



ESL Southeast Europe Championship Rulebook

Season Nine 2019

This document outlines the rules that should at all times be followed when participating in an ESL Southeast Europe Championship 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 goes 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.

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1. Definitions

1.1. What is the ESL Southeast Europe Championship?

The ESL Southeast Europe Championship (ESL SEC) is a multigame esports competition for the geographical region of Southeast Europe organized by the ESL. Its purpose is to foster the competitive scene in the region by enabling the gamers from different countries to compete and increase their skill and receive visibility, while providing high-quality and region relevant entertainment for the fans.

1.2. Range of Validity

ESL Southeast Championship (hereinafter "**League**") is operated as part of the ESL by Turtle Entertainment GmbH.

This is the only rulebook which is valid for the League, its participants (for the purpose of this Rulebook hereinafter **"Team(s)"**) and all matches played within the scope of the League. With its participation the Team and its players (hereinafter **"Player(s)"**) state that they understand and accept all rules specified in this Rulebook.

1.3. Participants

A League participant is a team or a player that is participating in the League. Any member of an ESL Southeast Europe Championship team is a participant of that team.

1.4. Time Zone

The ESL website <http://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 GeoIP location. To be sure, it is recommended to login and enter the correct time zone in the account settings.

1.5. Penalty Points

1.5.1. Definitions and Scope of Penalty Points

Penalty points are given for rule violations within the League, they may be either Minor or Major penalty points dependent on the incident in question.

1.5.1.1. Minor Penalty Points

Minor penalty points are given for minor incidents including, but not limited to, failure to upload required match media, insufficient match statements and insufficient information on a team account. Every minor penalty point deducts 1% (one percent) of the overall prize money received by the team, or player in the tournament they are given.

1.5.1.2. Major Penalty Points

Major penalty points are given for major incidents including, but not limited to, deliberately deceiving admins, failing to show up for match and repeated rule breaking. Every major penalty point deducts 10% (ten percent) of the overall prize money for the tournament.

1.5.1.3. Assigned Penalty Points

Minor and major penalty points are not mutually exclusive and may be given as seen fit by the League administration.

1.5.1.4. League Bans and Penalty Points Outside the ESL SEC

League bans and penalty points outside the ESL Southeast Europe Championship do not apply towards the ESL Southeast Europe Championship, unless they have been awarded for cheating. Other violations including ringing/faking or insults can be punished, depending on the severity of the misbehavior.

1.6. Tournament Administration

Each participant can contact the tournament admins via support ticket or protest ticket on the ESL website.

In case of any complaints or further questions please contact:

Martin Kadinov – Product Owner – m.kadinov@eslgaming.com

Sorin Arhire – Project Manager – s.arhire@eslgaming.com

Panagiotis Bellonias – Tournament Administrator – p3tabyte@eslgaming.com

2. General

2.1. Rule Changes

The League 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 judgment on cases that are not specifically 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.

2.2. Validity of the Rules

If any provision of the rulebook shall be invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of this rulebook. In lieu of the invalid or impracticable provision an appropriate provision shall apply which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the rulebook.

2.3. Confidentiality

The content of protests, support tickets, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without a written consent from the ESL Southeast Europe Championship tournament directors. Breaking this rule will result in adding 1 Minor Penalty Point to the team/player.

2.4. Code of Conduct

All Teams and Players agree to behave in an appropriate and respectful manner towards other Teams and Players, spectators, the press, the broadcast team, League officials, and League administration. Being role models is the occupational hazard of being a Player or organizer and we should behave accordingly. Any sort of harassment should be reported to the above listed League administrators 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 Teams and Players, but every single person involved with or present at a stage of the League. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

2.5. Prohibited Substances and Methods

2.5.1. Doping

2.5.1.1. Refusing to be tested

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

2.5.1.2. List of Prohibited Substances and Methods

The List of Prohibited Substances and Methods created by the World Anti-Doping Agency (WADA) is valid for the League. The list can be found here: <http://list.wada-ama.org/>

2.5.1.3. Prescribed medication

If Players have an active prescription for a substance on the WADA list, they have to send proof to the League administration before the first day of the League (deadline in local time). They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.

2.5.1.4. Categories of 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 penalty points, a ban for the Player and (a) default loss(es), as well as possibly disqualification of the Team.

Repeated cases of doping by the same Player will be punished harder, up to a lifetime ban for the Player.

Repeated cases of doping on the same Team (but by a different Player) will also be punished harder for the Team.

Repeated cases of doping by the same Player on the same Team will be punished harder for both the Team and the Player.

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.

2.5.1.5. Alcohol or other psychoactive drugs

To play a match, 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. Moderate consumption of alcohol outside the active tournament hours for a participant is permitted if not in conflict with local/national law.

2.6. Additional Agreements

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

2.7. Match Broadcasting

2.7.1. Rights

All broadcasting rights of ESL Southeast Europe Championship are owned by the ESL. This includes but is not limited to: IRC bots, shoutcast streams, video streams, replays, demos, TV broadcasts and HLTV.

2.7.2. Waiving These Rights

ESL 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 with at least 3 hours before the start of the match.

