

DREAMHACK

Rulebook

Foreword

This document outlines the rules that should at all times be followed when participating in an DreamHack Dota 2 competition. Failure to adhere to these rules may be penalized as outlined.

It should be remembered that it is always the administration of the tournament that has the last word, and that decisions that are not specifically supported, or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We at DreamHack hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Yours sincerely
The DreamHack admin staff

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1 Definitions

1.1 Range of validity

The event is operated as part of DreamHack by ESL Gaming GmbH.

This is the only rulebook which is valid for the event, its participants and all matches played within the scope of the event. With their participation the participant states that they understand and accept all rules.

1.2 Participants

An event participant is a team or a player that is participating in an DreamHack competition. Any member of an DreamHack team is a participant of that team and locked to it regardless of whether or not the person has played for said team. No participant can at the same time be part of more than one organization taking part in overlapping seasons of DreamHack professional gaming competitions (Challenger and Masters level), including but not limited to DreamHack Masters, DreamHack Open, Intel Extreme Masters, ESL One, ESL Pro League, ESL National/Regional Championship or any of those leagues' qualifiers. If in doubt, please contact an admin if the league in question poses a conflict.

1.3 Region

For DreamHack events, the world is divided into four main regions which are as follows:

- Americas
- South East Asia
- Europe/CIS
- China

The regions can be further divided into sub-regions for qualifiers or invitations, as DreamHack sees fit.

For a list of all countries and their primary assigned region, see [6.1](#). Exceptions to this list can be done on a per-game basis.

1.4 Punishments

1.4.1 Definitions and scope of punishments

Punishments are given for rule violations within the DreamHack. They may be either monetary fines, default losses, player/team suspension or disqualification, in-game sanctions. depending on the incident in question and often combinations of two or more of those. Participants will be informed about the punishment by mail and will be given a time until which they can appeal the decision. Only the license-holder or his designated spokesperson are eligible to make appeals.

1.4.1.1 Bans/suspensions

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

1.4.1.2 Disqualification

A disqualification will happen in the most severe cases of rule violations. The disqualified participant forfeits all prize money accumulated for the competition in question and gets banned until the end of that competition. In team competitions, the organization and all its members get banned until the end of that competition.

1.4.1.3 Additional methods of punishment

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

1.4.2 Combination of punishments

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

1.4.3 Punishments for repeat offences

All punishments outlined in this rulebook are applicable for first-time offences. Repeat offences will usually be punished more severely than listed in the appropriate section of these rules, in proportion to the punishment listed

there.

1.4.4 League bans and penalty points outside DreamHack

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

1.5 Live matches

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

1.6 Tournament organization

The event is organized by DreamHack. DreamHack is operated by ESL Gaming GmbH.

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Germany

<https://www.eslgaming.com/>

2 General

2.1 Rule changes

DreamHack reserves the right to amend, remove, or otherwise change the rules, without further notice.

DreamHack also reserves the right to make judgment on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

2.2 Validity of the rules

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any other provision of this rulebook.

2.2.1 Local laws

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way to stay as close as possible to the originally intended effect.

2.3 Confidentiality

The content of email communication, match channels, 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 DreamHack administration.

2.4 Additional agreements

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

2.5 Match broadcasting

2.5.1 Rights

All broadcasting rights of DreamHack are owned by ESL Gaming GmbH. This includes but is not limited to: IRC bots, shoutcast streams, video streams (e.g. POV-streams), GOTV, replays, demos or TV broadcasts.

2.5.2 Waiving these rights

ESL Gaming GmbH has the right to award broadcasting rights for one or multiple matches to a third party or the participants themselves. In such cases the broadcasts must have been arranged with the DreamHack Broadcast Distribution team before the start of the match.

2.5.3 Player responsibility

Players cannot refuse to have their matches broadcast by DreamHack-authorized broadcasts, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by a head referee. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

2.6 Communication

2.6.1 Email

The main official communication method of DreamHack is email, DreamHack may use the email that has been registered in the users profile on DreamHack, and therefore this email address should always be kept updated and checked regularly so that no important announcements from the league are missed.

