Intel Extreme Masters

Rulebook

Foreword

This document outlines the rules that should at all times be followed when participating in an Intel Extreme Masters 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 Intel Extreme Masters Admin Staff

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1 Definitions

1.1 Range of Validity

The Intel Extreme Masters is operated as part of ESL by ESL Gaming GmbH.

This is the only rulebook which is valid for the Intel Extreme Masters, its participants and all matches played within the scope of the Intel Extreme Masters. With his participation the participant states that he understands and accepts all rules.

1.2 Participants

An Intel Extreme Masters participant is a team or a player that is participating in an Intel Extreme Masters competition. Any member of an Intel Extreme Masters 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, including but not limited to 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 Time Zone

The ESL website (www.intelextrememasters.com) 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.

1.4 Region

For Intel Extreme Masters, 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 assigned region, see 9.1.

1.5 Punishments

1.5.1 Definitions and Scope of Punishments
Punishments are given for rule violations within the Intel Extreme Masters. 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 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.

1.5.1.1 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.

1.5.1.2 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.

1.5.1.3 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.

1.5.1.4 Suspensions

During ongoing investigations, participants (players, team members or entire teams) can be suspended temporarily, if that can prevent damage to the tournament integrity. This measure will only be taken if the investigated violation is very severe and if the evidence makes a ban seem likely.
The time spent under suspension will be offset against the following ban, if applicable.

1.5.1.5 Bans/Barrages

Bans or barrages 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.

1.5.1.6 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.

1.5.1.7 Additional Methods of Punishment

In special cases, the tournament administration can define and come up with other methods of punishment.

1.5.2 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.

1.5.3 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.

1.5.4 League Bans and Penalty Points Outside the Intel Extreme Masters

League bans and penalty points outside the Intel Extreme Masters do normally not apply towards the Intel Extreme Masters 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.

1.6 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 TV or an official partner.

1.7 Disciplines

Games currently played in the Intel Extreme Masters are:
- Counter-Strike: Global Offensive by Valve Corporation
- StarCraft II: Legacy of the Void by Blizzard Entertainment
- Warcraft III - Reforged by Blizzard Entertainment

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

1.8 Tournament Organization

The Intel Extreme Masters is organized by ESL. ESL is operated by ESL Gaming GmbH.

ESL Gaming GmbH
Schanzenstr. 23
51063 Köln
Germany
https://www.eslgaming.com/

1.8.1 Administration List

Name	Role
Alexander 'crtmN' Nehr	Tournament Director
Carsten 'Storch' Kramer	Director League Operations
Michael 'Cynil' Parsons	Head Referee CSGO
Markus 'Olodyn' Koskivirta	Head Referee CSGO
Wojciech 'Dembski' Debowski	Head Referee SC2
Joep 'Narendur' van 't Hof	Head Referee WC3

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 protests, support tickets, 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 Intel Extreme Masters tournament directors.

2.4 Additional Agreements

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

2.5 Match Broadcasting

2.5.1 Rights

All broadcasting rights of Intel Extreme Masters are owned by ESL Gaming GmbH. This includes but is not limited to: IRC 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 a head admin before the start of the match. For the necessary contact details please look at point 1.8.1 and make sure any additional broadcast has been approved before the match in question starts.

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

2.6 Communication

2.6.1 E-Mail

The main official communication method of the Intel Extreme Masters is email, the Intel Extreme Masters may use the email that has been registered in the users profile on ESL, and therefore this email address should always be kept updated and checked regularly so that no important announcements from the league are missed.

2.7 Conditions of Participation in the Intel Extreme Masters

The following conditions must be met in order to participate in the Intel Extreme Masters

2.7.1 Age Restriction

All participants of Intel Extreme Masters 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 rule 2.12.1.1.

This limitation does not apply for the event-winner qualification slots for the IEM World Finals, but rule 2.7.3 still applies there.

2.7.3   Home Country/Region

A team players home country is the country where his 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 he holds a valid passport from. This decision can be made anew for every IEM 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 9.1). 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.

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 IEM 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 roster can hold an unlimited amount of members from any country or nationality, only the line-up composition in a match may be restricted, see 2.7.5 and 2.7.6.

2.7.5   Country/Region of Qualifiers

Qualifiers for Intel Extreme Masters, 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 can be convinced 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 the 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 Intel Extreme Masters. 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 5.12.4). 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 rules for the choice of nicknames apply.

On ESL Play, only the official player name is allowed, specifically it is forbidden to include teams or sponsors.

2.8.2   Game Accounts

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

- Battle.net BattleTag (Global) (Format is: Playername#0000)
- 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 given in the ESL profile. An incorrect game account may lead to a barrage 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 Intel Extreme Masters explicitly allowed it beforehand, a protest for a barrage or rematch will not be admitted. Penalties may still be given in either case.

