

# 1. General understanding of the Rulebook

The following rulebook is valid for all stages of the Tournament.

- Brawl Stars World Championship SEA & AUNZ Open Qualifier (“SEA & AUNZ Open Qualifier”)
- Brawl Stars World Championship SEA Offline Playoffs (“Offline Playoffs”)

Admins reserve the rights 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.

## 2. Tournament Rules

### 2.1. Participation requirements

In order to participate in tournaments hosted by ESL, you must meet the following requirements: All players must hold valid travel documents for travel (travel dates to qualifier see your qualifier cup page, to world finals at a later date).

All players must be 16 years of age or older. If the player is not of the legal age of majority in his/her respective jurisdiction of residence, and is considered a minor at the time and date of his/her participation in the Brawl Stars World Championship SEA Offline Playoffs, he/she must have his/her parent or legal guardian consent and agree to the additional rulebook on his/her behalf.

You must be a registered player on the ESL Play platform. If you do not meet these requirements you will be deemed ineligible.

In case a team which does not fulfill the requirements qualifies through this tournament, the team will lose the right to the qualifier and the next top qualified player will take their place.

### 2.2. Home Country/Region requirements

A Player's home country is the nation in which he resides for a majority of the period in which the Tournament is contested. In each individual fixture in the Tournament, a team must field all Players whose home country is listed as below:

Australia, New Zealand, Malaysia, Singapore, Thailand, Philippines, Vietnam, Cambodia, Laos, Myanmar, Brunei and East Timor only (excluding Indonesia and India).

## **2.3. Player names**

ESL reserves the right to edit Nicknames and/or URL aliases. Player names that are too similar to that of another player are subject to be changed by ESL. For more information on player names, please refer to the ESL Global Ruleset section 3.1.2. "Nicknames, Team Names and URL Aliases". If a player name has been wrongly seized, please file a support ticket with proof of ownership of the name.

## **2.4. 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.

## **2.5. Patch**

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

## **2.6. Devices**

All players must play on a mobile device (smartphone or tablet). Emulators or any software that modifies the game to be played via PC or other unauthorized devices are banned. Players caught using such software will face a penalty.

## **2.7. Offline Playoffs Devices**

The offline playoffs of this Tournament will be played on standard tournament devices (phone make and model TBC), provided and owned by the Tournament Organiser. Downloading or running any applications or opening any websites, other than the Brawl Stars app, is strictly prohibited and subject to penalties.

Any physical damage to the devices will result in prize money penalty and possible disqualification from the tournament. Players will receive the devices for testing purposes and to set up their profiles before the match. All the technical issues should be immediately reported to Team Handlers or Admins - if no issues are reported, the devices will be treated as 100% ready and working for the match.

## **2.8. Check in**

All players must be online and ready to play at the match times defined by ESL. Players are required to follow the tournament's sign up process and check in their team. Failure to check in a player will lead to not being able to participate in the tournament.

## **2.9. Failure to Show during Offline Playoffs**

Participants should be ready to play 30 minutes before the scheduled match time. Any delays must be immediately brought to a tournament administrator's attention. If a team fails to show up for a match within the given time, penalties may be applied. Penalties include, but are not limited to, forfeiting the game, forfeiting a map or penalty points.

## **2.10. Forfeits during Offline Playoffs**

Participants are not allowed to forfeit a match. Forfeiting will result in loss of the match and possible prize pool reduction for the team.

## **2.11. Game Restarts during Offline Playoffs**

A match can only be restarted with prior Admin approval. Please contact an Admin to receive approval. In a restarted game each participant must choose the same brawler, as picked at the start of the original match.

## **2.12. Brawl Stars account requirements**

All players should play with their own Brawl Stars account which hasn't been banned before, for example refund abuse, account sharing and etc. If the player's account is banned during the tournament, he/she will be automatically removed from the tournament.

## **2.13. License in Offline Playoffs**

The team license will be awarded to Teams that qualify to Offline Playoffs. It can be a legal entity such as a registered association, organization, limited company and so on. Each legal entity is only allowed to hold one team license in the same Tournament. No other legal entity controlled by the same person/people is allowed to hold another license.

If there is no such entity existent for the team in question or the existing entity has never been reported to and accepted by the Admin, a restricted license may be awarded to the actual team, where the team leader or organizer will be designated contact person for this team. This person will be

responsible for keeping the team in order, and holding the team account on ESL, but in such a case the right to the license can only be sustained if the majority of the players that actively played in the SEA & AUNZ Open Qualifier of this tournament stay together as a team. The license holder or representative is responsible for all actions and commitments of the team.