2.7 Conditions of participation in the event

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

2.7.1 Age restriction

All participants of an event have to be over 16 years of age.

2.7.2 Regional limitations for participants

Any team may not try to qualify for the same event from more than one country or region. Single players as part of a team can do that under the restrictions of the DreamHack Dota 2 Transfer Regulations.

2.7.3 Home country/region

A participant's home country is the country where his main place of residence (proven by legal registration or long-term visa in connection with evidence of long-time habitation - 90-day visas are not enough) is or the country he holds a valid passport from. This decision can be made anew for every DreamHack event, but once made it will be final and irreversible for that event and its qualifiers. The home region is the region that this country belongs to (see [6.1](#)). For a team, this is determined by the majority of the used line-ups. If there is no such majority, a team may have no home country or even no home region. In that case, the team cannot take part in qualifiers restricted to a country or region, without consulting the tournament administration. DreamHack reserves the right to deny the request to allow a team to play in a certain region.

2.7.4 Country/region of qualifiers

Qualifiers for an event, including invitations, are usually restricted to a country, a region or a sub-region (we will call it region for the rest of the paragraph).

Exceptions from this rule are possible, if DreamHack decides that there is a valid reason why the team would be unable to attend all required parts of the qualifier in their home region and why the team should be allowed to play the qualifier in the region suggested by the team.

This has to be requested actively by the team, and separately for each individual case.

Examples for such reasons are;

- i) There are no qualifiers in the home region(s) for the team and the team is willing to travel to the region of the qualifier to play it
- ii) The team is taking part in (a) competition(s) in a region other than their home region(s) and has matches to play there before and after and in such close timely proximity to the qualifier(s) in their home region(s) that travelling back for that qualifier(s) would be unreasonable.
- iii) The team is staying in another region for good reason (esports-related) for a prolonged time that spans over the time of the qualifier for their home region and it can be clearly shown that this condition has not been created to be able to take part in a qualifier that might be easier to qualify from.

For all rule purposes, if such an exception has been granted, the respective region will be considered that team's home region for the entire event or (if that happens before the end of the event) until the conditions for the exception expire.

2.7.5 Home country/region on team matches

The majority of the line-up 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 DreamHack. As many of the players with the wrong home country/region as would have to be replaced to achieve an allowed line-up will be considered disallowed players (see [5.11.4](#)). Which exact players those are is up to the team.

2.7.6 Physical location during online matches

Online matches have to be played from the region of the competition or qualifier they belong to. An exception to this rule is only possible by written consent from DreamHack. It can only be granted if the participant can explain and prove having a valid reason to play from elsewhere. Valid reasons could be similar to the ones from ([2.7.5](#)).

2.8 Player details

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

2.8.1 Nicknames

A change in nickname must first be notified to the administration for approval before the change can be undertaken. The general DreamHack and game specific rules for the choice of nicknames apply.

2.8.2 Game accounts

Every playing member must have their game accounts entered in their DreamHack member profile.

- Steam ID for Dota 2

2.8.2.1 Playing with wrong game accounts

It is not allowed to play with a different game account than the one submitted to the tournament administration. An incorrect game account may lead to a suspension for the player or a rematch being given. If there is sufficient evidence that the player in question indeed played the match or if an admin of DreamHack explicitly allowed it beforehand, a protest for a suspension or rematch will not be admitted. Penalties may still be given in either case.

2.9 Team accounts

2.9.1 Standards

The DreamHack team account can only be used for the event, and no other tournament. The team submission must have the following information:

- Team Logo
- One Team Captain
- Starting line-up
- Substitute players if applicable

The team name should be written according to rule [2.9.2](#).

DreamHack reserves the right to request additional team information as necessary.

2.9.2 Team names

The team name may not have any extensions such as "Dota 2 team". It may only consist of the team name and/or a potential title sponsor (see [2.11](#)).