2.9 Team Accounts

2.9.1   Standards

The Intel Extreme Masters team account must be an ESL team account only used for the Intel Extreme Masters, and no other tournament. This team account should have no history before entering the Intel Extreme Masters for the first time. If a team is taking part in the Intel Extreme Masters for the second time, the team account that was used the first time has to be used again. An Intel Extreme Masters account must have the following information entered:

- Team Logo, relevant to the team.
- One Team Captain

The team name should be written according to rule 2.9.2.

2.9.2   Team Names

The Intel Extreme Masters team name may not have any extensions such as "CS team". It may only consist of the team name and/or a potential name sponsor (see 2.11). To prevent confusion, only names that are not already being used by another team in the same discipline are allowed.

Sponsor names may appear on more than one team as long as the main part of the team name differs.

2.9.3   Changes on the Team Accounts

Any changes in the team account should be approved by the Intel Extreme Masters administration before the changes are allowed to take place. This includes but is not limited to:

- Adding or removing players
- Changing the team name

2.10   Licenses in the Intel Extreme Masters

2.10.1   Definition

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

- have automatically qualified through an ESL National Championship
- have qualified through Intel Extreme Masters national qualifiers
- have qualified through Intel Extreme Masters regional qualifiers
- have been invited to a specific event by the tournament organization.
- won participation through other tournaments or events.

2.10.2   Duration

Intel Extreme Masters licenses are valid for one Intel Extreme Masters 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 Intel Extreme Masters 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 Intel Extreme Masters 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 Intel Extreme Masters 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 Intel Extreme Masters 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 Intel Extreme Masters license to another entity, if there is an adequate reason for doing so. It is at the Intel Extreme Masters administrators' discretion whether or not the reason is deemed adequate.

2.10.6   Withdrawal of License
ESL reserves the right to withdraw an Intel Extreme Masters license from any participant(s), if the Intel Extreme Masters feels that the participant(s) in question have not behaved within the guidelines set out by the Intel Extreme Masters, 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 IEM on a similar level of play.

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 Intel Extreme Masters.

2.12   Player Changes (Team competitions only)

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

2.12.1   Adding a New Player

2.12.1.1   Restrictions for Adding New Players

Every player addition is counted as a "new player". This includes new players in other ESL Pro Gaming competitions (including but not limited to IEM, ESL One, ESL Pro League and ESL National Championships, including their qualifiers). The maximum number of new players any team can add within any 120 days is the number of players in the default line-up (e.g. 5on5 = 5).
A player can only join an IEM participant if he has not been playing for more than one team in ESL Pro Gaming competitions (including their qualifiers) during the last 120 days. A special exception from this rule can be made if the player or his team can clearly prove that this change is permanent (i.e. by presenting a valid contract). This exception can never be made when the third team is the same as the first one he played for.

Over the course of a single event and its qualifiers, the following restrictions apply:
   i)   A player that played in and qualified from an open qualifier is never allowed to participate in another open qualifier for the same event. The player is also not allowed to play in any closed qualifier for the same event with another team.
   ii)   A player that played in and qualified from a closed qualifier is never allowed to participate in another qualifier for the same event. The player is also not allowed to play the main event with another team.
   iii) A player that played in the open qualifier but didn't qualify into closed is allowed to change teams for the main event in any case. He can even change teams for the closed qualifier, but only if the new team can prove that the change is permanent.
   iv)   A player that played in the closed qualifier but didn't qualify into the main event can change teams for the main event, but only if the new team can prove that the change is permanent.
   v)   None of these changes are allowed if the new team is the same that the player has already played for in

the last 120 days.

2.12.1.2   Formal Requirements

Before a player can be officially added to the roster, the administrators of Intel Extreme Masters must be formally informed in writing. This information should contain:

- Nick
- Link to the player
- Full Name
- Previous team history of the last 120 days

Failure to notify the Intel Extreme Masters Administration with the necessary information before adding the player may be penalized with up to two (2) minor penalty points.

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

2.12.1.3   Player Addition Deadline

For an offline event, the final roster that will be used at the event has to be reported at the latest 14 days before the start of the first match of the event. The roster can contain up to two substitute players on top of the regular ones. If a player is added after that deadline but more than 7 days before the start for the first match of the event, the team will be fined for $1000.

During the qualifiers, players can be added to the roster any time before the check-in to a qualifier, but not at all during an ongoing cup, unless there is a period without matches of at least 24 hours.

Later additions are only possible in cases of emergency (e.g. injuries, illness).

2.12.2   Multiple Contracts

For a player in the Intel Extreme Masters to have a contract or agreement with 2 or more Intel Extreme Masters teams is strictly forbidden, may it be written or oral. If such a contract or agreement is found to be in existence, ESL reserves the right to bar the player from playing any more matches until the situation has been resolved. If the situation cannot be resolved, the Intel Extreme Masters have the right to remove the player or team(s) in question.

The only exception from this rule is the case of a loan. In that case, the player is only allowed to play competitions for the team he is loaned out to, not for the team that he is originally contracted with. Other than the fact that the player still has a running contract with his old team, this is in every way considered the same as a transfer, i.e. limitations from 2.12.1.1 apply.

