



ESL One Dota 2

Rulebook

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Foreword

This document outlines the rules that should at all times be followed when participating in an ESL One 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 One Administration

Definitions

Range of Validity

ESL One is operated as part of the ESL by ESL Gaming GmbH.

This is the only rulebook, which is valid for ESL One, its participants and all matches played within the scope of ESL One.

With their participation the participant states that they understand and accept all of the rules.

Participant

An ESL One participant is a team or a player that is participating in an ESL One competition.

Time Zones

South East Asia: Singapore Time

North/South America: Eastern Time

China: China Time

EU/CIS: Central European (Summer) Time

Regions

For a list of all countries and their assigned region, see "[List of countries/territories](#)" and their assigned ESL One regions at the bottom of this document.

Match, Map, Games & Series

A map is one game as in a Best-of-One (1). A match or series is multiple maps as in a Best-of-Three (3) or Best-of-Five (5).

Punishments

Definitions and Scope of Punishments

Punishments are given for rule violations within ESL One competitions. They may be either minor or major penalty points, monetary fines, default losses, player/team barrages or disqualification, dependent on the incident in question and often combinations of two or more of those. Participants will be informed about the punishment and will be given a time until which they can appeal the decision. Only the team management are eligible to make appeals.

Minor Penalty Points

Minor penalty points are given for minor incidents such as: causing delays, not responding to referees, abuse of the pause function, and so on.

Every minor penalty point deducts one percent (1%) of the overall prize money received by the team.

Major Penalty Points

Major penalty points are given for major incidents such as: deceiving referees, causing delays repeatedly, not showing up past the deadline, and so on.

Every major penalty point deducts ten percent (10%) of the overall prize money received by the team.

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.

Bans

Bans for one or more leagues are given for severe incidents such as cheating, use of a player that is not allowed to compete, repeatedly breaking the rules, and so on. They can be given to either a player or a team.

Disqualification

A disqualification will happen in the most severe cases of rule violations. The disqualified participant forfeits all prize money.

League Bans and Penalty Points Outside ESL One

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

Live Matches

The term “Live Matches” refers to matches that take place in a public location, during events, matches in the ESL-TV studio, or ESL-TV broadcast matches.

Discipline

We are competing on the latest patch of Dota 2 by Valve Corporation

Administration

Alexander Nehr: Tournament Director
Carsten Kramer: Director League Ops
Johan Godderis: Lead League Ops
Joep van 't Hof: Co-Lead League Ops

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

General

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.

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.

Confidentiality

The contents of private messages, support tickets, any discussions at all, email conversations 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 One tournament directors.

Additional Agreements

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

Match Broadcasting Rights

All broadcasting rights of ESL One matches are owned by the ESL Gaming GmbH. This includes any material that was at some point a live production, but does not include Dota TV.

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 broadcast distribution management before the start of the match. For the necessary contact details please contact broadcastdistribution@eslgaming.com and make sure any additional broadcast has been approved before the match in question starts.

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 referee. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

Communication

The main official communication method of ESL One is email, and Discord to a lesser concern.

Conditions of Participation in ESL One

The following conditions must be met in order to participate in ESL One.

Age Restriction

All participants of ESL One have to be over 16 years of age.

Home Country/Region

Any individual player may not participate in or try to qualify for the same event from more than one country or region. ESL One otherwise follows the official DPC regulations available [here](#).

Player Details

When requested, players are required to send us all needed information including but not limited to full name, contact details, steam profile requirements and media requirements.

Nicknames

Nicknames must follow the Valve-approved nicknames that teams have submitted to the DPC. No sponsor tags are allowed in the nickname nor offensive words under any circumstance.

Game Accounts

All players must play with their own personal account. If this is not possible for any reason the administration must approve a secondary account.

Licenses in ESL One

Definition

Before each tournament, ESL awards the ESL One License to the participating teams, or individuals. In most cases, these are participants that have qualified through ESL One regional qualifiers or have been invited to a specific event by the tournament organization or won participation through other tournaments or events

Duration

ESL One licenses are valid for one ESL One event, only.

Team License

Only one (1) team per organization is allowed. If there is no clear management, a majority vote will decide who speaks for the team.