2.7.3. Teams Responsibility

Teams cannot refuse to have their matches broadcast by ESL authorized broadcasts, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by the tournament administration. The teams agree to make sufficient accommodation so that broadcasting of matches can take place.

If a team or player refuses a broadcast, 1 Major Penalty Point will be given and the administration can decide for the match to be replayed with a broadcast, making null the initial match that was played without a broadcast.

2.8. Communication

2.8.1. E-Mail

The main official communication method of the ESL Southeast Europe Championship is email, the ESL Southeast Europe Championship will use the email that has been registered in the users profile on ESL, and therefore this email address should always be kept updated and checked at least once every 24 hours so that no important announcements are missed.

2.8.2. Discord

Every team, qualified to the group/playoff stage, must introduce a representative who needs to be present in all match days in the Discord server of ESL Southeast Europe Championship. The representative must be responsive, and

available anytime. He/She is the medium of communication between the organizers and the participating team. Lack of communication could lead to penalty points.

2.9. Conditions of Participation in the ESL Southeast Europe Championship

The following conditions must be met in order to participate in the ESL Southeast Europe Championship.

2.9.1. Residence/Nationality and Number of Players in a Team

The team roster can hold up to **7 members** from any country or nationality, only the lineup composition in a match is restricted.

The majority (3 players) of the team in each match has to be from one of these regions:

- Greece + Cyprus
- Bulgaria
- Romania + Moldova
- Adriatic (Serbia, Croatia, Slovenia, Bosnia and Herzegovina, Montenegro, Macedonia, Albania)
- Hungary

2.9.2. ESL National Championship Limitations

A player cannot participate in more than one ESL operated National Championship per season. This includes but is not limited to:

- A1 Adria League powered by ESL
- ESL AU & NZ Championship
- ESL Championnat National
- ESL Dutch Championship
- ESL India Premiership
- ESL Indonesia Championship
- ESL Masters España
- ESL Meisterschaft
- ESL Mistrovství Česka A Slovenska
- ESL Mistrzostwa Polski
- ESL MY & SG Championship
- ESL Pro European Championship
- ESL Proximus Championship
- ESL Southeast Europe Championship
- ESL Swisscom Hero League
- ESL Thailand Championship
- ESL UK Championship
- ESL Vietnam Championship
- ESL Vodafone Championship
- Intel ESL Türkiye Şampiyonası
- Rainbow Six US Nationals

If in doubt about eligibility, please contact a member of staff.

2.9.3. Home Country/Region on Team Matches

The majority of the lineup present in a team match must have the home country (for qualifiers that are restricted to a country) or region (for qualifiers that are restricted to a region) from which the team qualified for the ESL Southeast Europe Championship. Failure to comply with these regulations will be penalized with a default loss

and possible a disqualification from the tournament.

2.9.4. Nicknames

No sponsor tags are allowed in the nickname on the ESL Site under any circumstances and the general ESL rules for the choice of nicknames apply.

2.9.5. Player Accounts

Each participating member must have his personal details entered in his profile, this includes:

- Place of Residence Country
- Birth Date

An individual player may only hold one ESL account. Breach of this rule is punishable according to the standard ESL multiaccount ruleset.

2.9.6. Game Accounts

Every playing member must have their game accounts entered in their ESL member profile. This is including but not limited to:

- SteamID for CounterStrike: Global Offensive
- Summoner name (EUEast) for League of Legends
- Nickname game ID for Clash Royale

2.9.6.1. Playing With Wrong Game Accounts

It is not allowed to play with a different game account than the one given in the ESL profile. Depending on the stage of the tournament and the repetitiveness of the mistake an incorrect game account may lead to a barrage for the player, a rematch or a default loss being given. If there is insufficient evidence that a player in question indeed played the match or if an admin of the ESL Southeast Europe Championship explicitly allowed it beforehand, a protest for a barrage or rematch will not be admitted. If a non-member of the current team's lineup is found to be playing for the team, it will automatically gain the maximum amount of penalty points, will be disqualified from the tournament and will be banned from all competitions in ESL for two (2) years.

2.9.7. Team Names

The ESL Southeast Europe Championship team name may not have any extensions such as "CS team". The ESL Southeast Europe Championship team name may hold 1 sponsor name, but no product description is allowed. A sponsor may only be the namesponsor of one ESL Southeast Europe Championship team in that competition.

2.9.8. Team Accounts

Each team must have its profile updated with:

- Team Logo
- Place of Residence Country

2.9.9. Changes on the Team Accounts

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

- Adding or removing Players
- Changing the Team name
- Changing the Team logo

2.10. Licenses in the ESL Southeast Europe Championship

2.10.1. Definition

Before each tournament, the ESL awards the ESL Southeast Europe Championship License to the participating teams, or individuals. In most cases, these are participants that:

- have qualified through ESL Southeast Europe Championship open qualifiers
- have been invited to a specific event by the tournament organization.

2.10.2. Duration

ESL Southeast Europe Championship licenses are valid for one ESL Southeast Europe Championship event, only.

2.11. Player changes and team line-ups

Teams from the same region are only allowed to transfer players among them between the different stages of the tournament as described in 2.11.1, 2.11.2, 2.11.3 and 2.11.4.

After qualifying, all the teams are locked and all changes can be done only by creating a support ticket.