2.12.3   Line-up Restriction during an Event

Once a team plays for the first time in a qualifier, the line-up of the team has to contain a majority of that first line-up until the end of the main event, throughout all qualifiers and stages of the event. This also implies that an organization that tried and failed to qualify with one team is not allowed to sign a new team to still take part in the event.

The above line-up restriction also applies for teams that were invited to the event or a later stage of the qualifiers, in that case the default line-up of the team at the time of the invitation or a specific line-up named in context with the invitation is relevant. Invited teams are considered the same as if they had played throughout the entire qualifier process up until the stage that they have been invited to.

This rule does not apply to cases where a team qualified to the IEM World Championship by winning a regular event.

2.12.4   Line-up Changes during an Event

The line-up has to consist of players from the team roster (see 2.12.1.3).

During the main event, the line-up for the next upcoming map has to be reported to ESL at least 8 hours before the scheduled start of the match, or immediately after the end of the previous map, whichever is later.

In case this is the first match of an offline event (or of a new stage of an offline event with a break of over 30 hours between stages), the line-up has to be reported to ESL at least 24 hours before the scheduled start of the match.

During the qualifiers, the line-up can be changed at any time between maps.

Later changes are only possible in cases of emergency (e.g. injuries, illness).

2.12.5   Emergency Transfers

In case of a serious and short notice emergency (e.g. unforeseeable cancellation of all flights or a severe illness or injury of a player) that leaves a team without a full line-up to play with, the tournament direction can decide to allow an emergency transfer in disregard of most of the rules in 2.12.

Rule 2.12.1.1 remains in place even for emergency transfers.

2.13   Prize Money

All prize money should ideally be paid out 90 days after the Intel Extreme Masters event in question has been completed, but it may take as long as 180 days for the payment to be completed.
If a team or player is missing the proper payment information in their Intel Extreme Masters 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.

2.13.1   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.

2.13.2   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.

2.13.3   Withdrawal of Prize Money

As long as the prize money for the Intel Extreme Masters 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.

2.13.4   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 one year of the initial payment date the prizes are forfeited.

2.14   Penalties and consequences for leaving the Intel Extreme Masters

2.14.1   Leaving During an Event

If a participant leaves the Intel Extreme Masters 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, barrages, suspensions or similar sanctions may also come into effect, especially on very late cancellations, according to what the tournament administration sees fit.

2.14.2   Deletion of Matches

All matches involving teams or solo players that have left a stage of the Intel Extreme Masters 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.

2.15   Match Start

2.15.1   Punctuality

All matches in the Intel Extreme Masters should start as stated on the website, 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.

2.15.2   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 2.15.3) will be awarded. If the match is broadcast by ESL TV or in any other way a live match, three (3) additional minor penalty points will be awarded for any delay in the match start caused by a team.

2.15.3   Participants Not Showing

If a participant is not ready to play until 15 minutes after the scheduled start of the match, he is 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 opponent will receive a default win from the administration.

2.16   Match Procedures

2.16.1   Line-up

Teams have to submit their line-up for offline and online events before deadline given by tournament administration.

2.16.2   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 champion-ban/pick process of the first map or the map-veto/pick process.

- In online cups/qualifiers, the cup 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 a competition (e.g. in the group distribution process), it will remain valid.
- In playoffs that are following upon a previous round (e.g. a group stage) that gave a clear ranking, whenever one participant has his first match in the playoffs (round 1, round 1 lower bracket if directly seeded there 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 the lower bracket of a double elimination bracket, the participant that came into the lower bracket in the later round is considered the "better seed" (e.g. in a "GSL group", the loser of the Upper Bracket final over winner of the first round of the Lower Bracket).
- In the grand final of a double elimination bracket, the player from the Upper Bracket is considered the "better seed". If the format demands for a second series in case the player from the Lower Bracket wins it, then the seeding is reversed for the second series.
- In all other cases (e.g. later playoffs rounds), we will stick to coin tosses.

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

2.16.3   Match Result

The result must be immediately added and confirmed by both parties, even if more match records are missing and in need of uploads. A protest may still be made even after a match result has been confirmed and accepted on the ESL website. Please refer to the game specific rules for what match records and media need to be uploaded.

2.16.4   Storage and keeping of 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.

2.17   Match Protests

2.17.1   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.

2.17.2   Match Protest Rules

2.17.2.1   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)

2.17.2.2   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.

2.17.2.3   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 one (1) minor penalty point.

2.17.2.4   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.

2.18   Results in Rematch

If the rules stipulate that a rematch is to be played, the victim of the incident is to 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.

2.19   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.

2.20   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.

3 Qualification

3.1 Qualification for Intel Extreme Masters Events

There are usually one or two ways to qualify for an IEM event:
- Through online qualification
- Through invitation

These are usually pre-distributed regional slots. Each region gets a certain number of slots for an IEM event, the home region (or country) is usually given at least one additional slot.