A title sponsor may only be used in the name of one participating team and must be determined prior to the roster deadline (see Formal Requirements & Player Addition Deadline). If two teams are title sponsored by the same partner, they have to come to an agreement with that partner about which of the teams keeps the title sponsoring during the whole of the tournament.

2.9.3 Changes to the team accounts

Any changes to the team account must be approved by the DreamHack 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 event

2.10.1 Team license

The owner of a team is the person who is registered as the admin of the team on the [DPC Team Roster](#). In the case of a team organization, this generally is a manager or a person representing the organization. In other cases it can be the captain of a team, any specific player or a neutral third party.

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 DreamHack administration 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.

2.10.1.1 Multiple squads

Teams from the same organization can play in the same Regional League. However, only one team from an organization can qualify for The International. If two teams from the same organization qualify for The International, that organization must either remove all of their ties to one of the teams, or only the top team will be eligible.

2.10.2 Changing the team license holder

The person that is the admin of the DPC Roster can transfer the admin to someone else at any point.

2.11 Sponsor restrictions

2.11.1 Mature content

Sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature themes and products are not allowed in connection to DreamHack.

2.12 Prize money

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

If a participant is missing the proper payment information in their license sheet and hasn't provided it by other means to the head administration either, the prize money will not be paid out until a reasonable time after this has been rectified.

2.12.1 Prize money transfer

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

2.13 Penalties and consequences for leaving the event

2.13.1 Leaving during an event

If a participant leaves during an ongoing event (i.e. between qualifier/wildcard-invite and event or between two stages of qualification or even between accepting the invitation to a qualifier and the qualifier), the participant forfeits all prize money accumulated for the event that stage belongs to and all its members get banned until the end of main event.

All matches involving participants that have left a stage of the event before it ended will be reset and deleted. In playoff brackets, the most recent or the next upcoming match (depending on the situation) of the participant will be considered a default win for his opponent.

2.14 Match start

2.14.1 Punctuality in online matches

All matches in the event should start as stated on the website, any changes in the time must be accepted by the opposing party and administrators (if rescheduling is generally possible). All participants in a match should be on the server and ready to go at the latest 10 minutes before the match is to start. The time might be adjusted by the tournament administration if deemed necessary.

2.14.2 Not being punctual for an online match

Penalties can be awarded if a participant is not ready to play at the latest 10 minutes before the announced starting times. This penalty gets increased every 5 minutes until 15 minutes after the scheduled start of the match. At that point, the match will be postponed and instead of the delay penalties, a no-show (see [2.15.5](#)) will be awarded.

2.14.3 Punctuality in offline matches

We expect every participant to be at the tournament area as stated in the tournament directions info mails to set up, prepare and solve any technical problems that might occur. If you notice at any point you will be late on one of the days, please inform a tournament official as soon as possible! Mitigating circumstances and attempts to inform ESL about the lateness and minimize the impact will be benevolently considered.

The following penalties apply in the first case (repeat offences will be more severely punished):

Arriving between the requested time and 30 minutes before match start – warning

For every 5 minutes later arrival (29-25 / 24-20 / 19-15 / etc.) – penalties are awarded.

2.14.4 Not being punctual for an offline match

If the match gets delayed due to late arrival (e.g. because of technical problems that could have been discovered beforehand without the lateness) or because of general misbehavior (e.g. as listed in [4.10.1](#)):

- for every (partial) 5 minutes delay in the match start caused by this (1-5 / 6-10 / 11-15 / etc) – penalties are awarded

2.14.5 Participants not showing

If a participant is not ready to play until 15 minutes after the scheduled start of the match, he is considered a no-show. In that case, the participant will be penalized, and the match will have to be rescheduled, if the schedule allows it. Otherwise, the tournament administration can decide to award (partial) default losses or disqualify the participant. After a second 15 minute period the opponent will be rewarded with a full match series win.

2.15 Match procedures

2.16 Match protests

2.16.1 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.

2.16.2 Match protest rules

2.16.2.1 Deadline for match protests

The latest time that participants are allowed to issue a match protest is the earliest of the three following:

- 72 hours after the scheduled starting time of the match
- The beginning of the next match for either of the two participants (a minimum of 10 minutes has to be kept between two matches by all participants)
- Only at offline events: The end of the event day (departure of the admins)

2.16.2.2 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.

