



ESL Regional Major Ranking

CS:GO Rulebook

Foreword

This document outlines the rules that should at all times be followed when participating in an ESL Regional Major Ranking CS:GO 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 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.

Yours sincerely
The ESL admin staff

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1 Definitions

1.1 Range of validity

The event is operated as part of ESL 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 ESL competition. Any member of an ESL 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 ESL 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 ESL events, the world is divided into three main regions which are as follows:

- Americas (& Antarctica)
- Asia & Australia (& Oceania)
- Europe & Africa

The regions can be further divided into sub-regions for qualifiers or invitations, as ESL 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 ESL. They may be either minor or major penalty points, monetary fines, default losses, player/team suspension or disqualification, 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 Minor penalty points

Minor penalty points are given for minor incidents such as not uploading required match media, insufficient match statements, insufficient information on a team account or other related material, and so on. Every minor penalty point deducts one percent (1%) of the overall prize money received by the team or player in the competition it is given.

1.4.1.2 Major penalty points

Major penalty points are given for major incidents such as deliberately deceiving admins, failing to show up for matches, repeated rule breaking, and so on. Every major penalty point deducts ten percent (10%) of the overall prize money for that competition.

1.4.1.3 Monetary fines

Monetary fines are given for failure to fulfil obligations that are not directly related to the tournament, like press/media appointments, or planned sessions for fan interaction.

1.4.1.4 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.

1.4.1.5 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.

1.4.1.6 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 the ESL

League bans and penalty points outside the ESL do not normally apply towards the ESL 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.

1.4.5 Valve Anti-Cheat bans

Players with a Valve Anti-Cheat (VAC) ban at any point in their life are not eligible to play in the tournament. Any player who is VAC Banned on any of their accounts must be approved in writing by Valve in order to be eligible to participate in the tournament. Any team on which a banned player has played during the period starting with the first tournament and ending with the end of the tournament, will be banned ("Banned Team"). Valve also reserves the right to disqualify any player, team, broadcaster, commentator or producer in its sole discretion. ESL will immediately disqualify such a person or team upon notice from Valve. Any tournament winnings by such a player or such a Banned Team will be forfeit. No player from a Banned Team will be eligible to compete in the tournament with any other team.

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 ESL or an official partner.

1.6 Disciplines

Games currently played in the ESL Regional Major Ranking tournaments are:

- Counter-Strike: Global Offensive by Valve Corporation

There may be side games or new games added at any point.

1.7 Tournament organization

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

ESL Gaming GmbH

Schanzenstr. 23

51063 Köln

Germany

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

1.7.1 Administration list

Name	Role
Alexander 'crtmN' Nehr	Tournament Director
Carsten 'Storch' Kramer	Director Tournament Management
Michał 'michau' Słowiński	Tournament Manager
Markus 'Olodyn' Koskivirta	Tournament Manager

2 General

2.1 Rule changes

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

2.4 Additional agreements

The ESL 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 highly discourages such agreements taking place, and such agreements that are contradicting the ESL rulebook are under no circumstances allowed.

2.5 Match broadcasting

2.5.1 Rights

All broadcasting rights of ESL are owned by ESL Gaming GmbH. This includes but is not limited to: Discord 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 ESL Broadcast Distribution team before the start of the match.

2.5.3 Player responsibility

Players 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 a Tournament Manager. 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 for the tournament is email, the tournament organizer may use the email that has been registered in the users' profile with ESL, and therefore this email address should always be kept updated and checked regularly so that no important announcements from the organizer 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 or any 1on1 player 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 ESL CSGO Transfer Regulations.

2.7.3 Home country/region

A participant's home country is the country where their 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 they hold a valid passport from. This decision can be made anew for every ESL 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. ESL reserves the right to deny the request to allow a team to play in a certain region.

For 1on1 players, the home country/region is determined either by his residence or his citizenship. The participant has to decide on either of the two before each ESL event, this choice remains valid for the entirety of that event.