3.1.1   StarCraft II / Warcraft III

3.1.1.1   Masters Events

Qualification will be a mixture of invitation and qualification.

3.1.1.2   Masters Championship Event

Qualification will be based on seasonal ESL Pro Tour Standings

3.1.2   Counter-Strike: Global Offensive

Selection of the CS:GO participants will mostly be based on invitation of teams depending World Ranking Standings. Online qualifiers will always be divided by region due to connection issues. Special local rules slots will be filled by the discretion of the tournament administration.

3.2 Replacements

If a participant is for any reason unable to compete any more in the Intel Extreme Masters, 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.

3.2.1   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.

3.2.2   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 3.2.3-3.2.4. 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.

3.2.3   Qualified or Invited Event Group Stage or Playoff Participant

a) 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.

b) After the replacement deadline
The administration will try to find any replacement by all available means.

3.2.4   Final Qualifier Participant

3.2.4.1   Before the relevant open qualifier grid has been finalized

The next in line from the applicable ranking (i.e. in SC2 the next best WCS ranked player from the same region that is available) will be invited.

3.2.4.2   After the relevant open qualifier grid has been finalized but before the final qualifier grid has been finalized

The next in line from the open qualifier (i.e. in SC2 the best WCS ranked player that lost in the last round of the open qualifier) will be invited.

3.2.4.3   After the final qualifier grid has been finalized but before the first round of the final qualifier has ended

The next in line from the open qualifier (i.e. in SC2 the best WCS ranked player that lost in the last round of the open qualifier) will directly replace the dropped-out participant in the grid.

3.2.4.4   After the first round of the final qualifier has ended

The slot remains empty.

4 Event Rules

4.1 Tournament Stages

4.1.1   Group Stage

When tournaments at IEM offline events are played in group stage mode, normally the top 50% of the group will be proceeding into the playoffs. Team games group stages are often played in best-of-one mode, 1on1 games usually in best-of-three. Groups of four are always played as double-elimination groups. In case of a draw, the winner will be determined according to game specific rules.

4.1.2   Playoffs

The playoffs are played in single elimination, the best-of-mode is usually increased by 2 (1on1 = bo5, team = bo3) compared to the group stage. The final match will usually have its best-of-mode increased by another 2

(1on1 = bo7, team = bo5) compared to all other rounds of playoffs.

4.1.2.1 Playoffs after Groups of Four

In the case of groups of four participants, the group winners will face the second ranked participant of another group. Two participants from the same group will never be seeded into the same half of the playoff grid.

4.1.2.2 Playoffs after Groups of Six

In the case of groups of six participants, the group winners will have a free win in the first round. Every second ranked participant will face a third ranked participant from another group in the first round. Winner and second from the same group will never be seeded into the same half of the playoff grid. Group third will never be seeded into the same quarter of the grid as someone else from his group.

4.1.2.3 Playoffs after Swiss System of Eight

In the case of a Swiss system of eight participants, participants with 3 wins (4/8) are qualified and participants with 3 losses (4/8) are eliminated. Participants will be seeded into the bracket of four according to their win/loss record, tied participants will be randomly sorted.

4.1.2.4 Playoffs after Swiss System of 16

In the case of a Swiss system of 16 participants, participants with 3 wins (8/16) are qualified and participants with 3 losses (8/16) are eliminated. Participants will be seeded into the bracket of eight according to their win/loss record, tied participants will be randomly sorted.

4.2 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! 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
If a participant is not ready to play at the latest 15 minutes after the scheduled time, the tournament administration can decide to award (partial) default losses or disqualify the participant.

4.3 Causing Delay

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 misbehaviour (e.g. as listed in 4.13.1):
•   for every (partial) 5 minutes delay in the match start caused by this (1-5 / 6-10 / 11-15 / etc) – three Minor Penalties

4.4 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.

4.5 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 player or team doesn't send in their configs and drivers, they have to manually setup their config on site and play with default drivers.

4.6 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, 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.

4.7 Administrators

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

4.8 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.

4.9 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.

4.10 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.

4.11 Media Obligations

If the league 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.

4.11.1 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.

4.12 Stage Matches

Each participant is required to play his/their stage matches, if they reach them. This part is an integral component of the tournament and exceptions will not be allowed.

4.13   Gaming Areas

4.13.1   Food, Drinks, Smoking and Behaviour
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.

4.13.2   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.

4.13.3   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 prior permitted by the head admin. 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.
Paper versions of documents for tactical purposes are allowed in reasonable sizes and numbers (e.g. a notebook).

4.13.4   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.

4.13.5   Internet access
Internet access on tournament computers is disabled for all participants.

4.14   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.

4.15   Demos and Replays

All demos or replays must be made available if requested by the administrators.

4.16   Demo and Replay Rights

ESL reserves the right to play, and/or upload to the ESL websites, all demos that are recorded in an ESL arrangement.

4.17   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.