Sponsor Restrictions

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 One.

Name Sponsors

Name sponsors can at the same time only sponsor one team per discipline in ESL One for using the same sponsored part of the team name. The sponsored part of the name may only consist of one word, product descriptions are not allowed.

Player Changes

Line-ups

The roster of each team must be known to the administration 24 hours before the first match of the league takes place. A player may only play for 1 team per league, from any closed qualifier until any main event inside the league. Each team can have up to 3 substitutes. Each team must keep the majority of its team competing from when they start competing until the end of the main event.

The management may approve additional substitutes. Each new majority roster must be judged by the management to have kept close to its original skill depending on the changes, or it may be ejected from the league.

Multiple Teams

Any player may only play for one (1) team at the same time. If it is discovered that a player is playing for multiple teams at the same time, the consequences will range from ejecting the player from the league to ejecting all involved teams from the league.

Prize Deductions Due to Penalty Points

Every penalty point that a participant acquires 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 and will be proportionally added upon the other teams, thus no prize money gets lost.

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.

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.

Transfer of Prize Money

The prize money will be sent as a bank transfer or over PayPal as specified by the License holder no later than 90 days after the main event ended. 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 within one year of the initial payment date the prizes are forfeited.

Withdrawal of Prize Money

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

Match Protests

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 a referee.

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 referees)

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.

People in a Match Protest

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

Behaviour in Match Protests

Insults and flaming are strictly prohibited in a protest and may result in penalty points or the protest being ruled against the insulting party.

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.

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.

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, including ESL One. 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.

Code of Conduct

All ESL One participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, ESL TV, and ESL One administration. Being role models is the occupational hazard of being an ESL One player or organizer and we should behave accordingly.

Any sort of harassment should be reported to the above listed administrators immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race or religion.

Also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact and unwelcome sexual attention. Similar restrictions apply not only to the participants, but every single person involved with or present at a stage of ESL One.

Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

First-time and repeat offenses

All punishments listed below are meant for first-time offenses. Repeat offenders will be punished proportionally harder.

Cheating

Any and all cheating, including but not limited to map hacks, ghosting, is strictly prohibited.

Punishments for Cheating

When cheating is uncovered in ESL One, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money, receive twelve (12) penalty points 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. The team will be disqualified from the current event of ESL One.

Offline Event Rules

Punctuality

We expect every player to be at the tournament area as stated in the tournament directions info mails to setup, 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! Any delays caused by showing up late may lead to penalty points which means a prize money deduction for you / your team.

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.

Clothing

Head-wear, open shoes such as flip-flops, short pants such as beach shorts, are not allowed during tournament matches. Each player must wear official team clothing or neutral plain clothes if those are not available.

Gaming Areas

If nothing else has been announced, it is forbidden to bring or eat any food in the gaming areas. Smoking and 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. All mobile telephones must be switched off. Exaggerated

loud noise and offensive language are forbidden. Any violations can be punished with penalty points.

Player Brief

The player brief is a document that will be sent to the participants by mail before the tournament. It is meant as an extension to the rulebook for a specific offline event and equally binding.

Technical Checklist

After completing their setup process the player will sign off on the ESL referees 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.

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.

Coach

The coach is allowed to communicate with the team during the draft session only.

Media Obligations

If ESL One 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 the ESL crew for the event presentation.

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

Missing Media Obligations

Not fulfilling the media obligations will result in monetary fines. Their range depends on the details. The following are standard punishments for the most common cases:

Not showing up complete and on time for the media day: \$4000 and 5% of the prize money winnings. Appearing incomplete or too late for any other media/press/fan obligation:

- 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.

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.

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.

Mobile phones, tablets, cameras or similar devices

Participants are not allowed to bring any electronic devices, cameras or similar devices into the gaming area unless priorly permitted by the head referee. Such devices have to be handed to tournament officials before starting to setup before the first match.

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

Warm-up Period

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

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 he will receive beforehand for reading and have to sign before he starts his first match.

Winners Ceremony

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

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.).

Doping

Refusing to be tested

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

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 One tournaments. The list can be found here:

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

Any unsanctioned use of these substances is considered doping.

