



ESL PRO TOUR

ESL Pro Tour - Warcraft III

Structure and Regulations

Foreword

This document outlines the structure and regulations of the ESL Pro Tour in Warcraft III.

It should be remembered that it is always the administration of the competition that has the last word, and that decisions that are not specifically supported, or detailed in this document, or even go against this document 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 Pro Tour WC3 Admin Staff

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1 Basics

1.1 Terms

The following terms will be used in this document with the meaning given here:

- EPT – ESL Pro Tour
- WC3 – Warcraft III
- IEM – Intel Extreme Masters
- DHO – DreamHack WC3 Open

1.2 Range of Validity

The EPT WC3 is operated as part of ESL by ESL Gaming GmbH and DreamHack. It consists of the Open Events (DHO & IEM Global events) and the Championship event at the end of the season. There may be other tournament organizers who will run competitions that will be awarding points for the EPT WC3 Standings, but those are not part of the tour itself.

With their participation, the participant states that they understand and accept the content of this document.

1.3 ESL Account

To win any points in the EPT, each player has to have (or newly create) an account on the ESL Play website in a timely manner (even if the competition was run outside the ESL Play website).

1.4 Battle.net Account

To earn points, every player needs to have and play with a full Battle.net account that is in good standing and that remains in good standing throughout the EPT Season. A “Battle.net light account” (mobile) is not sufficient.

1.4.1 NetEase Account

For Asian competitions, you will be required to have and play with a NetEase account that meets the same requirements as the actual Battle.net account. We recommend this guide for people who are not familiar with it: <https://warcraft3.info/articles/147/guide-how-to-play-on-netease>

1.5 Age Requirements

Age requirements for the participation in EPT WC3 competitions and other competitions contributing to the EPT WC3 Standings will be regulated by the rulebooks of said competitions. Independent of that, players can only earn EPT points if they have reached an age of 16+ before their first mandatory participation in the competition (this could be an online qualifier match or a media day at an event, for example).

1.6 Ineligible Players

Employees and their immediate family and household members of the following companies are ineligible to earn EPT points:

- any company running competitions awarding EPT points
- affiliate, subsidiaries, agents, professional advisors, advertising and promotional agencies or the above

1.7 Time Zone

The ESL website (<https://play.eslgaming.com/warcraft/global/>) will display the times of matches according to the time zone each user has specified in the account settings. Not logged in users will have times displayed in the time zone assigned to them from their Geo-IP location. To be sure, it is recommended to login and enter the correct time zone in the account settings.

1.8 Regions

1.8.1 Regions

For EPT, the world is divided into three main regions:

- Asia
- Europe and Africa
- The Americas and Oceania

1.8.1.1 Eligibility in a Region

Participation in any regionalized part of the competition (e.g. in DH WC3 Open) is allowed for citizens of countries belonging to that Region and to players who have permanent residency in such country (i.e. being legally qualified for permanent residency in such country and having lived in such country for at least one year at the time of the first match of the competition).

If a player not fulfilling these requirements can clearly prove their permanent residency in an eligible country otherwise, ESL may grant an exception. This will usually only happen in cases where the player has no other chance to take part in competitions leading into the Championship.

1.9 Choice of Region

If there can be any uncertainty about which Region a player belongs to or wants to play in, it is the responsibility of the player to come forward and explain himself as early as possible.

If the player has the choice between two or more Regions, they can only make that choice once per competition and not change it until the next one. Especially it is not allowed to take part in two Regions in the same season, including their qualifiers.

1.10 Rules Changes

ESL reserves the right to amend, remove, or otherwise change this document without further notice. ESL also reserves the right to make judgment on cases not specifically covered by this document in order to preserve the spirit of fair competition and sportsmanship.

1.11 Validity of the Rules

If a provision of this document 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 document or the validity or enforceability in other jurisdictions of that or any other provision of this document.

1.12 Local Laws

If any rules or procedures in this document 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 Point System

2.1.1 EPT Regional Standings

The "EPT Standings" will be represented on the website separated by Regions.

2.1.2 Tiebreakers

If two or more players are tied on one of the standings for relevant positions (i.e. it makes a difference in some way which one of them is ahead and which one behind), the following tiebreakers will be used in that order. If at any point the group of still tied players gets reduced or divided into several smaller groups, those groups are considered anew starting from the first point on.

1. Points in the other Regions standings
2. Rank in the most recent "main event" (IEM event or online season, DHO event or online season) where not both had the same rank
3. Rank in the most recent other competition rewarding EPT points where not both had the same rank
4. If players regions and time allow it, online decider matches
5. Administration discretion

3 Categories of Competitions

3.1 DreamHack WC3 Open

In 2020, due to the global Covid 19 pandemic, the DH WC3 Open have been changed into a series of regional online seasons in each of the EPT Regions.

3.1.1 DH WC3 Open Regional Divisions

The DH WC3 Open will be played in regional online divisions. In regions with less available players from the EPT Standings, the number of players from the qualifiers will be increased accordingly.

