



# **Guns of Boom**

## **Season Two**

### **Rulebook**

# Table of contents

## [1. Guns of Boom Challenger](#)

### [1.1 Challenger format explanation](#)

### [1.2. Challenger point system](#)

### [1.3. Challenger Prize Pool](#)

## [2. Offline Event Rules - Pro Series and Gods of Boom](#)

### [2.1. General Rules](#)

### [2.2. Removable Media](#)

### [2.3. Unauthorised applications](#)

### [2.4. Mobile phones, tablets, cameras or similar devices](#)

### [2.5. Warm-up Period](#)

### [2.6. Device connections](#)

### [2.7. Winners Ceremony](#)

### [2.8. Prize Money](#)

### [2.9. Map Pool and veto process](#)

### [2.10. Team logos](#)

## [3. Unsportsmanlike Behaviour](#)

## [4. Insults](#)

### [4.1. Spamming](#)

## [5. Player Eligibility](#)

### [5.1. Team and Player Names](#)

## [6. Game Version](#)

### [6.1. Technical Issues](#)

## [7. Disqualification](#)

## [8. Restricted items](#)

## [9. Substitute Players](#)

## [10. Roster Rules](#)

## [11. Disconnects](#)

## [12. Communication & Support](#)

## [13. Referee Decisions](#)

## [14. Use of personal information](#)

## 1. Guns of Boom Challenger

### 1.1 Challenger format explanation

Guns of Boom Challenger will be played as a series of weekly cups. These cups will take place on Saturdays on following hours:

- SEA Cup - 6 P.M. SGT
- EU Cup - 6 P.M. CET
- LATM Cup - 7 P.M. BRST
- NA Cup - 4 P.M. EST

These times might be a subject to change later in the Season Two.

The cups are planned to take place every Saturday, with breaks at the weekends where offline events will be held. First six weeks will be played on following dates:

- January 19th
- January 26th
- February 2nd
- February 9th
- February 16th
- February 23th

Later cup dates will be confirmed at later date.

### 1.2. Challenger point system

Teams will be awarded points for their performance during the Challenger cups. Points will be distributed as follows:

- 1st place - 100 points
- 2nd place - 75 points
- 3rd /4th place - 50 points
- Places 5th to 8th - 25 points

This point system will apply to all regions and the regional leaders will be tracked on their regional leaderboards.

After initial 6 weeks of play, the points will be **reset at February 24th 2019**. Top 2 teams from NA and EU and Top 1 teams from SEA and LATAM regions will receive invites to the Pro Series offline event.

Further details about the Pro Series event, such as prize pool and location will be announced separately at a later date.

### 1.3. Challenger Prize Pool

Each Challenger cup in every region will have it's own prize pool of \$1000.

The prizes will be distributed as follows:

- 1st place - \$400
- 2nd place - \$200
- 3rd / 4th place - \$100
- Places 5th to 8th - \$50

All prize money paid out is subject to Polish taxation laws, and thus the amount paid out will have the taxes **deducted** from the total amount.

## 2. Offline Event Rules - Pro Series and Gods of Boom

### 2.1. General Rules

- Every player must wear matching respective team jerseys.
- Every player must wear closed shoes, no sandals or flip flops are allowed.
- Every player must wear full length pants on stage, at all times.
- No hats or any headwear is allowed to be worn during tournament matches
- Noise cancelling headsets will be provided and are mandatory to use at all times during tournament matches, failure to use the provided headsets can lead to disqualification in that specific match.
- Players are not allowed to move from their desks while still in an active match.
- Players are expected to be ready to play 10 minutes before the official scheduled start time.

### 2.2. Removable Media

It is strictly forbidden to connect or use any removable media on the tournament devices without prior examination and approval from the tournament administrators.

### 2.3. Unauthorised applications

It is strictly forbidden for any unauthorised applications to be installed on the tournament devices without prior approval from the tournament administrators.

### 2.4. Mobile phones, tablets, cameras or similar devices

Participants are not allowed to bring any electronic devices, cameras or similar devices into the gaming area unless priorly permitted by the head admin. Such devices have to be handed to tournament officials before starting to setup before the first match.

Participants are not allowed to take photos and/or make any recordings on stage and during the opening ceremonies.

## 2.5. Warm-up Period

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

## 2.6. Device connections

In order to record first person perspectives of every player, several wires will be connected to the tournament devices. It is strictly forbidden to tamper with these wires at any point. Participants caught tampering with wires will face penalties.

## 2.7. Winners Ceremony

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

## 2.8. Prize Money

All prize money paid out is subject to Polish taxation laws, and thus the amount paid out will have the taxes **deducted** from the total amount.

