but not limited to: Screenshots, demos, models, and so on.)

9.11.2 Ringer/faker

Any players involved in faking or ringing a player will be barred for a minimum of 3 matches, also, one (1) major penalty point will be awarded per incident.

9.11.3 Misleading admins or players

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

10. Technical Issues

Teams are responsible for their own technical issues, including hardware, software, and/or internet issues. Matches will not be rescheduled because of technical issues and matches will be played nevertheless.

11. Live Broadcast

All contents, photos, videos, replays, and other resources generated by players and the ESL Mobile 2021 belong to ESL. Players accept this condition by agreeing to compete in the ESL Mobile.

11.1 Media Obligations

Not fulfilling the media or comparable 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 line-up missing: \$600 + 0.75% of the prize money winnings
 - 31-50% of the line-up missing: \$800 + 1% of the prize money winnings
 - 51-70% of the line-up missing: \$1000 + 1.25% of the prize money winnings
 - 71-99% of the line-up missing: \$1200 + 1.5% of the prize money winnings
 - 100% of the line-up missing: \$2000 + 2.5% of the prize money winnings
- Appearing incomplete or too late for a press conference:
 - 1-30% of the line-up missing: \$360 + 0.45% of the prize money winnings
 - 31-50% of the line-up missing: \$480 + 0.6% of the prize money winnings
 - 51-70% of the line-up missing: \$600 + 0.75% of the prize money winnings
 - 71-99% of the line-up missing: \$720 + 0.9% of the prize money winnings
 - 100% of the line-up missing: \$1200 + 1.5% of the prize money winnings

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 ESL alone.

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