Any changes in the team license must be reported to and accepted by the Admin before it can be followed through. Failure to report any changes in the license, or omitting any needed information about the team may be punished with penalty points or other sanctions. The License holder is the entity that decides about the recipient of the prize money won under its license. The point of contact will be the individual to whom the prize form is submitted at the end of the season.

## **2.14. Review of Team License**

If a license holder loses over 67% of their starting lineup (from SEA & AUNZ Open Qualifier), Admin will review the license and possibly withdraw it.

# **3. Tournament format**

## **3.1. Tournament Stages**

### **3.1.1. SEA & AUNZ Open Qualifier**

On the tournament date, this tournament will be running Single Elimination and Double Elimination format, Best of Three (BO3) and Best of Five (BO5) sets to determine the qualifying team(s) to Offline Playoffs stage.

- Single Elimination, BO3
  - RO 128 to RO 16
  - RO 8
- Double Elimination, BO5
  - RO 4
  - Lower Bracket Round 1, Round 2 and Round 3
  - Lower Bracket Finals
  - Upper Bracket Finals
  - Grand Finals

From Quarterfinals (RO8) onwards, every game will be broadcasted, please communicate to admin to know your play time.

You are required to join the In-Game Club given by admins for the game to be broadcasted.

### 3.1.1. Offline Playoffs

Between 19th - 20th of October, the best teams from SEA & AUNZ Open Qualifier will be joined by top teams from Indonesia and India to compete in the Offline Playoffs. The tournament will be running Double Elimination format, Best of Three (BO3) and Best of Five (BO5) sets to determine the final SEA Representative who will be invited to the G-Star World Finals!

- Double Elimination, BO5
  - RO 8 to Grand Finals

## 3.2. Game Modes

The mode sequences cannot be changed by the teams.

- BO3 format, 1. Gem Grab 2. Brawl Ball 3. Bounty
- BO5 format, 1. Gem Grab 2. Brawl Ball 3. Bounty 4. Heist 5. Siege

## 3.3. Maps

Every round has its own sets and maps. Players are not allowed to change the sets or maps. The play maps are subject to change by admins depending on **2.5 Patch**.

- RO 128 to RO 16
- RO 8

	Set 1 Gem Grab	Set 2 Brawl Ball	Set 3 Bounty
Game 1	Minecart Madness	Center Stage	Snake Prairie
Game 2	Spring Trap	Pinball Dreams	Layer Cake
Game 3	Double Swoosh	Coarse Course	Canal Grande

- RO 4, Lower Bracket Round 1, Lower Bracket Round 2, Lower Bracket Round 3

	Set 1 Gem Grab	Set 2 Brawl Ball	Set 3 Bounty	Set 4 Heist	Set 5 Siege
Game 1	Spring Trap	Pinball Dreams	Layer Cake	Safe Zone	Junk Park
Game 2	Double Swoosh	Coarse Course	Canal Grande	Sandy Gems	Nuts & Bolts
Game 3	Royal Flush	Slalom Slam	Overgrown Oasis	Pit Stop	Factory Rush

- Grand Finals, Upper Bracket Finals, Lower Bracket Finals

	Set 1 Gem Grab	Set 2 Brawl Ball	Set 3 Bounty	Set 4 Heist	Set 5 Siege
Game 1	Double Swoosh	Coarse Course	Canal Grande	Sandy Gems	Nuts & Bolts
Game 2	Royal Flush	Slalom Slam	Overgrown Oasis	Pit Stop	Factory Rush
Game 3	Minecart Madness	Center Stage	Snake Prairie	Hot Potato	Some Assembly Required

### 3.4. Draws

In case of a draw in any of the game modes, the teams should replay the same mode immediately after completion, unless instructed otherwise by the admins.

### 3.5. Seeding

Teams need to complete each bracket they play in to determine the seed for all further stages of the competition until they receive a standing into the rankings and a winner is declared.

### 3.6. Team Size

A team can only have three players in their active lineup at a time for each qualifier. For all further stages of the competition, there can be a maximum of 4 players in a single team - 3 players in an active lineup and 1 substitute. Players can be part only of one team at a time throughout all stages of the competition.

### 3.7. Team Changes

The majority of players from a team has to remain the same for each following tournament stage of the competitions. Teams might change only 1 player per tournament stage to be considered eligible for participation. In all cases player changes have to be announced and approved by an admin.

