ESL Pro Tour CS:GO

transfer regulations

Foreword

This document is intended to clarify the transfer rules of players for teams in all ESL Pro Tour CS:GO competitions. It is supposed to be used in conjunction with the ESL Pro Tour CS:GO Rulebook.
This document may be supplemented or replaced by other regulations where expressly stated (e.g. ESL Pro League).

The ESL admin staff

1 Rosters

1.1 Line-up

Teams have to submit their line-up for offline and online events before the deadline given by tournament administration. Restrictions from 1.2.1.3 apply.
- The line-up must contain the minimum amount of players needed for the team to participate in the tournament
- In addition, the line-up may contain a single coach and any applicable 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.

1.2 Player changes

If a team for any reason does not have the sufficient number of players to participate in an ESL match, the team will be removed, and its license expires. Therefore, it is suggested that every ESL team has substitutes added in the roster to compensate for any player losses during an event.

1.2.1 Adding a new player

1.2.1.1 Restrictions for adding new players

Every player addition is counted as a "new player". This includes new players in other ESL Pro Gaming competitions (including but not limited to Intel Extreme Masters, ESL One, ESL Pro League, DreamHack Masters,DreamHack Open, ESEA Premier and ESL National Championships, including their qualifiers). The maximum number of new players any team can add within any 120 days is the number of players in the default line-up (e.g. 5on5 = 5).

A player can only join an ESL participant if he has not been playing for more than one team in ESL Pro Gaming competitions (including their qualifiers) during the last 120 days. A special exception from this rule can be made if the player or his 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 closed is allowed to change teams for the main event in any case. He 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.

1.2.1.2 Formal requirements

Before a player can be officially added to the roster, the tournament administration must be formally informed in writing. This information should contain:
- Nickname
- Full Name
- Previous team history of the last 120 days

Failure to notify the ESL administration with the necessary information before adding the player may be penalized with up to two (2) minor penalty points.

After a player is added to the team, the team management also needs to update and resubmit the roster submission form (if one was required) that holds all the vital information about the players. The old roster submission will be deemed invalid when any member changes have been made.

1.2.1.3 Player addition deadline

The final roster that will be used at the event has to be reported at the latest 14 days before the start of the first

match of the event. The roster can contain up to two substitute players on top of the regular ones. If a player is added after that deadline, the team will be fined for $1000. 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 to a qualifier, but not at all during an ongoing cup, unless there is a period without matches of at least 24 hours.

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

1.2.2   Multiple contracts

For a player in the ESL 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 from this rule is the case of a loan. In that case, 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 a transfer, i.e. limitations from 1.2.1.1 apply.

1.2.3   Emergency transfers

In case of a serious and short notice emergency (e.g. unforeseeable cancellation of all flights or a severe illness or injury of a player) that leaves a team without a full line-up to play with, the tournament direction can decide to allow an emergency transfer in disregard of most of the rules in these regulations.

Rule 1.2.1.1 remains in place even for emergency transfers.