4.18   Winners Ceremony

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

4.19   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, including Intel Extreme Masters. 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

All Intel Extreme Masters participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, ESL TV, and Intel Extreme Masters administration. Being role models is the occupational hazard of being an Intel Extreme Masters 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, 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 the Intel Extreme Masters. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

5.2 First-time and repeat offences

All punishments listed below are meant for first-time offences. Repeat offenders (both the specific player and - in team competitions - his team) will be punished proportionally harder.

5.3 Cheating

5.3.1   Cheat Software
The use of the following programs is considered cheating: Multihacks, Wallhack, Aimbot, Coloured Models, No-Recoil, No-Flash and Sound changes.
These are only examples, other programs or methods may be considered cheats as well.

5.3.2   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).

5.3.3   Punishments for Cheating
When cheating is uncovered in the Intel Extreme Masters, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money, receive twelve (12) (ESL-) 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.
In team competitions, the team will be disqualified from the Intel Extreme Masters event where the cheating occurred.

5.3.4   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.

5.4 Doping

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

5.4.2   List of Prohibited Substances and Methods
The List of Prohibited Substances and Methods created by the Esports Integrity Commission (ESIC) is valid for the Intel Extreme Masters tournaments. The list can be found here:
https://esic.gg/codes/esic-prohibited-list/
Any unsanctioned use of these substances is considered doping.

5.4.3   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.

5.4.4   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.

5.5 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 5.4.2, 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.

5.6 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.

5.7 Competition Manipulation

Offering money/benefits, making threats or exerting pressure towards anyone involved with Intel Extreme Masters 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.

5.7.1 Punishments for Competition Manipulation

When attempted competition manipulation is uncovered in the Intel Extreme Masters, 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 Intel Extreme Masters event where the attempt occurred.

5.8 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.

5.8.1 Punishments for Match Fixing

When match fixing is uncovered in the Intel Extreme Masters, 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.

5.9 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.

5.10 Publisher or ESIC Bans

ESL reserves the right to refuse players who have standing bans from the game publisher to take part in Intel Extreme Masters tournaments.
Also, ESIC bans will be honoured and translated into ESL bans.
CSGO VAC bans are specifically honoured, but only until 2 years after they have been issued.

5.11 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).

5.11.1 Public Behaviour

All participants shall abstain, at all times, from poor, undesirable, or negative behaviour 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.

5.11.2   Insults

All insults occurring in connection with the Intel Extreme Masters 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 Intel Extreme Masters 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.

5.11.3   Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the Intel Extreme Masters.

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.

5.11.4   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.

5.11.5   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 public.

5.12   Unsportsmanlike Behaviour

For an orderly and pleasant game, it is essential that all players have sportsmanlike behaviour. The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour.

5.12.1   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.

5.12.2   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.

5.12.2.1   Cheat Suspicion

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

5.12.3   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.

This rule often happens in connection with rule 5.12.4 , in that case the punishments are cumulated.

5.12.4   Playing with Disallowed Player

Using a disallowed player results in one (1) major penalty point, and also the player will be barred for 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.

5.12.5   Misleading admins or players

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

6 Game Specific Rules StarCraft II

6.1 Before the Match

All games have to be played with the most up to date version of "StarCraft II: Legacy of the Void".
The game speed has to be "faster", no handicap, no A.I. opponents and 1vs1 mode.

6.1.1　　In-Game nickname

Players are only allowed to use their own official nicknames - without any additions - during ESL matches.
Specifically it is forbidden to use barcodes.

6.1.2　　Map selection procedures

6.1.2.1　　Map pool

Tournament will be played on the current competitive map pool (current Ladder Map Pool) which consists of the following maps:
- Deathaura LE
- Jagannatha LE
- Lightshade LE
- Oxide LE
- Pillars of Gold LE
- Romanticide LE
- Submarine LE

6.1.2.2　　Map Veto and Pick

The player who has the better seeding (see 2.16.2) can choose who is "Player A" and "Player B" for this process. The the order of veto and pick is as follows:

- Best-of-One (bo1) Matches:
  Veto ABABAB - remaining map is being played.

- Best-of-Three (bo3) Matches:
  Veto ABAB - Pick AB - remaining map is being played as decider map, if required.

- Best-of-Five (bo5) Matches (starting 0:0):
  Veto AB - Pick ABAB - remaining map is being played as decider map, if required.

- Best-of-Five (bo5) Matches (starting 1:0 for the Upper Bracket winner in double elimination):
  Veto AB - Pick ABAB - remaining map is not being used.

- Best-of-Seven (bo7) Matches (starting 0:0):
  No Veto - Pick ABABAB - remaining map is being played as decider map, if required.

- Best-of-Seven (bo7) Matches (starting 1:0 for the Upper Bracket winner in double elimination):
  No Veto - Pick ABABAB - remaining map is not being used.