2.16.2.3 Behavior 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.

2.17 Results in rematch

If the rules stipulate that a rematch is to be played, the victim of the incident can decide whether or not this rematch is actually to be played. If the victim of the offence decides that a rematch is to be played, then the old result is null and void, and only the new result will count in the rankings.

2.18 Interviews

For every game that is broadcast on an DreamHack-arranged stream, one player from each team must be available for an interview (remotely for online matches). The team has to provide contact information for an interview in that case. The player should also be available for a comment after the match.

2.19 Video presentation

In videos (e.g. interviews, feature videos or similar) that happen from an environment not controlled by DreamHack, the visible surroundings/background should be kept neutral, clean and presentable. If a team plans to showcase any sponsors, logos or advertisements (e.g. in a background banner or placed items), the planned settings need to be revised and approved by the league administration beforehand. In any case, obvious promotion of sponsor products (including consumption) is not allowed. Brand logos may never appear bigger than the players' faces on screen.

Any personnel in areas containing players or a coach must not interact with them in any way during the matches.

2.20 Voice communication

Communication during matches is limited to the five players. One coach may be present during the draft.

2.21 Camera obligations

Each player in an online event must be able to provide a clean camera feed for broadcast. Every participant needs to activate their camera a minimum of 15 minutes before the start time of the match. Participants may turn off their cameras between games in a series but must turn them back on a minimum of 5 minutes before the start of the next game. Failure to provide a clean camera feed for the full duration of the game (including pre-match) will result in the participant being subject to penalties. Their range depends on the details.

3 Replacements

3.1 Replacements

If a participant is for any reason unable to compete anymore in the event, a replacement will be called up. If this happens before the replacement deadline, the replacement will inherit any financial benefits like paid flights and hotels from the dropped participant.

Usually tournament groups or brackets will not be reseeded if they were already publicly announced before the drop-out happened. In special cases, when the fairness of the competition is in jeopardy, the administration can still change or even re-draw the tournament.

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

3.1.1 Replacement tiebreaker

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

If that leaves several options, the tournament administration will make a choice based on other results or/and random draw.

3.1.2 Replacement deadline

A replacement deadline will be set by the tournament administration. Its passing does not mean that there will be

no further replacement, but the rules for replacing are different from that point on, see [3.1.3](#). If no replacement can be found, the stage may start with one less participant instead.

If no earlier deadline has been set, the public announcement of the tournament drawing is usually the replacement deadline.

3.1.3 Qualified or invited event group stage or playoff participant

3.1.3.1 Before the replacement deadline

The next in line will replace from the same qualifier, invite list or poll. If no one from the final stage of the same qualifier is available, the qualifiers of the other regions will be considered, starting with the home region

3.1.3.2 After the replacement deadline

The administration will try to find any replacement by all available means.

4 Event rules

4.1 Equipment

DreamHack always provides monitors and computers. Depending on the discipline and the stage of the tournament, noise-cancelling headphones may be provided as well. Participants have to bring their own equipment (in particular: keyboard, mouse, mousepad, in-ear headphones with long enough cables, PS2->USB adapters if needed). Our machines do not support PS2-keyboards!

All player equipment is subject to the approval of DreamHack administration. DreamHack reserves the right to deny the use of any equipment and/or device providing an unfair competitive advantage. Players might be asked to hand in their equipment for additional checks. Participants who want to use more than one piece of the same equipment need to ask the tournament administration for approval.

4.2 Config and drivers

All participants have to send in their configs and drivers until a specific deadline set by the tournament direction before the event. If any participant doesn't send in their configs and drivers, they may have to manually set up their config on site and play with default drivers. The team will not receive additional time to set up their config manually.