If a team for any reason does not have the sufficient number of players in the active lineup, the team gets removed and if possible the slot will be redistributed by the tournament administration as they see fit.

2.11.1. For Counter Strike: Global Offensive

2.11.1.1. Player changes before the Group Stage

Teams can change 2 players in their lineup until the start of the Group Stage; the deadline for this is 24 hours before the start of the first match of the Group Stage. Still, ESL advises teams to have a sufficient number of substitutes available. If a team for any reason does not have the sufficient number of players to participate in a match, the team will receive a default loss.

2.11.1.2. Player changes during the Group Stage

Teams can change only 1 member of their lineup during the Group Stage. After adding that extra player, it's not possible to add new players; therefore ESL advises teams to have a sufficient number of substitutes available. If a team for any reason does not have the sufficient number of players to participate in a match, the team will receive a default loss. In exceptional cases the tournament administration may let a team do a second lineup change, but this results in 2 minor penalty points for them.

Every team can add maximum 1 new player to their team during the Group Stage. New player considered as a player who hasn't played in the Group Stage for any team.

2.11.1.3. Player changes between the Group Stage and the Playoffs

The last chance for teams to change their lineup is between the Group Stage and the Playoffs, during this time, they have the opportunity to change one member. The deadline for this is 24 hours before the start of the first match of the Playoffs. If a team for any reason is late with the lineup change it will not be approved and in case they aren't able to play with an accepted lineup, they will receive a default loss. Only players that haven't played in the Group Stage for any team can be added.

2.11.2. For League of Legends

2.11.2.1. Player changes before the Playoffs

Teams can change 2 players in their lineup until the start of the Playoffs; the deadline for this is 24 hours before the start of the first match. Still, ESL advises teams to have a sufficient number of substitutes available. If a team for any reason does not have the sufficient number of players to participate in a match, the team will receive a default loss.

2.11.2.2. Player changes during the Playoffs

Teams can change only 1 member of their lineup during the Playoffs. After adding that extra player, it's not possible to add new players; therefore ESL advises teams to have a sufficient number of substitutes available. If a team for any reason does not have the sufficient number of players to participate in a match, the team will receive a default loss. In exceptional cases the tournament administration may let a team do a second lineup change, but this results in 2 minor penalty points for them.

2.12. Prize Money

All prize money will be paid out 90 days after the ESL Southeast Europe Championship finals 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.

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 event in question, but excluding any expenses that are to be provided by ESL. 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.

2.12.1. Prize Money Distribution

2.12.1.1. Grand Finals at ESL Southeast Europe Championship

Counter-Strike: Global Offensive & League of Legends Prize Money

1 st	€2000
2 nd	€1000
3 rd	€600

4 th	€400
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Clash Royale Prize Money

1 st	€700
2 nd	€300

2.12.2. Withdrawal of Prize Money

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

2.12.3. Transfer of Prize Money

The prize money will be sent as a bank transfer 90 days after the end of the championship. Teams claiming money under organizations will have to provide a debit note while teams and players under regular person will have to provide tax residence certificate or accept 10% tax under Poland law.

2.13. Replacements

If a participant is for any reason unable to compete any more in the ESL Southeast Europe Championship, and is removed before the replacement deadline, a replacement will be called up. Replacement participants will be considered and contacted to ask whether or not they want to participate.

2.13.1. Replacement Deadline

Replacements will only be entered into ESL Southeast Europe Championship stages until a reasonable time before the beginning of that stage. If by then no replacement could be found, the stage may start with one less participant instead.

2.14. Penalties and consequences for leaving the ESL Southeast Europe Championship

2.14.1. Leaving during any stage

If a participant leaves the ESL Southeast Europe Championship during an ongoing event, the participant forfeits all prize money accumulated for the event that stage belongs to.

The next time that participant plays (or the organization of this team fields a team from the same country) in an event of the same or next season, the player and/or organization will be penalized with between five (5) minor penalties and one (1) major penalty for that event, depending on the reasons and timing of the cancellation. Please note that pulling out from the Playoffs is considered a more severe offense than leaving during the Group Stage. Higher penalties, bars, suspensions or similar sanctions may also come into effect, especially on very late cancellations, according to what the tournament administration sees fit.

If a participant leaves or gets disqualified from the ESL Southeast Europe Championship during an ongoing stage, the tournament direction **may** prohibit the team/player to play in the next editions of the championship.

2.14.2. Deletion of Matches

All matches involving teams or solo players that have left a stage of the ESL Southeast Europe Championship before it ended will be reset, and deleted. In Playoffs brackets, the most recent or the next upcoming match (depending on

the situation) of the player will be considered a default win for his opponent.

2.14.3. Ban for players

If a participant gets disqualified from the ESL Southeast Europe Championship during an ongoing stage, all its members get banned until the end of main event and possible for future events depending on the reason of disqualification.

2.15. Match Start

2.15.1. Punctuality

All matches in the ESL Southeast Europe Championship should start as stated on the website, any changes in the time must be accepted by the opposing party and administrators, even if rescheduling is generally possible. All participants in a match should be on the server and ready to go at the latest 20 minutes before the match is to start.