\ Region	AS	EU	AM
Season \			

Initial Season Participants	<ul style="list-style-type: none"> • 4 invited from WGL Summer 2020 • 12 from qualifiers 	<ul style="list-style-type: none"> • 4 from regional EPT Standings • 12 from qualifiers 	<ul style="list-style-type: none"> • 2 from regional EPT Standings • 6 from qualifiers
Following Seasons Participants	<ul style="list-style-type: none"> • 8 from previous Season • 8 from qualifiers 	<ul style="list-style-type: none"> • 8 from previous Season • 8 from qualifiers 	<ul style="list-style-type: none"> • 4 from previous Season • 4 from qualifiers
Season Format	<ul style="list-style-type: none"> • 4 groups of 4, DE bo3 (UB & LB Winner qualify) • Playoffs 8 SE bo5 	<ul style="list-style-type: none"> • 2 groups of 4, DE bo3 (UB & LB Winner qualify) • Playoffs 8 SE bo5 	<ul style="list-style-type: none"> • 2 groups of 4, DE bo3 (UB & LB Winner qualify) • Playoffs 4 SE bo5

3.2 Global Offline Events

Global Offline Events are offline tournaments arranged and executed by ESL or DreamHack that are open for all regions and award points. Their winners receive a direct invitation to the Championship.

Example: DH Open Anaheim 2020

3.3 External Competitions

Throughout a year, new and returning competitions organised by third-parties can be awarded EPT points as well. If this happens, the points will be announced some time before the start of the qualification for those tournaments.

Example: tbd

3.4 Championship

The season final is played at the Championship event. The slots for this get decided by Regional Standings, additionally the winners of the global offline events get invited.

Example: IEM Katowice 2021

3.4.1 Slot distribution (Ro16)

3.4.1.1 From Direct invites

The winners of the following events receive a direct slot at the Championship:

- 1x Global event (DreamHack Anaheim)

3.4.1.2 From Standings

The 2020/21 Standings will be final after the last main event has ended on Sunday 20th December 2020.

- Top8 from Asian Standings
- Top5 from European Standings
- Top2 from American Standings

3.4.1.3 Replacements for drop-outs

A replacement deadline will be set by the tournament administration. If nothing else has been reported, the announcement of the groups composition will mark that deadline.

Before that deadline:

- Drop-outs that qualified as Event-winners will be replaced by the player with the overall highest points that still does not have a slot.
- Drop-outs that qualified from EPT Standings will be replaced by the next in line from EPT Standings of that same Region

After that deadline:

- All drop-outs will be replaced by short notice tournament administration decision.

4 Server Choice for Online Matches

4.1 Agreements

The preferred solution is always for two players in a best-of-X series to agree upon a server or combination of servers. In that case, they can play on any servers they like.

4.1.1 Informing the Administration about Agreements

If the players have found an agreement about servers, they should share it together with an admin, so that at a later point there cannot be any confusion. If no admin was involved or one player was not involved in the sharing, ESL/DH will not be able to enforce any agreement and will instead fall back to the "no agreement has been found" rules.

4.2 Default Server

The following servers are the default servers for the regional tournaments. For a player it matters only what Region they play in, not their physical location.

- Europe & Africa: EU
- Americas & Oceania: NA
- Asia with at least one Mainland China player involved: CN (NetEase)
- Asia without a Mainland China player involved: CN or KR
(check map Pick/Ban rules in the tournament rulebook to see who has the choice per map: if A picked the map then B picks the server)

5 Copyright Notice

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6 Appendix: Points tables

This is the list of confirmed competitions at the time of the creation of this document. The tournament administration can at any time decide to add or change competitions in regard to prize money or points.

DreamHack Anaheim 2020		DH WC3 Open Asia Season 1		DH WC3 Open Europe Season 1		DH WC3 Open Americas Season 1			
Rank	Points	Rank	Points	Rank	Points	Rank	Points		
1	900	1	600	1	450	1	300		
2	630	2	400	2	300	2	150		
3.-4.	450	3.-4.	250	3.-4.	190	3.-4.	80		
5.-8.	315	5.-8.	120	5.-8.	90	5.-6.	50		
9.-12.	225	9.-12.	60	9.-12.	45	7.-8.	25		
13.-16.	144	13.-16.	30	13.-16.	25	Q 1:2	10		
17.-20.	72	Q 1:2	15	Q 1:2	10				
21.-24.	36								
Total	5598	Total	2430	Total	1830	Total	790		

		DH WC3 Open Asia Season 2		DH WC3 Open Europe Season 2		DH WC3 Open Americas Season 2			
		Rank	Points	Rank	Points	Rank	Points		
		1	750	1	562.5	1	375		
		2	500	2	375	2	187.5		
		3.-4.	312.5	3.-4.	237.5	3.-4.	100		
		5.-8.	150	5.-8.	112.5	5.-6.	62.5		
		9.-12.	75	9.-12.	56.25	7.-8.	31.25		
		13.-16.	37.5	13.-16.	31.25	Q 1:2	12.5		
		Q 1:2	18.75	Q 1:2	12.5				
		Total	3037.5	Total	2287.5	Total	987.5		

		DH WC3 Open Asia Season 3		DH WC3 Open Europe Season 3		DH WC3 Open Americas Season 3			
		Rank	Points	Rank	Points	Rank	Points		
		1	900	1	675	1	450		
		2	600	2	450	2	225		
		3.-4.	375	3.-4.	285	3.-4.	120		
		5.-8.	180	5.-8.	135	5.-6.	75		
		9.-12.	90	9.-12.	67.5	7.-8.	37.5		
		13.-16.	45	13.-16.	37.5	Q 1:2	15		
		Q 1:2	22.5	Q 1:2	15				
		Total	3645	Total	2745	Total	1185		