6.1.3 Battle.Net

Games are to be played on the following Battle.net locations:
European Event/Qualifier: Europe
American Event/Qualifier: Americas & Oceania
Asian Event/Qualifier: South Korea
The tournament administration reserves the right to adjust these locations if necessary. If available, local offline servers may be used.

6.1.4 Game settings

6.1.4.1　　Race

Players can freely choose which race to play and may also change race between maps. Picking random race is allowed. If a rematch is appointed, players may be forced to stick to the same race as in the original match, please contact the administrators if in doubt.

6.1.4.2　　Unit Skins

Players must use default unit "skins" – Any extra unit "skins" are to be disabled.

6.1.4.3   Custom Decals

Players are only allowed to use the official logo of their current team.

6.1.5 Before the match start

6.1.5.1   Match sanctioning by the administration

It is not allowed to start and play any matches without an Intel Extreme Masters admin present in the game, unless it is specifically permitted otherwise by the tournament administration. Ignoring this can result in penalties for both players.

6.1.5.2   Player colours

Players have to use certain in-game colours when asked to by an Intel Extreme Masters official. Ignoring this can lead to one (1) minor penalty point for every instance.

6.1.5.3   Status on Battle.net

Players must have "busy" selected as their status at all times during matches. Receiving an ingame-message during a match will result in a default loss for that map and can result in further sanctions up to disqualification.

6.2 During the match

6.2.1   Disconnections

Normally, after a disconnection, the game is recovered from the replay (without the minimap showing). If for some reason, there is no replay available, the following rule will apply:

6.2.1.1   Disconnections with no replay available

If a player disconnects involuntarily within the first 2 minutes and no contact was made between the players, the match will be restarted with exactly the same settings as the first one. Players that used "random" as their race have to pick "random" again.
Admins reserve the right to decide for a rematch in case a player with a clear advantage disconnected in order to preserve the spirit of competition.

If a player disconnects involuntarily at a later point (or after contact was made), the following can happen:
a) The opponent will be asked whether he wants to restart the map in question or not. Should the opponent opt for a restart of the map, the map will be restarted.
b) Should the opponent decline a restart of the map, the tournament administration will establish whether the outcome of the map was still open or a clear advantage for one of the players was evident. The administration will then decide whether the map will be restarted or whether the match will be decided in favour of the player who remained in the game.
In either case, both players have to pick the race that they picked in the interrupted game, meaning that a "random" player has to pick "random" again.
The match as a whole has to be finished, e.g. the second map still has to be played if the disconnect happens on the first map.

6.2.2   Pauses

Players may not pause a game unnecessarily. Should a pause be required, the player must inform the tournament administration immediately in the following manner:
1) type "PP" in the in-game chat
2) physically raise their hand to notify the organizers, in the case that the keyboard is unresponsive

6.2.3   Completion of the match

The match as a whole has to be finished. It is not allowed to disrupt a match between maps without the permission of the tournament administration. If a player refuses to start the remaining map/maps he will be counted as not having shown up and receive the according penalties for a no-show.

6.3 After the match

6.3.1   Draws

A draw on a map may occur if:
  a) Both players are unable to destroy each other's buildings and both players agree to it being a draw.
  b) The tournament administration declares a draw based upon the observation of the map.
In case of a draw the same map has to be replayed until a winner is established.

6.3.2 Match media
All players have to save the all replays of their matches and name them in a recognizable fashion (e.g. player1_player2_mapname_eventname)

6.3.3 Breaks between Maps
After each map a player may take a maximum of three minutes to join the next game. This time may be spent watching the replay of the past game.
In a best-of-five, players may step away from the computer for a maximum of five minutes after the third map. In a best-of-seven this is allowed after the third and sixth map.

6.4 SC2 Ranking

If no other rule has been announced for any stage of the IEM, this is the rule to be used. Not the visible ranking on the ESL website but the active ranking rule from the ruleset valid for a match is binding.
The ranking is primarily decided with regards to the number of points that a participant has amassed during that stage of the tournament. A participant will earn 3 points for winning a match, and 0 points for losing a match. 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. Overall map difference
2. Overall number of map wins
3. Points amassed between the tied participants ('Mini-League')
4. Map difference between the tied participants ('Mini-League')
5. Number of map wins between the tied participants ('Mini-League')

If after all 5 points the players are indistinguishable, a decider match or matches have to be played, in an attempt to separate the participants in question. In special cases, the tournament direction can rule on a different way to determine the order in an unsolvable tie (i.e. coin toss).

7 Game Specific Rules Counter-Strike: Global Offensive

7.1 Game version

The tournament will use the latest available version of the game client. If the latest available version is considered unplayable due to bugs or extreme balance changes within close proximity by ESL administration, an older version might be used if it's available for rollback. Any update during the event will result in a rollback to the original version (if possible).

7.2 Anti-Cheat

ESEA Client is mandatory for all players to use for the full duration of all matches played online and offline. If a player cannot use ESEA Client, then they are not allowed to take part in a match. Players are responsible for having their login credentials available to them at the time of the competition.