2.7.4 Residence/nationality and number of players in a team

The team can hold an unlimited amount of members from any country or nationality, only the line-up composition in a tournament may be restricted, see [2.7.5](#) and [2.7.6](#).

2.7.5 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). A 1on1 player or team is only allowed to take part in qualifiers for their respective home region.

Exceptions from this rule are possible, if ESL 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.

2.7.6 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 event. 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.

2.7.7 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 ESL. 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 ESL and game specific rules for the choice of nicknames apply. For the Regional Major Ranking tournaments specifically, a participant must use their officially registered nickname with Valve Corporation.

2.8.2 Game accounts

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

- Steam ID for Counter-Strike: Global Offensive

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

- Starting line-up (5 players)
- Substitute players if applicable
- Coach if applicable

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

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

2.9.2 Team names

The ESL team name may not have any extensions such as “CS 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 ESL 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 Definition

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

- Have qualified through the Valve Regional Major Ranking points
- Have qualified through the event’s qualifier tournaments
- Have been invited to a specific event by the tournament organization
- Won participation through other tournaments or events

2.10.2 Duration

ESL licenses are valid for one ESL event only.

2.10.3 1on1 license

The license in a 1on1 competition always lies with the player themselves.

2.10.4 Team license

The license in team competitions will be awarded to a legal entity (registered association/organization, Ltd

company, and so on). Any legal entity is only allowed to hold one license in the same competition. No other legal entity controlled by the same person/people is allowed to hold another license.

If there is no such entity existent for the team in question or the existing entity has never been reported to and accepted by the ESL administration, a restricted license may be awarded to the actual team, where the team leader or organizer will be designated contact person for this team. This person will be responsible for keeping the team in order, and holding the event team account on ESL, but in such a case the right to the license can only be sustained if the majority of the players that actively played in the last stage(s) of the event or its qualifiers stay together as a team.

The license holder or representative is responsible for all actions and commitments of the team. Any changes in the team license must be reported to and accepted by the ESL 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.

2.10.4.1 Multiple squads

According to [2.10.4](#), each organisation and its legal entity can only acquire one license per tournament (including its qualifiers) Therefore it is not allowed for a squad to participate in an ESL tournament or qualifier if...

- a) Another squad of the same organization has been invited or qualified to the main event.
- b) Another squad of the same organization has been invited or qualified to the closed qualifier.
- c) Another squad of the same organization has signed up for the same qualifier.

A special exception to this can only be made if the organization in question provides (at least 48 hours before the first match of the second squad) a written confirmation that at least four weeks ahead of the part of the competition including the first squad, one of the two squads will no longer be part of that organisation and its players will no longer be under contract with that organisation.

This separation from one of the squads has to be permanent and is independent from the results of the squads in the qualifiers. Any violation will result in severe punishment for the organisation.

2.10.5 Changing the team license holder

A license-holder can request a transfer of the event license to another entity, if there is an adequate reason for doing so. It is at the ESL administrations' discretion whether or not the reason is deemed adequate.

2.10.6 Withdrawal of license

ESL reserves the right to withdraw an event license from any participant(s), if the ESL feels that the participant(s) in question have not behaved within the guidelines set out by the ESL, and its governing organization.

2.10.7 Review of license

If a license holder loses over 67% of their starting line-up, ESL can review the license and possibly withdraw it, if the license-holder cannot convince ESL about their ability to continue in the event on a similar level of play.

2.10.8 Conflict of interest

A conflict of interest exists when a participant has a financial interest in the success of a team or player they are competing against. Players and teams are required to either:

- affirm that they have no business entanglement (including, but not limited to, shared management, shared ownership of entities, licensing, and loans) with any other participating team or its players, or
- report any existing conflicts of interest to the tournament organizer and Valve in writing prior to registration, under the understanding that this report will be made publicly available and that failure to report any conflict of interest may result in disqualification from the event and/or forfeiture of proceeds

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 ESL.

2.12 Prize money

All prize money should be paid out 30 days after the invoice from a team is received .