### 3.9. Match changes

ESL may, at its sole discretion, change the start time of a match. ESL will notify all involved players at the earliest possible convenience.

### 3.10. Rule Enforcement

The rules are a guideline and the decisions by admins may differ from them depending on the circumstances. The tournament administration may change these rules at any time without prior notice.

### 3.11. Game Preparations

Please resolve any problems that might occur before a match starts. Connection or hardware problems during a match could lead to a disqualification by ESL admins. Agreements between the teams/players have to be posted as match comments. The match must be played with the correct settings.

### 3.12. Prizing

The top 6 teams from this tournament will be representing SEA region to participate in Brawl Stars World Championship SEA Offline Playoffs, an offline event to be held in October 2019. Travel and Accommodation will be provided to participate in the Offline Playoffs.

#### **Brawl Stars World Championship SEA & AUNZ Open Qualifier**

1st Place	USD600 + Qualify to Brawl Stars World Championship SEA Offline Playoffs
2nd Place	USD300 + Qualify to Brawl Stars World Championship SEA Offline Playoffs
3rd Place	USD150 + Qualify to Brawl Stars World Championship SEA Offline Playoffs
4th Place	USD150 + Qualify to Brawl Stars World Championship SEA Offline Playoffs
5th Place	Qualify to Brawl Stars World Championship SEA Offline Playoffs
6th Place	Qualify to Brawl Stars World Championship SEA Offline Playoffs

#### **Brawl Stars World Championship Offline Playoffs**

1st Place	USD1500 + Invitation to G-Star World Finals
2nd Place	USD1000
3rd Place	USD800
4th Place	USD500
5th - 8th Place	USD300

All prize money will be paid out, at latest 90 days after the Brawl Stars World Championship SEA Offline Playoffs have been completed. If a Team or Player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

## **4. Match Rules**

### **4.1. Brawlers**

No Brawlers ban until Round of 8 (RO8). From RO8 onwards, each team can ban one (1) Brawler for each mode. For example, Gem Grab - Bibi, Shelly; Brawl Ball - Sandy, Spike and so forth.

Brawlers ban will be implemented from RO8 to Grand Finals. In the scenario of each team banned the same Brawler **OR** there is only one team submitted the Brawler ban, the mode will be proceed with one (1) Brawler ban only.

The Brawlers ban must be communicated through ESL Play Chat or dedicated communication channel.

The same Brawlers can be played by both teams.

### **4.2. Tournament Settings**

Match type: 3v3 Mode: There are five game modes: Gem Grab, Heist, Brawl Ball, Bounty and Siege.

### **4.3. Battle invitation**

The team on the left side of the match page shall host a game and share its code with the opposing team.

### **4.4. Player drops**

Players are responsible for their internet connection, and in case they drop, their team must continue the match in 2v3.

### **4.5. Failure to appear / No Show**

Each player has 15 minutes to show up to a match (match start time +15 minutes). Showing up after 15 minutes will result in a default loss. The team that is waiting must open a protest ticket in order to request the default win. Please keep in mind, if a player did show up in time, but needs to leave to sort an issue, it does not count as a no show if he's not back after match time + 15 minutes. Abuse of this



exception will lead to a default loss of the match. Please open a protest ticket if you feel that the player is abusing this rule.

## 4.6. Results

Both teams are responsible to enter the correct results on the ESL website. Therefore, both players have to take a screenshot at the end of the match, where we can see the correct result, and then upload it to the ESL website. If you have a conflict with the match result, please open a protest ticket. Both players can be disqualified if there is not enough proof to declare a winner.

## 4.7. Abandoning / Forfeit

In the event a team is online, has played at least 1 battle but is not responding within 10 minutes to any of the contact ways that we have on ESL Play (Chat, Protest ticket or Personal Message), they will be granted a default loss, resulting in a tournament disqualification.

## 4.8. Screenshots

A screenshot of the on-screen results must be made for every game that is played. The screenshots must be uploaded onto the page with the match details as soon as possible after the game has ended. One screenshot showing each result (e.g. per each round) is needed and can be uploaded by either the winner or the loser. Here is an example of a valid screenshot. -



## 4.9. Match Media

All match media must be kept for at least 14 days. Faking or manipulating match media is forbidden and will result in severe penalties. Match media should be named clearly based on what it is.

## 4.10. Definition of Match Media

Match media are all uploads, including but not limited to: screenshots, ESL Wire files, demos, models and videos.