4.3 Clothing

The players and teams need to ensure that they are all in equal coloured team attire, orderly long trousers and closed shoes (i.e. shorts or flip-flops are not allowed). Any kind of headwear is forbidden. Penalties will be awarded for minor violations of this rule (a minimum of 250\$ fine), but in major cases (for example but not limited to offensive content, other team clothing etc.), players will not be allowed to start their matches before the problematic piece of clothing has been replaced. If possible and deemed appropriate by the administration, DreamHack will provide suitable clothing for the participants that are not dressed according to the rule. The cost of provided clothing will then be subtracted from the prize money paid out to the participants.

Any delay caused by change of clothing will be considered the players fault and penalised according to the rules of punctuality.

4.4 Administrators

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

4.5 Player and tournament brief

The player and tournament briefs are documents that will be sent to the participants by mail before the tournament. They are meant as extensions to the rulebook for a specific offline event and equally binding.

4.6 Technical checklist

After completing their setup process the player will sign off on the DreamHack admins technical checklist. This process exists to ensure the integrity of the system used to compete before the match starts. Technical pauses caused by problems that would have been noticed if the checklist had been properly followed will be punished with one (1) minor penalty. By signing this document, participants confirm that they are ready to start their match as scheduled. Participants may be forced to start the match even if they failed to properly complete this process.

4.7 Team communication tool

DreamHack will provide local TeamSpeak servers for all participants in team games to use as the main voice communication system. The communication on the voice server will be monitored by the tournament referees. DreamHack reserves the right to record all TeamSpeak communication during the event.

No other communication tools are allowed, unless specifically mentioned by the tournament administration.

4.8 Media obligations

If DreamHack decides that one or more players need to be part of interviews (short pre-/post-match interviews and/or longer interview-sessions), a press conference or an autograph-, photograph- or video-session, then the players cannot deny this and must attend. Most events will have a mandatory media day, where participants will be photographed, filmed and interviewed by DreamHack for the event presentation.

The participants will receive a media schedule beforehand to be informed about the nature, duration and schedule of any activities of this kind that take more than 5 minutes.

4.8.1 Missing media obligations

Not fulfilling the media obligations will result in penalties. Their range depends on the details.

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

The fines can be reduced if the participant shows up with delay but still early enough to create the required content/have a reasonable session. The fines can be also/further reduced if the participant delivers proof of mitigating circumstances. The decision about that will be made by the administration alone.

4.9 Stage matches

Each participant is required to play their stage matches, if they reach them. This part is an integral component of the tournament and exceptions will not be allowed.

4.10 Gaming areas

4.10.1 Food, drinks, smoking and behavior

If nothing else has been announced, it is forbidden to bring or eat any food in the tournament areas. Smoking or vaping is also strictly prohibited. Players are allowed to have beverages, but only in cups or bottles that have been provided by DreamHack, and only below the table unless told otherwise. Exaggerated loud noise and offensive language are forbidden.

Participants have to follow the hotel or venue rules in the practice areas.

Any violations can be punished with penalty points.

4.10.2 Removable media

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

4.10.3 Mobile phones, tablets, cameras or similar devices

Participants are not allowed to bring any electronic devices, cameras or similar devices (e.g. vaporizer) into the gaming area unless prior permitted by the head admin. Such devices have to be handed to tournament officials before starting to set up before the first match.

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

Paper versions of documents for tactical purposes are allowed in reasonable sizes and numbers (e.g. a notebook).

4.10.4 Unused items

Items that are not immediately necessary (e.g. clothing that is not being worn, bags etc) have to be stored out of sight as indicated by DreamHack.

4.10.5 Internet access

Internet access on tournament computers is disabled for all participants.

4.11 Warm-up period

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

4.12 Photo and other media rights

By participating, all players and other team members grant DreamHack the right to use any photographic, audio

or video material on their website or for any other promotional purpose.

Additionally, each player has to sign two copies of a release form that they will receive beforehand for reading and have to sign before they start their first match.

4.13 Winners ceremony

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

4.14 DreamHack-provided areas

Only marketing activities that have been authorized by DreamHack are allowed in any DreamHack-provided areas (e.g. tournament areas, practice rooms, hotel rooms etc.).