If a participant is missing the proper payment information in their ESL 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 deductions due to penalty points

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 last part of the competition in question, including both online and offline won prizes, but excluding the part that is meant to compensate for travel expenses (if any). The deducted prize money will be proportionally added upon the other teams; thus, no prize money gets lost through penalty points.

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.

2.12.2 Prize deductions due to monetary fines

Monetary fines are not redistributed to the other participants but just removed from the winnings of the team in question.

2.12.3 Withdrawal of prize money

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

2.12.4 Transfer of prize money

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 four years 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.

The next time that participant plays (or the organization of this team fields a team from the same country) in an event within the next 365 days, the player/organization will be penalized with between five (5) minor penalty points and one (1) major penalty point for that event, depending on the reasons and timing of the cancellation.

Also, cancelling an offline stage is considered a more severe offense than cancelling an online stage.

Higher penalties, not being invited, suspensions or similar sanctions may also come into effect, especially on very late cancellations, according to what the tournament administration sees fit.

2.13.2 Deletion of matches

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 schedule, 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

Two (2) minor penalty points 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 by one (1) additional minor penalty point 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. If the match is broadcast by ESL or its partners, three (3) additional minor penalty points will be awarded for any delay in the match start caused by a team.

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.) – one Minor Penalty

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) – three Minor Penalties

2.14.5 Participants not showing

If a participant is not ready to play until 15 minutes after the scheduled start of the match, they are 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

2.15.1 Determining the “better seed”

Coin tosses are the last resort, so whenever a clear seeding is given, we will avoid them and declare one participant the “better seed”. This participant then has the choice about who starts in the ban/pick process of the first map or the map-veto process.

- In online qualifiers, the tournament seeding (see round one of the upper bracket) determines who has the better seed.
- If a clear seeding was implemented for the first stage of an event (e.g. in the group distribution process), it will remain valid for the duration of the whole stage.
- In playoffs that are following upon a previous round that gave a clear ranking, whenever one participant has his first match in the playoffs (round 1 or round 2 after a free round in round 1 for group winners), the participant that had the higher group ranking is considered the “better seed”.
- In all other cases (e.g. later playoffs rounds), we will stick to coin tosses, unless it's a grand final in a double elimination bracket with a map advantage.

If a case is not covered here or still unclear for any reasons, contact an admin.

2.15.2 Match media

All match media (screenshots / demos / 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.

All demos or replays must be made available if requested by the administrators. ESL reserves the right to play, and/or upload to the ESL websites, all demos that are recorded in an ESL arrangement.

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 People in a match protest

In team matches, only one representative per team is supposed to be participating in the protest, violations can be punished with one (1) minor penalty point.

2.16.2.4 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 ESL-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. Solo players should always be available for pre- and post-match interviews.

2.19 Video presentation

In videos (e.g. interviews, feature videos or similar) that happen from an environment not controlled by ESL, 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 & recording team

Communication during matches is limited to the five players. Additional personnel may join the communications channel but must be purely passive listeners (i.e. muted at all times). Teams need to provide details of their TeamSpeak server as well as full access to ESL. Other Communication tools are only allowed if they are tested and cleared by ESL. ESL reserves the right to record all communication during matches. ESL administrators are expected to join the TeamSpeak channel 30 minutes before the start of the match and will start recording the communications earliest 15 minutes before the start of the match.

Additionally, in Regional Major Ranking tournaments, coaches or any other personnel may not be physically present or communicate with the team members in any way during matches. The only exception to this rule is the

dedicated match communications channel assigned by ESL administrators.