7.3 Map selection procedures

7.3.1 Map pool
Tournament will be played on the current competitive map pool (Valve Active Duty Map Group) which consists of the following maps:
- Dust2 (de_dust2)
- Inferno (de_inferno)
- Mirage (de_mirage)
- Nuke (de_nuke)
- Overpass (de_overpass)
- Train (de_train)
- Vertigo (de_vertigo)

7.3.2 Online Open Qualifiers
For Bo1 matches, the map selection process will take place on the CSGO server provided by ESL. In order to remove a map, teams have to type ".ban map" in game chat (e.g. ".ban de_cbble"), The server will automatically change the map as soon as the last map gets removed. For Bo3 matches, the map selection process will be completed with the assistance of the tournament referee on the Discord server provided by ESL.

7.3.3   Online Closed Qualifiers

Teams will start the map selection process 30 minutes before scheduled match start. The map selection process will be completed with the assistance of the tournament referee on the Discord server provided by ESL.

7.3.4   Offline Stage

Only two selected people from each team can participate in the map selection process. During the map selection process, first statement coming from the team towards the tournament referee will count as ban or pick and it cannot be reverted. Each team has a total of 150 seconds to make all of their picks and bans, which can be split up on the single steps as teams prefer. When the time expires, the remaining picks and/or bans will be randomised by the tournament referee.

For Bo1 matches, map selection process has to be done 20 minutes before scheduled match start. For Bo3 matches, map selection process has to be done 30 minutes before scheduled match start. If there is a match being played immediately before the match in question, the latest time at which the map selection process has to be started is during the halftime of the potentially final map of the previous match. The time at which the map selection process is being done does not warrant the exact start time of the match.
Map selection process can be done (potentially significantly) earlier if ordered so by the tournament administration.

The map vetoes must not be made public before ESL has done so.

7.3.5   Best-of-One (Bo1) Matches

The better seeded team decides if they are either Team A or Team B. Team A starts the process and the order of the ban / pick is as follows:
1. Team A removes one map.
2. Team B removes two maps.
3. Team A removes two maps.
4. Team B removes one map.
5. Remaining map is being played.

The sides on the map are determined by a knife round.

7.3.6   Best-of-Three (Bo3) Matches

The better seeded team decides if they are either Team A or Team B. Team A starts the process and the order of the ban / pick is as follows:
1. Team A removes one map.
2. Team B removes one map.
3. Team A picks one map.
4. Team B picks one map.
5. Team A removes one map.
6. Team B removes one map.
7. The remaining map is played as a decider, if required.

Every team decides sides on the map choice of their opponent. The sides on the last map are determined by a knife round.

7.3.7   Best-of-Five (Bo5) Matches

The better seeded team decides if they are either Team A or Team B. Team A starts the process and the order of the ban / pick is as follows:
1. Team A removes one map.
2. Team B removes one map.
3. Team A picks one map.
4. Team B picks one map.
5. Team A picks one map.
6. Team B picks one map.
7. The remaining map is played as a decider, if required.

Every team decides sides on the map choice of their opponent. The sides on the last map are determined by a knife round.

7.4 Match settings

The following match settings need to be used during the ESL CSGO competition:
- Rounds: Best out of 30 (mp_maxrounds 30)
- Round time: 1 minute 55 seconds (mp_roundtime 1.92)
- Start money: $800 (mp_startmoney 800)
- Freeze time: 20 seconds (mp_freezetime 20)
- Buy time: 20 seconds (mp_buytime 20)
- Bomb timer: 40 seconds (mp_c4timer 40)
- Overtime rounds: Best out of 6 (mp_overtime_maxrounds 6)

- Overtime start money: $16,000 (mp_overtime_startmoney 16000)
- Round restart delay: 5 seconds (mp_round_restart_delay 5)
- Break during half time: 2 minutes 30 seconds (mp_halftime_duration 150)
- Break during half time in overtimes: disabled.

7.4.1   Overtimes

In case of a draw after all 30 rounds have been played, an overtime will be played in best out of 6 mode (mp_maxrounds 6) and with $16,000 start money (mp_startmoney 16000). For the start of the overtime teams will stay on the side which they played the previous half on, during half-time sides will be swapped. Teams will continue to play overtimes until a winner has been found.

7.5 Match server

Matches are played on the servers provided by ESL. Teams are required to check all the necessary game aspects (including skins, bugs on load etc.) and network components (latency and server variance) before starting the match. Failure to do so, and to let the match start, will mean that both teams have accepted the state the map is in, and the match might be continued under these conditions.

7.6 In-Game chat

It is not allowed to write about things that are not directly related to the match in the in-game chat. This is including but not limited to discussion of the technical issues and any sort of advertisement.

7.7 Coaching

7.7.1   Online Competition

Teams are allowed to have one coach connected to the game server. After joining the server, the coaches need to type in game chat ".coach" to move to the coaching position.