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.

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.

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 List of Prohibited Substances and Methods, 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.

Betting, Manipulation & Unsportsmanlike Behaviour

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 One 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.

Competition Manipulation

Offering money/benefits, making threats or exerting pressure towards anyone involved with ESL One 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.

Punishments for Competition Manipulation

When competition manipulation is uncovered in ESL One, 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. The team will be disqualified from the current event of ESL One.

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.

Punishments for Match Fixing

When match fixing is uncovered in ESL One, 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.

Publisher or ESIC Bans

ESL One will not qualify, nor allow in any qualifying event, any players who have been VAC-banned in Dota 2 unless given permission from Valve (which has to be verified and confirmed prior to the start of each event). Players who have been previously banned and then cleared by Valve need to contact the tournament administration (via dota2ref@eslgaming.com) at least seven days prior to the start of the qualifier in order to get a permission to participate in the event.

Any player without clearance who is VAC-banned or otherwise prohibited from participating in Valve-sanctioned events on any of their accounts will be immediately disqualified from participation in the tournament. Any team on which a banned player has played during the period starting with the first Minor Championship and ending with the end of the tournament, will be banned.

Also, ESIC bans will be honoured and translated into ESL bans.

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 unsportsmanlike behaviour (e.g. harassment).

Insults

All insults occurring in connection with ESL One will be punished. This primarily applies to insults during a match but also on the ESL website (forums, match comments, player guest books, support and protest tickets, etc.). Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or to the deletion of the player.

Unsportsmanlike Behaviour

For an orderly and pleasant game, it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one (1) to six (6) minor penalty points. The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

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.

Faking Match media

Match media are all uploads, including but not limited to: Screenshots, Anti-Cheat files, and so on. Faking match media may result in one (1) to four (4) minor penalty points.

Ringer/Faker

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

Playing with Disallowed Player

Every team is allowed a single substitute player from any region or country. Using a disallowed player results in one (1) major penalty point, and also the player will be barred for 2 matches before they are 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.

Misleading referees or players

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

Match Start

Punctuality

All matches in ESL One should start as stated on the private discord channels, 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 5 minutes before the match is to start.

Delaying the Match

Two minor penalty points can be awarded if a participant is not fully in the lobby 5 minutes before the announced starting times. This penalty gets increased by two additional minors every 5 minutes until 15 minutes after the scheduled start of the match. At that point, the map will be judged as a win for the opposing team.

Participants Not Showing

If a participant is not ready to play, and no substitutes can be found, until 15 minutes after the scheduled start of the match, the map is considered forfeit. Exceptions can be made by the referees if it is clear there is a technical problem preventing the match from being continued.

Qualification

Qualification for ESL One

There are usually one or two ways to qualify for an ESL One event: Through online qualification or through invitation.

These are usually pre-distributed regional slots. Each region gets a certain number of slots for an ESL One event.

Replacements

If a participant is for any reason unable to compete any more in ESL One, 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. There are several possible types:

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. 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.

Qualified or Invited Event Group Stage or Playoff Participant

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.

After the replacement deadline

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

ESL One Thailand 2020 Online Specific

Qualifiers

Open Qualifiers

All of the open qualifiers will be unlimited in single elimination. Best-of-1 until the decider matches will be Best-of-3.

Closed Qualifiers

The closer qualifiers will have 2 Open Qualified teams and 2 invited teams in double elimination. Best-of-3 until the decider matches will be Best-of-5.

Group Stages

A participant will earn 1 point for winning a series and 0 points for losing it during the group stages.

The below ranking priority will come into effect if 2 or more participants are on equal points. If at any point, the number of tied participants is reduced or divided into several groups of tied participants, the still tied participants will in each case be compared again starting with the first point.

1. Points amassed between the tied participants
2. Map difference between the tied participants
3. Overall map difference
4. Tiebreaker matches until the tie is resolved

Americas

Group Stage:

- 1 Group of 8 Teams
- Round Robin, Best-of-3
- Top4 to Playoffs

Playoffs:

- Double Elimination
- 4 Teams
- All Best-of-3, Final will be Best-of-5

Asia

Group Stage:

- 2 Group of 6 Teams
- Round Robin, Best-of-3
- Top4 to Playoffs
- 1/2 Upper Bracket, 3/4 Lower Bracket

Playoffs:

- Double Elimination
- 8 Teams
- All Best-of-3, Final will be Best-of-5

Breaks

- Between maps: 15/17 minutes
- Between series: 20/22 minutes
- The first match of the day starts on time for the regions, all other matches are following after in a continuous schedule per day.