### **4.11. Observers**

Observers organized by ESL admins and people that are given permission by an admin (e.g. shoutcasters or streams) are permitted.

### **4.12. Casting and streaming**

ESL shall be performing a live broadcast during the tournament. By competing in the qualifiers all players agree to be recorded as part of the offline broadcast. In addition, ESL may choose to broadcast the qualifier matches to which all competing players give their consent by taking part in the qualifier event. Casting an ESL match is only permitted with an ESL admin agreement. To get an agreement please write a support ticket.

## **5. Technical Issues**

Players 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.

## **6. Communication and support**

Please use the match chat, located on the bottom right-hand side of ESL Play, or submit a support ticket for any assistance during the cup.

### **6.1. Admins**

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.

### **6.2. Confidentiality**

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 ESL's permission is obtained.

## **7. Player conduct**

### **7.1. Competitive integrity**

Players are expected to behave at their best at all times. Unfair conduct may include, but is not limited to, hacking, exploiting, ringing and intentional disconnection. Players are expected to showcase good sportsmanship and fair play. The tournament administration maintains the sole judgment for violations of these rules.

## **7.2. Compliance**

Players must follow the instructions of the tournament administration at all times.

## **7.3. Hate Speech**

Players are prohibited from using any language that is obscene, abusive, hateful, insulting, threatening, racist, or otherwise offensive or objectionable.

## **7.4. Betting**

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 tournament and will receive a 6 months ban.

## **7.5. Cheating**

Any form of cheating will not be tolerated. When cheating is uncovered the team in question will immediately be removed from the tournament and banned from all competitions for 6 months. Players may be requested to install anticheat software on their devices for the duration of the tournament.

Examples of cheating include, but are not limited to:

### **7.5.1. DDoSing**

Limiting, or attempting to limit, another participant's connection to the game through a Distributed Denial of Service attack or any other means.

### **7.5.2. Match Fixing**

Attempting to intentionally alter the results of a match by losing or otherwise trying to affect the results.

### **7.5.3. Account Sharing**

Allowing individuals who are not the account's owner to play on a player's account during an official match.

### **7.5.4. Software or Hardware**

Using any software or hardware to gain benefits that are otherwise not available in-game.

Examples include, but are not limited to: any form of scripting, no-fog, coloured models, texture changes and sound changes.

## **7.6. Disqualification**

ESL reserves the right to disqualify teams and players. Any team found to be using a 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.

# **8. Penalties**

If a Player violates one or more provisions of this Rulebook, they will be punished according to the degree of the infringement. The Admin will decide, in its sole discretion, whether an offence has affected the outcome of a Match to an extent that it cannot be counted and must be repeated.

The decision on the specific classification and punishment lies at the sole discretion of the Admins of Brawl Stars World Championship SEA Qualifier. The Admin is not obliged to present any justification or explanation of the process of applying a specific punishment.

Penalties at the disposal of the Brawl Stars World Championship SEA Qualifier are:

- Disqualification
- Prize Money fine
- Warning

# **9. Penalty Point Catalogue**

In general, a player and the team can receive up to 6 penalty points per match, unless a single violation has a higher punishment. A team is only punished once per violation, regardless of how many players. Where a player or team receives penalty points for multiple violations, the penalty points are added together.

Rule violation	Number of penalty points
<b>General</b>	
No show <sup>1</sup>	Team: 3; Player: 2
Reject compulsory challenge	Normal: 1 Intense: 2
Abort match	Player / Team: 4
<b>Use of ineligible player</b>	
Inactive barrage	Player / Team: 3
Barraged	Player / Team: 6
Unregistered player	Player / Team: 3
Missing Premium (where required)	Player / Team: 3
Missing Trusted (where required)	Player / Team: 3
Ringer/Faker	Player / Team: 6
Playing with wrong gameaccount	Player / Team: 3
Playing without a registered gameaccount	Player / Team: 3
<b>Unsportsmanlike behaviour</b>	
Multiple/Fake accounts	Warning / 1-3 penalty points
Faking country/nationality	Warning / 1 / 2 / 3 penalty points
Deception	Player / Team: 1 - 4
Fake result	Player / Team: 4

Left match	Player / Team: 4
Ladder mixed: Play with wrong Team or Changed Random	Player: 3 first Time, 4 for the next time
Modify a Team	Player / Team: 6 + 1 month LeagueBan
Fake match media	Player / Team: 6
Fake match	Player / Team: 6
Cheating	Player: 12 / Team: 6