



ESL Pro Tour CS:GO

Roster Restrictions

Foreword

This document outlines the roster restrictions for participants taking part in ESL Pro Tour CS:GO competitions. Failure to adhere to these restrictions may result in an inability to compete.

It should be stated that this document may be supplemented or superseded by other regulations where expressly stated (e.g. ESL Pro League).

It should be remembered that it is always the tournament administration 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 made 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 fair, fun, and exciting for everyone involved.

Yours sincerely,

The ESL administration team

General	4
Range of validity	4
Tournament organisation	4
Rule changes	4
Validity of the rules	4
Local laws	4
Additional agreements	4
Rosters	5
Lineup	5
Adding a new player	5
Restrictions for adding new players	5
ESL Challenger League additions	5
Formal requirements	5
Roster submission deadline	6
Multiple contracts	6
Emergency additions	6
Substitutions	6
Substitutions in online competitions	6
Substitutions in offline competitions	6
Lineup restrictions during an event	7
Copyright Notice	8

1 General

1.1 Range of validity

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

This rulebook forms a part of the ESL Pro Tour CS:GO Ruleset, which is valid for this 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.

The ESL Pro Tour CS:GO Ruleset is comprised of:

- CS:GO General Rules
- CS:GO Game Specific Rules
- CS:GO Roster Restrictions
- Event Specific Replacement Rules (if applicable)

1.2 Tournament organisation

The event is organised by ESL. ESL is operated by ESL Gaming GmbH.

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51063 Köln
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1.3 Rule changes

ESL reserves the right to amend, remove, or otherwise change the rules, without prior notice. ESL also reserves the right to make judgments on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

1.4 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.

1.4.1 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 that stays as close as possible to the originally intended effect.

1.1 Additional agreements

The tournament administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between participants. ESL highly discourages such agreements taking place, and such agreements that contradict the ESL Pro Tour CS:GO ruleset are under no circumstances allowed.

2 Rosters

2.1 Lineup

Teams have to submit their lineup for offline and online events before the deadline given by tournament administration.

- The lineup must contain five (5) starter players
- In addition, the lineup may contain a single coach and up to five (5) substitute players for the event

All players and coaches will be considered part of the line-up, even if they have not participated in any of the matches. Any changes to the roles of participants submitted during the roster submission process (e.g. starter being moved to substitute, and vice versa) are considered an addition. Where a team does not have the maximum number of substitutes registered (5), the registered coach may be used as a substitute player.

It is suggested that every ESL team has substitutes added in their roster to compensate for any potential player losses during an event.

Each participant shall publicly announce its roster once the roster submission deadline has passed. If a participant fails for any reason to announce its roster by that time, ESL retains the right to publish said roster through its own marketing activities promoting the competition.

2.2 Adding a new player

2.2.1 Restrictions for adding new players

Every player addition is counted as a “new player”. The maximum number of new players any team can add within any one hundred and twenty (120) day period is five (5). This includes new players in other ESL Pro Tour CS:GO competitions (including but not limited to Intel Extreme Masters, ESL Pro League, ESL Challenger events, ESL Challenger League and ESL National Championships, including their qualifiers). This one hundred and twenty (120) day period starts whenever the first addition is made.

A player can only join an ESL participant if they have not played for more than one team in ESL Pro Tour CS:GO competitions (including their qualifiers) during the last 120 days. A special exception to this rule can be made if the player or their team can clearly prove that this change is permanent (i.e. by presenting a valid contract). This exception can never be made when the third team is the same as the first one he played for.

Over the course of a single event and its qualifiers, the following restrictions apply:

- i) A player that played in and qualified from an open qualifier is never allowed to participate in another open qualifier for the same event. The player is also not allowed to play in any closed qualifier for the same event with another team
- ii) A player that played in and qualified from a closed qualifier is never allowed to participate in another qualifier for the same event. The player is also not allowed to play the main event with another team
- iii) A player that played in the open qualifier but didn't qualify into the closed qualifier is allowed to change teams for the main event. They can even change teams for the closed qualifier, but only if the new team can prove that the change is permanent
- iv) A player that played in the closed qualifier but didn't qualify into the main event can change teams for the main event, but only if the new team can prove that the change is permanent
- v) None of these changes are allowed if the new team is the same that the player has already played for in the last 120 days

2.2.1.1 ESL Challenger League additions

During the regular season, participants can make up to two (2) player additions. Any player additions must be made no later than two (2) hours before the participant's next scheduled match start time. No additions can be made during the playoffs or relegation stage.