5 Rule violations, punishments and ESIC

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

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

5.1 Code of conduct

Every participant has to behave with respect towards the representatives of the DreamHack, press, viewers, partners and other players. The participants are requested to represent esports, DreamHack, and their Sponsors honorably. This applies to behavior in-game and also in chats, messengers, comments and other media. We expect players to conduct themselves according to the following values:

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

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

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

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

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

5.2 Cheating

5.2.1 Cheat software

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

5.2.2 Information abuse

Communication during the match with people not involved in the match is strictly forbidden, the same is true for using information about your game from other external sources (e.g. streams).

5.2.3 Punishments for cheating

When cheating is uncovered in the event, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions.

5.2.4 Methods to detect cheating

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

5.3 Doping

5.3.1 Refusing to be tested

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

5.3.2 List of prohibited substances and methods

The List of Prohibited Substances and Methods created by the Esports Integrity Commission (ESIC) is valid for

the DreamHack tournaments. The list can be found here:

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

Any unsanctioned use of these substances is considered doping.

5.3.3 Prescribed medication

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

5.3.4 Punishments for doping

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant.

Severe cases (i.e. use of drugs containing performance enhancing substances, like Adderall) will be punished with nullification of the results achieved under the influence of the substance, a ban of one to two (1-2) years, forfeiture of the prize money won, as well as disqualification of the participant.

If a player is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least 24 hours, the player will still get a ban, but the tournament result will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

5.4 Using alcohol or other psychoactive drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances linked under [5.3.2](#), is strictly prohibited, and may lead to severe punishment. Moderate consumption of alcohol outside the active tournament hours for a participant is permitted if not in conflict with local/national law.

5.5 Betting

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

5.6 Competition manipulation

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

5.6.1 Punishments for competition manipulation

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

5.7 Match fixing

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

5.7.1 Punishments for match fixing

When match fixing is uncovered in the DreamHack, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions.

5.8 Limitations for issuing punishments

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

infractions may expire earlier.

5.9 Publisher or ESIC bans

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

Also, ESIC and Dota 2 VAC bans will be honoured.

5.10 Breach of netiquette

For an orderly and pleasant game, it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with penalties. The most important and most common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of breach of netiquette (e.g. harassment).

5.10.1 Public behavior

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

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

5.10.2 Insults

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

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or to the disqualification of the player.

Depending on the nature and severity of the insult the penalty will be assigned to the player or to the team in team leagues. In team competitions players may also be barred from playing for one or more match weeks.

5.10.3 Spamming

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

5.10.4 Spamming In-game

Penalties will be awarded if the chat function in-game is abused towards the goal of annoying the opponent, or generally stir the flow of the play. The all chat functions are there to communicate efficiently with the opponent and the match admins.

5.10.5 Damaging or soiling

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

5.11 Unsportsmanlike behavior

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

5.11.1 Faking match results

If a team is caught entering false match results into the match page, or in other ways trying to falsify the match result, the team will be awarded with penalties.

5.11.1.1 Cheat suspicion

When cheating is suspected, and the match media in question has been faked, penalties will be awarded.

5.11.2 Ringer/faker

Any players involved in faking or ringing a player will be receiving penalties.

5.11.3 Playing with a disallowed player

Using a disallowed player will result in penalties or a disqualification.

5.11.4 Misleading admins or players

Any attempts to deceive opposing players, admins, or anyone else related to the DreamHack may be penalized.

6 Appendix

6.1 List of countries/territories and their assigned DreamHack regions

If your country is not listed below or you are uncertain about which country is yours, see [2.7.3](#) or ask an admin.

