



ESL One

DPC Eastern Europe

Season 2

Rulebook

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Foreword

This document outlines the rules that should at all times be followed when participating in a ESL One competition. Failure to adhere to these rules may be penalized as outlined.

The rules of <http://www.dota2.com/procircuit> must be followed at all times, and your DPC roster must be up to date on <https://www.dota2.com/majorsregistration/home/> according to the rules on that page.

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

Administration

Alexander Nehr: Tournament Director
Carsten Kramer: Director Tournament Management
Johan Godderis: Lead Tournament Management

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

Penalties

Penalties lead to:

- In-game sanctions
 - Draft Level 1: -30 seconds reserve time
 - Draft Level 2: -70 seconds reserve time
 - Draft Level 3: -110 seconds reserve time
- Loss of selection priority
- Match forfeit
- Disqualification
- League bans

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. This includes any material that was at some point a live production.

Waiving These Rights

ESL 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.

Players cannot broadcast their own matches.

Conditions of Participation in ESL One

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

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

The owner (admin) of the DPC roster owns the DPC slot, receives the prize money on behalf of the team and speaks on behalf of 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.

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 has been discovered.

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 a 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, 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.

Media Obligations

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.

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.

Webcams

Each player will be required to have a functional webcam, connected through our preferred live video program (Discord, ..), which will be live from the draft until the end of the game.

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.

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.

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. 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 any public forum. Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties.

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 suitable penalties. 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 a penalty.

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 a penalty.

Ringer/Faker

Any players involved in faking or ringing a player will be barred and more severe penalties will be applied.

Playing with Disallowed Player

Using a disallowed player will result in severe penalties.

Misleading referees or players

Any attempts to deceive opposing players, referees, or anyone else related to ESL One will be penalized.

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 official match start time on the public match schedule.

(<https://docs.google.com/spreadsheets/d/1kAMkzU7biDHZ6C5xFLiki2wb2xUk9ul8nws0ucS5h1Y>)

EXAMPLE: When the official match start time in our public schedule is 14:55, the teams must be ready in the lobby at 14:50, to start the match at 14:55.

Time XX:XX is time when teams should be inside the lobby;

- Time XX:XX + 3 min - Warning;
- Time XX:XX + 5 min - Draft penalty level 1;
- Time XX:XX +10 min - Draft penalty level 2;
- Time XX:XX + 15 min - Draft penalty level 3;
- Time XX:XX + 20 min - Lose first game;
- Time XX:XX + 30 min - Lose series;

In some cases, these penalties may be waived if the delay is a result of forces outside of the team's control or matches in tournaments the Administration is coordinating with directly.

Forfeits

A team is able to forfeit a match once, any team that forfeits 2 or more matches will be disqualified from the league.

Qualification

Qualification for ESL One

There are usually one or two ways to qualify for a 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 a 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

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.

Leaving ESL One

If a participant leaves a ESL One 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 will be reviewed by Valve.

Rosters

Line-ups

The 5 members that have been invited or qualified, that have setup a DPC roster, cannot change for the duration of the league. A player may only play for 1 team. A team is allowed to play with up to one sub, for 4 matches total, as long as that sub isn't competing on a team from a league of the same division or higher.

Subs must be announced to the administration 30 minutes before the match takes place.

Tiebreaker rounds count as "1 match" regarding subs, so if a team only used 3 subs until the end of the season, and if tiebreaker matches are needed, the team can use a sub for the tiebreaker matches.

Team Organizations

Any team organization may have several teams competing in the league.

Coach

Coach Limitations

The coach is only allowed to communicate with the players until the end of the drafting phase of the match. After the drafting phase concluded, the coach is not allowed to further communicate or interact with the players in any way (e.g. not allowed to be on the voice communication with the players) until after the match has concluded. Furthermore the coach is also not allowed to be present around the players after the drafting phase concluded until the end of the match.

ESL One DPC CIS Specific

Group Stage

- 8 Teams in total
- CIS: Top3 teams will qualify for the Major

- Bottom 2 teams will be relegated to the Lower Division
- Round Robin League
- All matches are Bo3

Tie Breakers

If there is a tie across ranks leading into:

the Major play-off and the Major groupstage;
 the Major groupstage and the Major wildcard;
 the Major wildcard and the Upper Division Season 2;
 the Upper Division and the Lower Division;
 the Lower Division and elimination divider;

- An unlimited amount of tiebreaker matches will be played until the tie is resolved

For other ties (in order of importance):

- Points amassed between the tied participants
- Map difference between the tied participants
- Overall map difference
- An unlimited amount of tiebreaker matches will be played until the tie is resolved

If a tie is partially broken, the process resets and the remaining teams are evaluated based on the list in order.

For tiebreaker matches: If there is a 2-way tie a Bo3 will be played, for 3-way ties and up a Bo1 round robin group will be played.

Breaks

- Between maps: 15 minutes
- Between series: 20 minutes
- All matches do not start before the scheduled time. Matches may be delayed if the previous matches cross over the scheduled time.

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.

Serversx

These are the default servers:

- CIS: Stockholm

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.

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 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 will receive penalties.

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 with penalties.

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

Maximum technical 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.
- If one or multiple players crash before “Game of Record” and cannot get back in before the allowed technical pause time has been exceeded.

If the “Game of Record” was not established, there will be a restart “All-Pick” with the same heroes. If the “Game of Record” was established, there will be a restart with a new Captain’s Mode draft.

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 will be penalized severely. 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.

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Changelog

12.05.2021: [Coach Limitations](#)