2.15.2. Delaying the Match

Two minor penalty points can be awarded if a participant is not ready to start at the declared times. This penalty gets increased by two additional minors every 5 minutes until 20 minutes after the scheduled start of the match. At that point, the match will be forfeit, a no-show (see 2.15.3) will be awarded.

2.15.3. Participants Not Showing

If a participant is not ready to play until 20 minutes after the scheduled start of the match, they are considered a no-show. If this wasn't announced at least 24 hours before the official start of the match, the participant will be penalized by 4 minors, and will receive a default loss for that match. (Not showing up to two matches results in 8 minors.)

2.16. Match Procedures

2.16.1. Match Result

The result must be immediately added and confirmed by both parties, 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 Southeast Europe Championship site. Please refer to the game specific rules for what match records and media that needs to be uploaded.

2.16.2. 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 need to be stored by the participants for a minimum of 2 weeks after the protest has been closed and resolved.

2.17. Match Protests

2.17.1. 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 an admin.

2.17.2. Match Protest Rules

2.17.2.1. Deadline for Match Protests

The latest time that participants are allowed to issue a match protest is 72 hours after the scheduled starting time of the match

2.17.2.2. 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.

2.17.2.3. Persons in a Match Protest

In team matches, only one representative per team is supposed to be writing in the protest, violations can be punished with 1 Minor Penalty.

2.17.2.4. 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.

2.18. 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.

3. League system

3.1. Stages

The ninth season of the ESL Southeast Europe Championship has different structures for each games

- Counter Strike: Global Offensive: Pre-Groups Stage, Group Stage, Online Playoff
- League of Legends: National Stage, Closed Qualifier, Online Playoff
- Hearthstone: National Stage, Group Stage, Online Playoff

3.2. Counter Strike: Global Offensive

3.2.1. Pre-Groups

The Pre-Groups stage consist of National Qualifiers and Regional Playoffs. Each major Southeast European country hosts their own qualifiers, and sends 2-3 teams (depending on their country's performance on previous SEC seasons) to the Regional Playoffs; the exact number of teams per country can be seen in the table below.

Adria	3 slots
Bulgaria	3 slots
Greece	2 slots

Hungary	2 slots
Romania	2 slots

For this season, 4 slots will be granted to the top teams of the Go4CSGO SEE monthly-ranking of March.

3.2.2. Group Stage

6 invited teams will join the top 2 teams from the Regional Playoffs to battle it out in the Group Stage from where the top 4 teams will advance to the Online Playoff. Each match day has two Bo1 matches.

3.2.2.1. Mapveto

Teams of the Group Stage need to finish their mapvetos at least 60 minutes before the scheduled start of their matches. Failing to do that will result in penalties.

3.2.2.2. Rankings and tie-breakers

A participant will earn 3 points for winning a match and 0 points for losing a match. The below ranking priority will come into effect if 2 or more participants are on equal points.

- Overall score difference
- Round difference within head-to-head matches
- Extra tie-breaker match

3.2.3. Online Playoffs

The Playoff will consist of a Single Elimination bracket played in best-of-three mode by top four participants of the Group Stage.

3.3. *League of Legends*

3.3.1. National Stages

The National Stages consist of National Qualifiers and National Playoffs. Each major Southeast European country hosts their own qualifiers, and sends 1-4 teams (depending on their country's performance on previous SEC seasons) to the Regional Playoff; the exact number of teams per country can be seen in the table below.

Adria	4 slots
Bulgaria	3 slots
Greece	4 slots
Hungary	3 slots
Romania	2 slots

3.3.2. Regional Playoff

16 teams from the National Qualifiers will battle it out in the Regional Playoffs in a Bo3 Double Elimination bracket. The winner bracket finalist will start with one win advantage over the loser bracket finalist.

3.4. *Clash Royale*

3.4.1. National Stages

The National Stages consist of National Qualifiers and National Playoffs. The Qualifiers will be played in Swiss Bo5 format; the top 4 players of each qualifier advance to the National Playoff of their region where the contestants will battle it out in a Double Elimination bracket. The top 2 players of each major region qualify to Group Stage.

3.4.2. Group Stage

Qualified players will compete in a Bo5 Group Stage consisted of two groups. Top 2 teams from each group will advance to the Regional Playoff and compete for the prize pool.

3.4.3. Regional Playoff

The Regional Playoff will be played in Double Elimination Bo5 bracket. We will have Double Finals, meaning that if the Upper Bracket loses the Grand Finals, another Bo5 will be played to determine the winner of the season.

3.5. Reschedule

In both the Playoff and Group Stage reschedules can be done only in special circumstances, after an admin has checked all the facts and possible dates for the reschedule. All reschedules need to be announced at least 24 hours before the match day.

Participants are not allowed to reschedule their matches at all without informing the tournament administration via protest ticket.

4. Other Infringements

4.1. General

When a player or team has broken one or several rules set forth by the ESL, it will be referred towards this section for the appropriate penalty, where all general punishments are listed and cataloged.

4.2. Breach of Etiquette

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 penalties. The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

4.2.1. Insults

All insults occurring in connection with the ESL Southeast Europe Championship 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 IRC, IM programs, Email, Discord or other means of communication will be punished if they can be linked to the ESL Southeast Europe Championship 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.