There may be updates on this during the season.

Post Match Interviews

For every group stage of playoffs series that is broadcasted on our official channel, one player from the winning team must be available for a remote interview. 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. We are using Hangouts for the interview.

Dota 2 Game Specific Rules

Before the match

All games have to be played with the most up to date version of “Dota 2” by Valve.

Game Mode

Matches are to be played in Captain's Mode.

Servers

These are the default servers:

- Asia:
 - SEA vs China: 1 map is played on Singapore, 1 map is played on Guangdong, 3rd map if needed is a cointoss between Singapore and Guangdong.
 - SEA vs SEA: Singapore
 - China vs China: Shanghai
- Americas: US EAST

The server can only be changed if both teams agree on another one.

Priority

Coin Toss

- Winner of the coin toss has selection priority on the first map
- Reverse for the second map,
- Coin Toss again for the third map,
- Reverse for the fourth map if there is one,
- Coin Toss again for the fifth map if there is one.

Higher seed or Upper Bracket team

- If there is a higher seed or Upper Bracket team, they will have Selection Priority for the first map,
- Reverse for second map,
- Higher seed or Upper Bracket team has Selection Priority again for the third map,
- Reverse if there is a fourth map,
- Higher seed or Upper Bracket team has Selection Priority again if there is a fifth map.

A team may forgo Selection Priority only if the other team accepts.

During the match

Number of Players

Each team must start a game or series with 5 players. Any other constellations are not allowed.

When the captain disconnects from the draft, the draft will be paused in-game and continued on Discord. When the draft on Discord is done, the allowed pause time will start to count down. When any players disconnect from the draft who are not the captain, the draft will continue.

When the draft is over, the game has started and a player drops from the game and cannot return in the allowed pause time;

- if it happens before GOR, there will be a new game made with the same draft and it will be allowed to bring back the original player or replace him with a substitute
- if it happens after GOR, the game or series will continue
- If a team loses more than 1 player the current game will be a forfeit win for the opponent and if there are more games in the match series, the countdown will start for the next game

There may be exceptions allowed by the lead referees if the game was clearly coming to a conclusion (for example; when the Ancient is nearly destroyed)

Examples of conditions which establish "[Game Of Record](#)" (GOR) can be found down below.

Pause

Any player has the option of pausing and unpausing the game via F9.

Pause may be invoked by either a tournament referee or a player when there are technical issues that could put a team at a disadvantage.

Tournament referees can order the pause of a match for any reason. Tournament referees are allowed to execute a pause command on any player station.

Players can pause the match at any time, but must signal a tournament referee immediately after the pause to identify the reason. If the players do not comment with a reason in a reasonable amount of time, the team can receive up to 2 minor penalty points per incident.

A match cannot be resumed without both teams giving their visible agreement, as in: "g".

If the situation clearly requires the game to be paused and any player is aware of it, they are supposed to invoke it as quickly as possible.

Below are examples of accepted reasons for a player issued pause, but an acceptable reason is at the sole discretion of a tournament referee:

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

Using a pause to take a break, or toilet visit, or other non-technical issues is strictly not allowed, and will be punished by the administration by 1 up to 5 penalty points.

If a player pauses or unpauses the game without a reason deemed valid by tournament referees, it will be considered unfair play. Penalties can be applied from 1 till 10 Minor Penalties.

Maximum pause time is 10 minutes per team per map.

Scripts & Macros

The use of scripts and macros via console commands, config binds, or third-party tools is prohibited. Whenever more than one command is issued with a single bind, it is considered illegitimate.

Game of Record

A game of record ("GOR") refers to a game where all ten players have loaded, and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions and with a new draft.