Ascension Island	Europe & Africa
Andorra	Europe & Africa
United Arab Emirates	Asia & Australia
Afghanistan	Asia & Australia
Antigua and Barbuda	Americas
Anguilla	Americas
Albania	Europe & Africa
Armenia	Europe & Africa
Netherlands Antilles	Americas
Angola	Europe & Africa
Antarctica	Americas
Argentina	Americas
American Samoa	Asia & Australia
Austria	Europe & Africa
Australia	Asia & Australia
Aruba	Americas
Åland	Europe & Africa
Azerbaijan	Europe & Africa
Bosnia and Herzegovina	Europe & Africa
Barbados	Americas
Bangladesh	Asia & Australia
Belgium	Europe & Africa
Burkina Faso	Europe & Africa
Bulgaria	Europe & Africa
Bahrain	Asia & Australia
Burundi	Europe & Africa
Benin	Europe & Africa
Bermuda	Americas
Brunei	Asia & Australia
Bolivia	Americas
Brazil	Americas
Bahamas	Americas
Bhutan	Asia & Australia
Bouvet Island	Americas

Botswana	Europe & Africa
Belarus	Europe & Africa
Belize	Americas
Canada	Americas
Cocos (Keeling) Islands	Asia & Australia
Democratic Republic of the Congo	Europe & Africa
Central African Republic	Europe & Africa
Republic of the Congo	Europe & Africa
Switzerland	Europe & Africa
Côte d'Ivoire	Europe & Africa
Cook Islands	Asia & Australia
Chile	Americas
Cameroon	Europe & Africa
People's Republic of China	Asia & Australia
Colombia	Americas
Costa Rica	Americas
Cuba	Americas
Cape Verde	Europe & Africa
Christmas Island	Asia & Australia
Cyprus	Europe & Africa
Czech Republic	Europe & Africa
Germany	Europe & Africa
Djibouti	Europe & Africa
Denmark	Europe & Africa
Dominica	Americas
Dominican Republic	Americas
Algeria	Europe & Africa
Ecuador	Americas
Estonia	Europe & Africa
Egypt	Europe & Africa
Western Sahara	Europe & Africa
Eritrea	Europe & Africa
Spain	Europe & Africa
Ethiopia	Europe & Africa
European Union	Europe & Africa
Finland	Europe & Africa
Fiji	Asia & Australia
Falkland Islands	Americas

Federated States of Micronesia	Asia & Australia
Faroe Islands	Europe & Africa
France	Europe & Africa
Gabon	Europe & Africa
United Kingdom	Europe & Africa
Grenada	Americas
Georgia	Europe & Africa
French Guiana	Europe & Africa
Guernsey	Europe & Africa
Ghana	Europe & Africa
Gibraltar	Europe & Africa
Greenland	Europe & Africa
The Gambia	Europe & Africa
Guinea	Europe & Africa
Guadeloupe	Americas
Equatorial Guinea	Europe & Africa
Greece	Europe & Africa
South Georgia and the South Sandwich Islands	Americas
Guatemala	Americas
Guam	Asia & Australia
Guinea-Bissau	Europe & Africa
Guyana	Americas
Hong Kong	Asia & Australia
Heard Island and McDonald Islands	Americas
Honduras	Americas
Croatia	Europe & Africa
Haiti	Americas
Hungary	Europe & Africa
Indonesia	Asia & Australia
Republic of Ireland / NorthernIreland	Europe & Africa
Israel	Europe & Africa
Isle of Man	Europe & Africa
India	Asia & Australia
British Indian Ocean Territory	Asia & Australia
Iraq	Asia & Australia
Iran	Asia & Australia
Iceland	Europe & Africa
Italy	Europe & Africa

Jersey	Europe & Africa
Jamaica	Americas
Jordan	Asia & Australia
Japan	Asia & Australia
Kenya	Europe & Africa
Kyrgyzstan	Asia & Australia
Cambodia	Asia & Australia
Kiribati	Asia & Australia
Comoros	Europe & Africa
Saint Kitts and Nevis	Americas
Democratic People's Republic of Korea	Asia & Australia
Republic of Korea	Asia & Australia
Kuwait	Asia & Australia
Cayman Islands	Americas
Kazakhstan	Europe & Africa
Laos	Asia & Australia
Lebanon	Asia & Australia
Saint Lucia	Americas
Liechtenstein	Europe & Africa
Sri Lanka	Asia & Australia
Liberia	Europe & Africa
Lesotho	Europe & Africa
Lithuania	Europe & Africa
Luxembourg	Europe & Africa
Latvia	Europe & Africa
Libya	Europe & Africa
Morocco	Europe & Africa
Monaco	Europe & Africa
Moldova	Europe & Africa
Montenegro	Europe & Africa
Madagascar	Europe & Africa
Marshall Islands	Asia & Australia
Macedonia	Europe & Africa
Mali	Europe & Africa
Myanmar	Asia & Australia
Mongolia	Asia & Australia
Macau	Asia & Australia
Northern Mariana Islands	Asia & Australia