4.2.2. Spamming

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

4.2.3. Spamming In-game

Three (3) minor penalty points will be awarded if the chat function ingame is abused towards the goal of annoying the

opponent, or generally stir the flow of the play. The all chat functions are there to communicate efficiently with the opponent and the match admins.

4.3. *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 penalties. The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

4.3.1. Misconduct

The attempt to mislead admins or other players, using false information, or in any other way deceive other participants will be punished as follows.

4.3.2. 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 (4) minor penalty points.

4.3.3. Definition of Match Media

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

4.3.4. Faking Match media

Faking match media may result in one (1) to four (4) minor penalty points.

4.3.5. Extraordinary Circumstances

When cheating is suspected, and the match media in question has been faked, then six (6) minor penalty points will be awarded.

4.3.6. Ringer/Faker

Any players involved in faking or ringing a player will be barred for 2 matches, also, one (1) major penalty point will be awarded per incident.

4.3.7. Playing with Disallowed Player

Using a disallowed player results in one (1) major penalty point, and also the player will be barred for 2 more matches before he is eligible to compete. Also, the opponent can demand a rematch. If the administration decides there is not enough time for a rematch (this will always be the case in matches in continuous order, like all except the last round of a cup, but can happen in other cases as well), a default win will be given to the opponent.

4.3.8. Misleading admins or players

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

4.3.9. Cheating

When cheating is uncovered twelve (12) penalty points will be awarded to the player, and six (6) minor penalty points will be awarded to the team of the player. The team will be disqualified from the current season of ESL Southeast Europe Championship and the player will be banned from all competitions in ESL for two (2) years.

The use of the following programs will result in a cheat ban: Multihacks, Wallhack, Aimbot, Colored Models, NoRecoil, NoFlash and Sound changes.

These are only examples, other programs or methods may be considered cheats as well.

5. Game Specific Rules - League of Legends

5.1. *Before the match*

All games have to be played with the most up to date version of "League of Legends" by Riot Games.

5.1.1. Game Mode

Teams have to use Classic Mode Custom Games on Summoner's Rift with "Tournament Mode", which includes the automated ban/pick process.

5.1.2. Ban/Pick

The team that has the better seeding can choose who starts with the first ban. The team that has the first ban also has the first pick and starts on the left side of the map (left side of the custom game when creating the match). In a bo3 match, the other team will choose sides for the second map. If a third map is required, the team with the better time coefficient from the first two maps (see rule 6.4.1) decides who starts. If a team lets the timer run out during the pick/ban process, no champion will be banned or a random champion will be picked. The admin team can tell the teams to pick and ban their champions outside of the client (e.g. on <http://prodraft.leagueoflegends.com/>)

5.1.2.1. Match sanctioning by the administration

It is not allowed to start and play any matches without an admin present in the game, unless it is specifically permitted otherwise by the tournament administration. Ignoring this can result in penalties for both teams.

5.1.3. Adjusting Runes

Players may create and adjust rune pages as they like between games. Player's may not exit out of tournament draft mode after/ during bans & picks to make runes or other changes. 1 Minor Penalty (1% prize money reduction) will be awarded as penalty for dropping out without a valid reason, e.g. it wasn't possible to trade a champion after bans & picks.

5.1.4. The Tournament Code

The Tournament Code has been created by the ESL in cooperation with Riot Games. It automates ESL tournaments by creating a match lobby with the right settings for a tournament match and reports the match statistics to the ESL servers. The Tournament Code is mandatory in all European Cups, Leagues and Tournaments, if it's provided. If there are unexpected problems, the Tournament Code is allowed to not be used. A match that has begun without the use of a Tournament Code counts as an agreement and later complains are not accepted.

5.1.5. Server

Unless specified otherwise, the client and Server used for all matches has to be EUNE (Europe Nordic & East).

5.1.6. Placeholders

Placeholders are allowed unless the tournament administration forbids them. In case you have to use placeholders, are you forced to tell this to your opponents on a) ESL chat or b) Ingame chat before a match begins to make them aware. Placeholders are used in case a player doesn't own a champion his team intends to pick in a game, the player can pick any uncommon champ to replace that champion. Always explain clearly that the picked champ is

a placeholder for another champ (has to be named). When the opponents are informed you can lock in that champion and continue the pick phase. When finished picking all champs you leave champ select and remake the lobby. Afterwards restart champ select but each player picks now the correct champion. If a team starts with a not picked champion, the game has to be remade. It's not allowed to change any during the two matches for the new match, only the wrong champion(s) can be changed. The start in a match with a not picked champions can lead into 2 penalty points for the team of the player.

5.2. *During the match*

5.2.1. Player disconnect

After the disconnect of a player the game will continue. He has to return as soon as possible back to the game and continue playing.

5.2.2. Pause

5.2.2.1. Syntax

Any player has the option of pausing (/pause) and unpausing (/unpause) the game via chat commands.