2.2.1.2 Formal requirements

Before a player can be officially added to a roster, the tournament administration must be formally informed via email, within a reasonable timeframe of the next match in the event. This information should contain:

- Nickname
- Full Name
- Date of Birth
- Game Account

Failure to notify the tournament administration with the necessary information before adding the player may be penalised.

Once a player addition is approved, the licence holder needs to resubmit the roster submission form (if one was required) that holds all the vital information about the players. If required, participants must update the relevant ESEA profiles and team pages.

2.2.1.3 Roster submission deadline

The final roster that will be used at the event has to be reported before the deadline given by the tournament administration for that event (usually 14 days before the start of the first match of the event). The roster must contain five (5) starters, up to five (5) substitute players if applicable, and one (1) coach if applicable. If a player is added after that deadline, the team will be fined \$1,000. Additions less than 7 days before the start of the first match of the event are only possible in cases that were reported and pre-approved before the deadline.

During the qualifiers, players can be added to the roster any time before the check-in deadline, but not at all once it has started, unless there is a period of at least 24 hours without matches.

Emergencies (e.g. medical ones) will be handled outside this rule on a case-by-case basis.

2.2.2 Multiple contracts

For a player competing in ESL Pro Tour CS:GO competitions to have a contract or agreement with 2 or more teams is strictly forbidden, may it be written or oral. If such a contract or agreement is found to be in existence, ESL reserves the right to bar the player from playing any more matches until the situation has been resolved. If the situation cannot be resolved, ESL has the right to remove the player or team(s) in question.

The only exception to this rule is in the case of a loan. In that instance, the player is only allowed to play competitions for the team he is loaned out to, not for the team that he is originally contracted with. Other than the fact that the player still has a running contract with his old team, this is in every way considered the same as an addition.

2.2.3 Emergency additions

Where a team is rendered unable to field a full lineup as a result of a serious and unexpected emergency, the right to make an emergency addition request exists, as long as supporting evidence can be provided. All emergency addition requests and supporting evidence will be evaluated by the tournament administration on a case by case basis. All emergency addition request decisions will be made at the tournament administration's discretion.

Emergency additions are still subject to the restrictions for adding new players. Any further restrictions detailed in this rulebook may be suspended in order to facilitate the addition.

2.3 Substitutions

Only players that are a part of the submitted roster can be substituted in. The opposing team and tournament administration have to be informed beforehand.

2.3.1 Substitutions in online competitions

During online competitions, substitutions can be made between maps or, if there is a proper reason (i.e. connection problems), at any point during a map. If necessary, the game can be paused for the change. The delay caused must not exceed five (5) minutes. Teams have to announce any substitutions between maps at the end of the preceding map.

2.3.2 Substitutions in offline competitions

Participants are allowed to substitute players between maps in a series or between matches. Any changes to the starting lineup for the upcoming map have to be reported to the tournament administration after the map veto or immediately after the end of the previous map, whichever is later.

Substitutes will be required to set up right after the end of the preceding map and will not receive additional time to set up.

In case this is the first match of an offline event (or of a new stage of an offline event with a break of over 30 hours between stages), the lineup has to be reported to the tournament administration at least 24 hours before the scheduled start of the match.

2.4 Lineup restrictions during an event

Once a participant plays for the first time in a qualifier, their lineup has to contain a majority of that first lineup until the end of the main event, throughout all qualifiers and stages of the event. This also implies that an organisation that tried and failed to qualify with one team is not allowed to sign a new team to still take part in the event.

The above lineup restriction also applies for participants that were invited to the event or a later stage of the qualifiers, in that case the default lineup of the participant at the time of the invitation or a specific lineup named in context with the invitation is relevant. Invited participants are considered the same as if they had played throughout the entire qualifier process up until the stage that they have been invited to.

3 Copyright Notice

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