## 2.9. Map Pool and veto process

The map pool consists of the following maps:

- Wild West: Saloon
- Subway: Station
- Paradise Island
- Atrium
- Europe: Square
- Farming Complex
- Military Warehouse
- Skyscrapers
- Europe: Street
- Construction Site
- Old Factory

Before each match, teams will use the following process for picking and banning maps:

HP = Higher seed pick

LP = Lower seed pick

HB = Higher seed ban

LB = Lower seed ban

BO3 - HB, LB, LB, HB, HP, LP, LB, HB, LB, HB, HP

BO5 - HB, LB, LB, HB, HP, LP, HP, LP, LB, HB, HP

## 2.10. Team logos

All teams hoping to participate in the Offline events must submit team logos in vector format, size 1000x1000 pixels, 5 weeks before the commencement of the event. If a logo is not submitted, your in-game clan emblem will be used.

## 3. Unsportsmanlike Behaviour

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

## 4. Insults

All insults occurring in connection with the Season Two will be punished. This primarily applies to insults during a match but also on the ESL website (forums, match comments, player guestbooks, support and protest tickets, etc.). Insults on IRC, IM programs, E-mail, social media or other means of communication will be punished if they can be linked to the Season Two 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 matches.

### 4.1. Spamming

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

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

## 5. Player Eligibility

In order to participate in the Guns of Boom Season Two by ESL, you must meet the following requirements:

\* You must be 18 years old or older.

- \* You must have an active Guns of Boom account in good standing and link it to your profile.
- \* When qualified to the offline event, you must have a valid VISA (or equivalent permission) to enter country hosting the tournament., if your nationality requires it. Tournament administration will be assisting players in getting the VISA in time and will be providing necessary documents, but it's a player responsibility to secure the VISA to be able to attend the finals.

If you do not meet these requirements, you will be deemed ineligible.

Any players taking part in the Season Two will be required to show a valid Visa or visa waiver (for relevant countries) for entering the Host Countries by the commencement of the tournament, if their country requires such documentation.

Any failure to provide entrance documents to the Host Countries before that date will cause the team to lose their qualifier position to the next team in line.

## 5.1. Team and Player Names

ESL reserves the right to edit Nicknames and/or URL aliases. Team or player names that are too similar to that of another team or player are subject to be changed by ESL. For more information on team and player names, please refer to the ESL Global Ruleset section 3.1.2. "Nicknames, Team Names and URL Aliases."

- Player names must not contain unnecessary symbols
- Player names must not contain team tags
- Players on the same team must use the same insignia
- Players must use the same clan tag, which must be similar to the team name

Only registered team members are allowed to play for a team.

## 6. Game Version

All players will be participating on the most recent version of the Guns of Boom client. All players are **required** to play using mobile devices (phones, tablets). Using any emulation software to play the game is prohibited and will result in a disqualification and further consequences.

### 6.1. Technical Issues

Teams and players must report any technical issues they have immediately. Failure to report an issue before the start of a game will not result in a game restart, it is the responsibility of the player to ensure their set-up is complete.

## 7. Disqualification

To keep tournaments as efficient as possible, ESL reserves the right to disqualify teams.

- Usage of 3rd party programs that enhance, add, modify, or remove game appearance, color, or files, is strictly prohibited during this event.
- Intentionally changing your character's angle to look through a texture or object is prohibited.
- The intentional use of any bugs, glitches, or errors in the game is strictly forbidden and will be penalized. Any team found to be using any known exploit will forfeit their game upon the first occurrence of the exploit. If the team is found to use another known exploit for a second time and it is determined to have been done on purpose they will be removed from the event and barred from any future events.
- Betting during any ESL event (by a player, team, or on behalf of anyone associated with the team) is off limits. Those partaking will be disqualified from the event in question and will receive a minimum of 6 months ban.

## **8. Restricted items**

These items are banned from use in the ESL Tournaments and Pro Play:

- The EYE helmet
- Paracelsus helmet
- Cheetah pants
- Reaper
- Sunburst
- Icebreaker
- Mustang
- Scorpion

## **9. Substitute Players**

No substitute players are allowed - teams have to play with the 4 players they entered the tournament with. Similarly, during the offline events, teams are required to name 4 players to play as Tournament Organizer will only provide travel and accommodation to 4 players per team.

## **10. Roster Rules**

In case of the teams changing their lineup during the Season Two, for the team to retain the points collected in the tournament, they need to retain three out of four players that played for the team in that tournament.

Changing two or more players will cause the points to be deemed void.

## **11. Disconnects**

In the case that a player(s) disconnects during first 30 seconds of a map, the map will be restarted.

## **12. Communication & Support**

In case of any issues with the tournament or the opponents, team should chose a representative, who should contact the referees immediately.

### **13. Referee Decisions**

All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final, except in cases where the option to appeal is clearly stated.

Conversations, either verbal or written, between organizers, admins or referees, and participants are confidential. Publicly posting or sharing these conversations with outside parties is strictly forbidden, unless permission is obtained. ESL reserves the right to make changes to this rule set when necessary, and without prior notice.

### **14. Use of personal information**

By participating in the Season Two, you agree that ESL and Game Insight may use your personal information, including but not limited to first name, surname, age, date of birth and nationality in promotional content in the run up to, and during, the Season Two.