5.2.2.2. Reasons for pause

Pause may be invoked by either a tournament admin or a player when there are technical issues that could put a team at a disadvantage. Tournament admins can order the pause of a match for any reason. Tournament admins are allowed to execute a pause command on any player station. Players can pause the match at any time, but must signal a tournament admin immediately after the pause to identify the reason. If the situation clearly requires the game to be paused and any player is aware of it, he is supposed to invoke it as quickly as possible. Below are examples of accepted reasons for a player issued pause, but an acceptable reason is at the sole discretion of a tournament admin:

- After any player has disconnected from the game due to any form of network disconnect or computer crash. (e.g. "Player has disconnected" message appears on screen.)
- Hardware malfunctions (e.g. monitor, peripheral, etc)
- Physical disruption of the player (e.g. fan interference, table or chair breakage)

The game will not resume until clearance from an admin is issued and all players are notified and are ready. If a player pauses or unpauses the game without permission or reason deemed valid by tournament admins, it will be considered unfair play. Penalties will be applied by the tournament director.

5.2.2.3. Pause Duration

In any case a pause should never take longer than ten minutes, but it may not be ended before the admins signals to.

5.2.3. Game Restart

A game can be restarted only at the discretion of the tournament director. Below are examples of acceptable reasons for a game restart, but an acceptable reason is at the sole discretion of the tournament director. If a player notices that their rune or GUI settings have not applied correctly between the game lobby and match, they can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game must be restarted if the pause was initiated before Game of Record occurred.

If an admin determines 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).

If the game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics.

If an admin determines that there are environmental conditions that are not conducive to fairness.

5.2.3.1. Game of Record

A game of record (“GoR”) refers to 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 GoR status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. After the establishment of GoR, game restarts will be allowed only under limited conditions. Examples of conditions which establish GoR:

Any attack or ability is landed on minions, jungle creeps, structures or enemy champions.

Lineofsight is established between players on opposing teams.

Setting foot, establishing vision or targeting a skillshot ability in the opponent’s jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle. Game timer reaches two minutes (2:00).

5.2.4. Time limit

In case a match is becoming a stalemate the admins can call for a time limit. After this time limit is over the team that destroyed the most buildings (according to the score screen) wins.

5.2.4.1. Completion of the match

The match as a whole has to be finished. It is not allowed to disrupt a match between maps without the permission of the tournament administration. If a player refuses to start the remaining map/maps he/she will be counted as not having showed up and will receive the according penalties for a no-show.

5.3. *After the Match*

5.3.1. Match media

Both teams have to see to it that at least one accurate screenshot of the ban/pick results and of the map results for every map is uploaded on the ESL website. The screenshot does not have to be uploaded if the map information has already been automatically uploaded by the ESL game integration.

6. Game Specific Rules - Counter-Strike: Global Offensive

6.1. *Anti-Cheat*

ESL Wire AntiCheat is mandatory for all players to use for the full duration of all matches without exception. If a player cannot use Wire AntiCheat then they are not allowed to take part in a match.

6.1.1. Case of immediate Anti-Cheat logout

In case the Anti-Cheat log shows an immediate logout for a player, he/she needs to restart it. If the software’s restart doesn’t help, the player needs to contact an admin. Failure to play with a working Anti-Cheat can lead to a rematch or even a default loss in case the opposing team protests the match.

6.2. *Match Procedure*

6.2.1. Map pool for Qualifiers, Group Stage and Playoffs

The map pool includes the following maps:

- de_inferno
- de_nuke
- de_mirage

- de_train
- de_dust2
- de_overpass
- de_vertigo

6.2.2. Mapchoice for Qualifiers, Group Stage and Playoffs

6.2.2.1. Best-of-One Matches

In case of Best-of-One matches, both teams remove maps alternatively until one map is left which will be played. The team with the lower seeding has to start to remove the first map. A kniferound will be played to decide starting sides.

6.2.2.2. Best-of-Three Matches

In case of Best-of-Three matches, both teams remove maps alternatively until three map are left which will be played. The team with the lower seeding has to start to remove the first map. After that each team will pick one map, the team with the lower seeding starts and picks the first map, the higher seeded team will pick the second map. The last map will be played as decider map if needed.

6.2.3. Starting Side Qualifiers

A knife round will be played prior to the match start to determinate on which side a team has to start the match, the winner can pick his side.

6.2.4. Nickname Ingame

Each Player has to use his official nickname during matches. It's not allowed to add any (funny) additions, characters or words, only exceptions are sponsor names.

6.2.5. Number of Players

All matches have to be played with five players per team (5vs5), other constellations are not allowed. If a team fails to show up with enough players, the match will count as noshow and will be forfeited.

6.2.6. Dropping of Players

If a player drops before the first kill in the first round of a half, then the half will be restarted. If a player drops after the first kill have been made and has not returned when the round have been decided, then the match will be paused at the end of the round/start of the next round. If the player have not returned, or cannot be replaced within 10 minutes after the pause has started, then the team with the dropped player may forfeit the match at admins discretion.

6.2.7. Change of Players

Players can be changed at any time but the opposing team has to be informed in advance. If necessary the game can be paused (see rule Usage of Pause function). This change may not take more than 5 minutes. After the waiting time the match can also be continued without the full team and the player can join in the running game. Changed players must fulfill the rules regarding rule number 2.11.

6.2.8. Leaving the Server

All matches must be played to the end, failure to do so will be penalized. A match is considered complete when one team has reached 16 rounds on the final map.