Martinique	Americas
Mauritania	Europe & Africa
Montserrat	Americas
Malta	Europe & Africa
Mauritius	Europe & Africa
Maldives	Asia & Australia
Malawi	Europe & Africa
Mexico	Americas
Malaysia	Asia & Australia
Mozambique	Europe & Africa
Namibia	Europe & Africa
New Caledonia	Asia & Australia
Niger	Europe & Africa
Norfolk Island	Asia & Australia
Nigeria	Europe & Africa
Nicaragua	Americas
Netherlands	Europe & Africa
Norway	Europe & Africa
Nepal	Asia & Australia
Nauru	Asia & Australia
Niue	Asia & Australia
New Zealand	Asia & Australia
Oman	Asia & Australia
Panama	Americas
Peru	Americas
French Polynesia	Asia & Australia
Papua New Guinea	Asia & Australia
Philippines	Asia & Australia
Pakistan	Asia & Australia
Poland	Europe & Africa
Saint-Pierre and Miquelon	Americas
Pitcairn Islands	Asia & Australia
Puerto Rico	Americas
Palestinian territories	Asia & Australia
Portugal	Europe & Africa
Palau	Asia & Australia
Paraguay	Americas
Qatar	Asia & Australia

Réunion	Europe & Africa
Romania	Europe & Africa
Serbia	Europe & Africa
Russia	Europe & Africa
Rwanda	Europe & Africa
Saudi Arabia	Asia & Australia
Solomon Islands	Asia & Australia
Seychelles	Europe & Africa
Sudan	Europe & Africa
Sweden	Europe & Africa
Singapore	Asia & Australia
Saint Helena	Europe & Africa
Slovenia	Europe & Africa
Svalbard and JanMayenIslands	Europe & Africa
Slovakia	Europe & Africa
Sierra Leone	Europe & Africa
San Marino	Europe & Africa
Senegal	Europe & Africa
Somalia	Europe & Africa
Suriname	Europe & Africa
South Sudan	Europe & Africa
São Tomé and Príncipe	Europe & Africa
El Salvador	Americas
Sint Maarten	Americas
Syria	Asia & Australia
Swaziland	Europe & Africa
Turks and Caicos Islands	Americas
Chad	Europe & Africa
French Southern and Antarctic Lands	Americas
Togo	Europe & Africa
Thailand	Asia & Australia
Tajikistan	Asia & Australia
Tokelau	Asia & Australia
East Timor	Asia & Australia
Turkmenistan	Asia & Australia
Tunisia	Europe & Africa
Tonga	Asia & Australia
East Timor	Asia & Australia

Turkey	Europe & Africa
Trinidad and Tobago	Americas
Tuvalu	Asia & Australia
Taiwan	Asia & Australia
Tanzania	Europe & Africa
Ukraine	Europe & Africa
Uganda	Europe & Africa
United Kingdom	Europe & Africa
United States of America	Americas
Uruguay	Americas
Uzbekistan	Asia & Australia
Vatican City	Europe & Africa
Saint Vincent and the Grenadines	Americas
Venezuela	Americas
British Virgin Islands	Americas
United States Virgin Islands	Americas
Vietnam	Asia & Australia
Vanuatu	Asia & Australia
Wallis and Futuna	Asia & Australia
Samoa	Asia & Australia
Yemen	Asia & Australia
Mayotte	Europe & Africa
South Africa	Europe & Africa
Zambia	Europe & Africa
Zimbabwe	Europe & Africa

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