Examples of conditions which establish GOR:

- Any attack or ability is landed on minions, jungle creeps, structures or enemy heroes.
- Line-of-sight is established between players on opposing teams.
- Setting foot, establishing vision or targeting a skillshot ability in the opponent's jungle.
- Countdown timer reaches zero (0:00)

Game Restart

A game can be restarted only at the discretion of the Lead Referees. Below are examples of acceptable reasons for a game restart, but an acceptable reason is at the sole discretion of the lead referees.

- If a referee determines that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events such as creep spawn).
- If the game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics.

- If a referee determines that there are environmental conditions that are not conducive to fairness.

Surrender

If either team writes “gg” or “ggwp”, the map is immediately lost for them. It is not allowed to cancel the countdown, and if anyone does it anyway, the map is still considered over.

Use of Bugs and Glitches

The intentional use of any bugs, glitches, or errors in the game are penalized with six (6) minor penalty points per incident, up to a maximum of eighteen (18) minor penalty points per match. Furthermore, it is up to the referees’ discretion whether or not the use of said bugs had an effect on the match, and whether or not they will force a rematch. In extreme cases, the penalty for abusing bugs may be even higher.

List of countries/territories and their assigned ESL One regions

If your country is not listed below or you are uncertain about which country is yours, ask a referee.

Ascension Island	Europe & Africa
Andorra	Europe & Africa
United Arab Emirates	Southeast Asia
Afghanistan	CIS
Antigua and Barbuda	North America
Anguilla	North America
Albania	Europe & Africa
Armenia	CIS
Netherlands Antilles	North America
Angola	Europe & Africa
Antarctica	South America
Argentina	South America
American Samoa	Southeast Asia
Austria	Europe & Africa
Australia	Southeast Asia

Aruba	North America
Åland	Europe & Africa
Azerbaijan	CIS
Bosnia and Herzegovina	Europe & Africa
Barbados	North America
Bangladesh	Southeast Asia
Belgium	Europe & Africa
Burkina Faso	Europe & Africa
Bulgaria	Europe & Africa
Bahrain	Southeast Asia
Burundi	Europe & Africa
Benin	Europe & Africa
Bermuda	North America
Brunei	Southeast Asia
Bolivia	South America
Brazil	South America
Bahamas	North America
Bhutan	Southeast Asia
Bouvet Island	South America
Botswana	Europe & Africa
Belarus	CIS
Belize	North America
Canada	North America
Cocos (Keeling) Islands	Southeast Asia
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	Southeast Asia
Chile	South America
Cameroon	Europe & Africa
People's Republic of China	China
Colombia	South America
Costa Rica	North America
Cuba	North America
Cape Verde	Europe & Africa
Christmas Island	Southeast Asia
Cyprus	Europe & Africa
Czech Republic	Europe & Africa
Germany	Europe & Africa
Djibouti	Europe & Africa
Denmark	Europe & Africa
Dominica	North America
Dominican Republic	North America
Algeria	Europe & Africa
Ecuador	South America
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	Southeast Asia
Falkland Islands	South America
Federated States of Micronesia	Southeast Asia

Faroe Islands	Europe & Africa
France	Europe & Africa
Gabon	Europe & Africa
United Kingdom	Europe & Africa
Grenada	North America
Georgia	CIS
French Guiana	Europe & Africa
Guernsey	Europe & Africa
Ghana	Europe & Africa
Gibraltar	Europe & Africa
Greenland	Europe & Africa
The Gambia	Europe & Africa
Guinea	Europe & Africa
Guadeloupe	North America
Equatorial Guinea	Europe & Africa
Greece	Europe & Africa
South Georgia and the South Sandwich Islands	South America
Guatemala	North America
Guam	Southeast Asia
Guinea-Bissau	Europe & Africa
Guyana	South America
Hong Kong	China
Heard Island and McDonald Islands	South America
Honduras	North America
Croatia	Europe & Africa
Haiti	North America
Hungary	Europe & Africa
Indonesia	Southeast Asia
Republic of Ireland / Northern Ireland	Europe & Africa