6.2.9. Continuing a Disrupted Game

If it's possible the game always needs to be continued from the last available backup file, if the rounds can't be restored then the following methods should be used.

If a match is interrupted (e.g. server crash) within the first 3 rounds of play, then the match should be restarted, if the match is interrupted after the first three rounds of play then the match should be continued where it left off, with these changes in the configuration.

- mp_startmoney should be set to 5000 for the rest of the half
- The rest of the rounds that have not been played should be played.

6.2.10. Overtime

In case of a draw after all 30 rounds have been played, an overtime will be played with mp_maxrounds 6 and mp_startmoney 10000. For the start of the overtime teams will stay on the side which they played the previous half on, during halftime sides will be swapped. Teams will continue to play overtimes until a winner has been found.

6.2.11. Usage of pause function

If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The pause function has to be used at the beginning of the next round (during the freeze time). The player has to announce the reason before or immediately after he paused the match. If no reason is given, the opponent may unpause the game and continue playing. Unpausing or pausing the game without any reason will lead to penalty points.

Teams are limited to 2 x 5 minute pauses per each half and 1 pause per each overtime set. A pause will last 5 minutes and then both teams have the right to unpause.

6.3. *Player Settings*

6.3.1. Configuration / Start parameters

The following commands are forbidden:

- mat_hdr_enabled

The following start parameters are forbidden:

- +mat_hdr_enabled 0/1
- +mat_hdr_leven 0/1/2

All other configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. A player may be penalized for wrong settings in any config file, regardless if it is in use, or even stored in the game folder in question. Wrong settings will be penalized with two (2) minor penalties per value and player, but per match a team can not get more than six (6) minor penalties. If three or more players have wrong settings the team will get a default loss. Admins may under special circumstances decide on a rematch, even if less than three players have wrong settings.

6.3.2. Forbidden Scripts

In general, all scripts are illegal except for buy, toggle and demo scripts. Here are some examples for illegal scripts:

- Jumpthrow
- Stop shoot scripts (Use or AWP scripts)
- Center view scripts
- Turn scripts (180° or similar)
- No recoil scripts
- Burst fire scripts

- Rate changers (Lag scripts)
- FPS scripts
- Anti-flash scripts or binding (snd_* bindings)
- Bunny hop scripts
- Stop sound scripts

If you are not sure if a script is allowed or not, then contact the admin team before you play an official match.

A player may be penalized for forbidden scripts in any config file, regardless if it is in use, or even stored in the game folder in question.

Forbidden scripts will be penalized with two (2) minor penalties per value and player, but per match a team can not get more than six (6) minor penalties. If three or more players have wrong settings the team will get a default loss. Admins may under special circumstances decide on a default loss, even if less than three players have forbidden scripts.

6.3.3. A3D

The use of A3D (2.0) or any program, driver or interface that simulates A3D (2.0) is strictly forbidden, and will be punishable under the cheating paragraph.

6.3.4. Graphics drivers, or similar tools

Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating paragraph. Furthermore it's forbidden to use all kinds of overlays which will show the usage rate of the system in any way ingame (e.g. Nvidia SLI display, Rivatuner Overlay). Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

6.3.5. Color depth

Every player must play with the highest color setting in CounterStrike (32 bit) if the player is playing in windowed mode then the desktop must also be on 32bit setting.

6.3.6. Custom Data

Only steam skins are allowed to be changed, any other changes to sprites, skins, score boards, crosshairs are strictly disallowed, also only the official models are allowed. If a player plays with custom files (not models), then this will be penalized with two (2) minor penalties per player. If a player plays with custom models, then this will be penalized with five (5) minor penalties per player and the opponent of the match may request a rematch.

6.4. Server

6.4.1. Server Settings

All servers that are to be used for an ESL match must have the official settings loaded as well as the mappool installed. Additional to that the server must have the following settings:

- ESL Settings
- VAC enabled
- sv_pure 1

The team providing the server is responsible for making sure that the server has all the necessary components required. However with the start of the match both teams agree on the settings as well as the map version. If possible wrong settings have to be changed after the start of the match if there is no big disadvantage for one of the teams.

6.4.2. Server Plugins

No extra plugins are allowed to be installed on the server, especially gameplay mods such as metamod are not allowed.

6.5. *Use of Bugs and Glitches*

The intentional use of any bugs, glitches, or errors in the game are penalized with six (6) minor penalty points per incident, up to a maximum of eighteen (18) minor penalty points per match. Furthermore, it is up to the admins discretion whether or not the use of said bugs had an affect 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. The usage of the following bugs is strictly forbidden, if any bug is used which is not listed here it is up to the admins discretion whether or not a punishment is necessary.

6.5.1. Warm-up – map check

Bugs on load have to be checked before the match starts (missing boxes, ladders and so on). Failure to do so, and to let the match start, will mean that both teams have accepted the state the map is in, and the match will be continued under these settings. Protests and complaints regarding to such issues will not be adhered to.