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 maps in a series but must turn them back on a minimum of 5 minutes before the start of the next map. Failure to provide a clean camera feed for the full duration of the map (including pre-match) will result in the participant being subject to fines. Their range depends on the details. The following fines are standard punishments for the most common cases (for each map missed):

Team:

1-30% of the line-up no camera: \$50 + 0.25% of the prize money winnings

31-50% of the line-up no camera: \$100 + 0.5% of the prize money winnings

51-70% of the line-up no camera: \$150 + 0.75% of the prize money winnings

71-99% of the line-up no camera: \$200 + 1% of the prize money winnings

100% of the line-up no camera: \$250 + 1.25% of the prize money winnings

Coach missing: additional \$50 + 0.25% of prize money winnings

If a participant fails to fulfil the camera obligations in more than two matches in the same tournament, they will be considered a repeat offender and the standard punishments will be increased as follows:

Match 1: +100%

Match 2: +200%

Match 3 and further incidents: +300%

In case a participant is considered a repeat offender on multiple occasions, they will be subject to the increased penalties at the start of the tournament. This will be communicated to the participant before their first match. The maximum fine amount cannot exceed the amount of prize money that the participant accumulates during the tournament.

2.22 Play area

Only the players and the coach are allowed to communicate within the play area assigned to the participants. During online tournaments coaches or additional personnel may not be present in the area and may not communicate in any way or enter or exit the area when matches are live. All electronics not provided by the tournament administration are forbidden within the play area, except cameras and devices used solely for communication with the tournament administration.

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

ESL 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 ESL administration. ESL 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, ESL 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 ESL 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

ESL 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. ESL 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 ESL 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 ESL 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 monetary fines. Their range depends on the details. The following fines are standard punishments for the most common cases:

- Not showing up complete and on time for the media day: \$4000 + 5% of the prize money winnings
- Appearing incomplete or too late for a signing session:
 - 1-30% of the line-up missing: \$600 + 0.75% of the prize money winnings
 - 31-50% of the line-up missing: \$800 + 1% of the prize money winnings
 - 51-70% of the line-up missing: \$1000 + 1.25% of the prize money winnings
 - 71-99% of the line-up missing: \$1200 + 1.5% of the prize money winnings
 - 100% of the line-up missing: \$2000 + 2.5% of the prize money winnings
- Appearing incomplete or too late for a press conference:
 - 1-30% of the line-up missing: \$360 + 0.45% of the prize money winnings
 - 31-50% of the line-up missing: \$480 + 0.6% of the prize money winnings
 - 51-70% of the line-up missing: \$600 + 0.75% of the prize money winnings
 - 71-99% of the line-up missing: \$720 + 0.9% of the prize money winnings
 - 100% of the line-up missing: \$1200 + 1.5% of the prize money winnings

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 ESL, 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 ESL.

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 ESL 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 ESL-provided areas

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

5 Rule violations, punishments and ESIC

ESL and its tournaments are part of ESIC, the Esports Integrity Commission. That means that all rules and regulations of ESIC apply to all ESL 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 ESL, press, viewers, partners and other players. The participants are requested to represent esports, the ESL, 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 ESL 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 in ESL for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances.

In team competitions, the team will be disqualified from the ESL event where the cheating occurred.

5.2.4 Methods to detect cheating

ESL 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 ESL 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 ESL 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 ESL 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 ESL 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 ESL, 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 ESL 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 ESL 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 ESL, 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 ESL for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances. A monetary fine is possible.

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

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

Also, ESIC bans will be honoured and translated into ESL bans.
CSGO VAC bans are specifically 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 one (1) to six (6) minor penalty points. 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 ESL, its partners or products in interviews, statements and/or social media channels.

5.10.2 Insults

All insults occurring in connection with the ESL will be punished. This primarily applies to insults during a match but also on the ESL 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 the ESL 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 the ESL. 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

Three (3) minor penalty points 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 up to four (4) minor penalty points.

5.11.2 Faking match media

Match media are all uploads, including but not limited to: Screenshots, ESL Wire Anti-Cheat files, demos, models, and so on.

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

5.11.2.1 Cheat suspicion

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

5.11.3 Ringer/faker

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

This rule often happens in connection with rule [5.11.4](#), in that case the punishments are cumulated.

5.11.4 Playing with a disallowed player

Using a disallowed player results in one (1) major penalty point, and also the player will be barred for a minimum of 2 matches before he is eligible to compete. Also, the opponent will be offered 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.

5.11.5 Misleading admins or players

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

6 Appendix

6.1 List of countries/territories and their assigned ESL 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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