Israel	Europe & Africa
Isle of Man	Europe & Africa
India	Southeast Asia
British Indian Ocean Territory	Southeast Asia
Iraq	Southeast Asia
Iran	Southeast Asia
Iceland	Europe & Africa
Italy	Europe & Africa
Jersey	Europe & Africa
Jamaica	North America
Jordan	Southeast Asia
Japan	Southeast Asia
Kenya	Europe & Africa
Kyrgyzstan	CIS
Cambodia	Southeast Asia
Kiribati	Southeast Asia
Comoros	Europe & Africa
Saint Kitts and Nevis	North America
Democratic People's Republic of Korea	Southeast Asia
Republic of Korea	Southeast Asia
Kuwait	Southeast Asia
Cayman Islands	North America
Kazakhstan	CIS
Laos	Southeast Asia
Lebanon	Southeast Asia
Saint Lucia	North America
Liechtenstein	Europe & Africa
Sri Lanka	Southeast Asia
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	CIS
Montenegro	Europe & Africa
Madagascar	Europe & Africa
Marshall Islands	Southeast Asia
Macedonia	Europe & Africa
Mali	Europe & Africa
Myanmar	Southeast Asia
Mongolia	Southeast Asia
Macau	China
Northern Mariana Islands	Southeast Asia
Martinique	North America
Mauritania	Europe & Africa
Montserrat	North America
Malta	Europe & Africa
Mauritius	Europe & Africa
Maldives	Southeast Asia
Malawi	Europe & Africa
Mexico	North America
Malaysia	Southeast Asia
Mozambique	Europe & Africa
Namibia	Europe & Africa
New Caledonia	Southeast Asia

Niger	Europe & Africa
Norfolk Island	Southeast Asia
Nigeria	Europe & Africa
Nicaragua	North America
Netherlands	Europe & Africa
Norway	Europe & Africa
Nepal	Southeast Asia
Nauru	Southeast Asia
Niue	Southeast Asia
New Zealand	Southeast Asia
Oman	Southeast Asia
Panama	North America
Peru	South America
French Polynesia	Southeast Asia
Papua New Guinea	Southeast Asia
Philippines	Southeast Asia
Pakistan	Southeast Asia
Poland	Europe & Africa
Saint-Pierre and Miquelon	North America
Pitcairn Islands	Southeast Asia
Puerto Rico	North America
Palestinian territories	Southeast Asia
Portugal	Europe & Africa
Palau	Southeast Asia
Paraguay	South America
Qatar	Southeast Asia
Réunion	Europe & Africa
Romania	Europe & Africa
Serbia	Europe & Africa

Russia	CIS
Rwanda	Europe & Africa
Saudi Arabia	Southeast Asia
Solomon Islands	Southeast Asia
Seychelles	Europe & Africa
Sudan	Europe & Africa
Sweden	Europe & Africa
Singapore	Southeast Asia
Saint Helena	Europe & Africa
Slovenia	Europe & Africa
Svalbard and Jan Mayen Islands	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	North America
Sint Maarten	North America
Syria	Southeast Asia
Swaziland	Europe & Africa
Turks and Caicos Islands	North America
Chad	Europe & Africa
French Southern and Antarctic Lands	South America
Togo	Europe & Africa
Thailand	Southeast Asia
Tajikistan	CIS

Tokelau	Southeast Asia
East Timor	Southeast Asia
Turkmenistan	CIS
Tunisia	Europe & Africa
Tonga	Southeast Asia
East Timor	Southeast Asia
Turkey	Europe & Africa
Trinidad and Tobago	North America
Tuvalu	Southeast Asia
Taiwan	Southeast Asia
Tanzania	Europe & Africa
Ukraine	CIS
Uganda	Europe & Africa
United Kingdom	Europe & Africa
United States of America	North America
Uruguay	South America
Uzbekistan	CIS
Vatican City	Europe & Africa
Saint Vincent and the Grenadines	North America
Venezuela	South America
British Virgin Islands	North America
United States Virgin Islands	North America
Vietnam	Southeast Asia
Vanuatu	Southeast Asia
Wallis and Futuna	Southeast Asia
Samoa	Southeast Asia
Yemen	Southeast Asia
Mayotte	Europe & Africa
South Africa	Europe & Africa

Zambia	Europe & Africa
Zimbabwe	Europe & Africa

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