6.5.2. Under the match

- Moving through any walls, or ceilings, are strictly forbidden, also moving through the floor, or anywhere else which were not intended to be a passage is strictly forbidden.
- **“Silent planting”** is strictly forbidden (planting the bomb in such a way that no one can hear the beeping).
- To plant the bomb where it is impossible to reach is disallowed. Planting the bomb in a place that you can reach with a boost from a teammate is not part of this rule.
- Standing on top of teammates is generally allowed, it is only forbidden, when such actions allow the player to peek over a wall, or ceiling that should not be allowed according to map design.
- Using flash bugs are strictly forbidden.
- Throwing grenades under walls are forbidden, although throwing grenades and flashes over walls are allowed.
- “Map swimming” or “floating” is forbidden
- “Pixel walking” is forbidden (Sitting, or standing on invisible edges on the map).

6.5.3. General

Generally, the use of any bugs in the game is strictly forbidden. (For example: spawn bugs). An exception are the following bugs which are explicitly allowed:

- Defusing the bomb through walls and items etc.
- So called “surfing” on tubes
- So called “fireboost”

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

6.5.4. ESL Anticheat & Demos

6.5.4.1. ESL Anti-Cheat / Linesman

ESL Anti-Cheat is mandatory for all players to use for the full duration of all matches without exception. If a player cannot use Anti-Cheat then they are not allowed to take part in a match. For a missing or an incomplete Anti-Cheat file the player/team will be punished. Apart from this rule are all players which have evidence (screenshot of a bug)) that ESL Anti-Cheat stopped/crashed due to an error. The first time a player has no logout or no

Linesman file, a warning will always be given, whether he can prove it was an error or not. Warnings for a missing logout and linesman are valid for 14 days. We only handle and warn a missing logout if they are reported within a protest. A match won't be deleted if warnings have been given. Another missing logout / missing Linesman file within that 14 days timespan will be treated like playing without Anti-Cheat and will be penalized as such. A match has to be postponed if the ESL website or AC-servers are down, making Anti-Cheat unusable.

6.5.4.2. Demos

It is mandatory for all players to record one point-of-view (POV) demo per map for the full duration of all matches without exceptions. A possible knife round is part of demo and has to be recorded. Possible overtimes have to be recorded as well. In general not working demos will be treated as missing demos, although the final decision is up to the admin. If the demo is incomplete, the admin will decide whether or not it will be treated as a missing demo. If a protest has been opened for a match, all match media must be kept for at least 14 days until after the protest is closed. In case of a match abort the aborting team loses any right for a demo. If the server crashes no automatic replay will be available. In this case players have to upload demos on admin request.

6.5.4.3. Requesting demos

It's not possible to request player ineye demos. Only the Anti Cheat team is allowed to request the ineye demo of an accused player if they deem it's required. Failure to provide the demo will be punished with 6 pps (missing demo with cheat suspicion). The Anti Cheat team will nevertheless perform the analysis based on the GOTV demo.

6.5.4.4. Uploading demos

Demos have to be compressed into an archive (.zip, .rar, .7z). Apart from that all match media has to be uploaded to the ESL website (the match page). You are not allowed to upload your match media to your personal web space or any other kind of external hoster.

6.5.4.5. Editing demos

It is strictly forbidden to edit demos. If a replay has been manipulated, the admin team will decide what penalty is appropriate.

6.5.4.6. Accusation of cheating by timetable

If you want to accuse your opponent(s) of cheating, you need to hand in a timetable within 72 hours after the match has been finished. Timetables must be prepared based on the Go TV demo that is automatically uploaded to the match page. Instructions on how to do this can be found [on this page](#).

A timetable should be handed in along with the opening of the protest, so please make sure you have your timetable(s) ready when you open the protest. Nevertheless the timetable can still be handed in later (as long as it is within the 72h deadline) in case you did not do that along with the opening of the protest.

7. Game Specific Rules – Clash Royale

7.1. Gameaccount

All players participating in the Clash Royale competitions must enter their Clash Royale ID as a game account. The ID of the game is necessary to invite the contestant to play the match and to check if the correct participant is playing.

7.2. Default Victory / No Show

Since you have tried to contact your opponent during the first 10 minutes of the game, you can request the default victory. Please open a protest in your match page. In some cases the admin can decide, depending on the circumstances, if the match should be played.

7.3. Results

Both players are responsible for entering the results correctly on the ESL page. Therefore both players have to take a screenshot at the end of the game, where the final result can be clearly visualized, this must be subsequently uploaded on the ESL page. If you have a problem or conflict in your match, please open a protest, the

administration team can review your case and make a decision. The decision may also imply that both players are disqualified, if there is not enough evidence to determine a clear winner.

7.4. Tiebreaker

In the event of a tie, a new game must be played to determine the winner

7.5. Players drops

If a player loses his connection during a battle in progress, he will lose that battle. Note: a match consists of a maximum of 5 battles. The player has 5 minutes to reconnect after his loss of connection, otherwise he will lose the entire match.

7.6. Leave / Forfeit

During the competition a player who is online, has played at least 1 battle but does not respond during the next 10 minutes to any of the means of contact of ESL Play (Chat, protest or personal message), will receive a default defeat for the rest of pending battles. Note: please keep in mind that neither the player nor the administration are forced to contact you through all means.

7.7. Spectators

Some stages of the competition will be streamed in various languages; spectating is only allowed by our casters. Players also have to set their status to Busy.

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