7.7.2   Offline Competition

Teams are allowed to have one coach behind the team during the official matches. During the match, the coach will be connected to the voice communication system and will only be allowed to talk to the players during the tactical pauses and half times. Coach is not allowed to communicate in any other way (e.g. shouting) with players outside of the specified time windows.

Any coach found to be in breach of the communications restrictions outlined in this section will usually just receive one (1) warning from the referees. This warning stays in place for the duration of the event. If the violation is repeated, the coach will be ousted from the game. The coach forfeits his or her right to coach for the remainder of the match.

Teams may be given a preemptive warning in case they have been known to abuse the warnings. In case of a preemptive warning, the first incident will be punished immediately.

Warnings are logged by the tournament administrators and may be reviewed for sanctioning purposes.

If the first incident has clearly and relevantly impacted the game, the consequences for the coach and/or the team will be accordingly more severe.

7.8 Usage of pause function

The pause function can be used at any time, but it will only come into effect during freeze time (immediately if used during freeze time, else at the beginning of the next freeze time).

7.8.1   Online Qualifiers

Teams are limited to two pauses (whether technical or tactical) per each half and one pause per each overtime. A pause can last no longer than five minutes. To call a pause, teams have to type ".pause" on the server and then announce the reason for a pause immediately after they paused the match.

7.8.2   Offline Stage

7.8.2.1   Technical Pause

If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The technical pause function can be called by typing ".tech" or ".technical". The player has to announce the reason before or immediately after he paused the match. During a technical pause, headsets have to stay on. Unless the referee instructs the match participant otherwise any form of communication including but not limited to text and voice communication between players and coaches is forbidden during a technical pause.

7.8.2.2   Timeout

Each team is allowed to invoke a timeout (tactical pause) of 30 seconds up to four times per map. Timeouts can

be called via the in-game vote system (ESC → Call Vote → Call Tactical Timeout). Teams are allowed to take all four timeouts at once by calling them all individually once the previous timeout expires. Team will not be given additional timeouts in the overtimes, but the unused timeouts can still be used in overtime.

7.8.3 Admin Pause

The admin can pause the game from his station or from a player station, when it is required. If for some reason the player pausing does not work, they have to request the admin to do it.

7.9 Player Settings

7.9.1 Configuration Files

All configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. A player may be penalized for wrong settings in any config file, regardless if it is in use, or even stored in the game folder in question. The following commands are forbidden:

- cl_showpos 1 – the value needs to be set to 0.

Teams are required to contact the tournament administration if they are unsure on the validity of a command and its value. A team may be penalized for having forbidden commands in their configuration file, regardless if it was in use.

7.9.2 Scripts

All scripts are illegal except for buy, toggle, demo scripts. A team may be penalized for having forbidden scripts in their configuration file, regardless if it was in use.

7.9.3 Graphics drivers

Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating paragraph.

7.9.4 Overlays

All kinds of overlays which will show the usage rate of the system in any way in-game (e.g. Nvidia SLI display, Rivatuner Overlay) is forbidden. Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

7.9.5 Custom Data

Players are not allowed to use any form of custom game files during the official matches. Only CSGO skins are allowed to be changed, but the "Agent" player skins are forbidden. Any other changes, including but not limited to modification of sprites, HUDs, score boards, crosshairs are strictly disallowed.

7.9.6 Device Drivers

Using device drivers to pre-install / pre-script illegal macros on the player's devices (keyboard, mice, sound cards) is forbidden and may be punished under the cheating paragraph. Tournament officials reserve the right to request any piece of gear used by the players for inspection.

7.9.7 In-Game nickname

Players are only allowed to use their own official nicknames - without any additions - during ESL matches. Every player that has officially registered his nickname with Valve for sponsored events is required to use the same nickname for all ESL matches.

7.9.8 In-Game item's nametag

Players are not allowed to use nametags on in-game items which violate the code of conduct.

7.10 Match Procedures

7.10.1 Match Breaks

Teams will have at least 10 minutes of a break between matches and 8 minutes between maps in best-of-three and best-of-five matches. In best-of-five matches, team will also get an extended break (at least 15 minutes) between map 3 and 4. The exact times will be communicated by the tournament administration. There are no breaks at half times.

7.10.2 Number of Players

All matches have to be played with five players per team (5vs5), other constellations are not allowed. If a team fails to show up with enough players, the match will count as no-show.

7.10.3 Change of Players

Only players that are part of the team can be substituted in. The opposing team and tournament administration have to be informed beforehand.

7.10.3.1   Changes in online competition

During online competition, line-up changes can be made at any point of the match if there is a proper reason (i.e. connection problems). If necessary, the game can be paused for the change. The delay caused must not exceed 5 minutes and excessive changes/abuse of this rule are forbidden.

7.10.3.2   Changes in offline competition

During offline competition, line-up changes are only allowed in between maps. The player will not receive additional time to set up compared to the time it would have taken with the original player.

7.10.4   Match Interruptions

If a match is interrupted for reasons beyond the control of the participants (e.g. server or player crash), the tournament administration will restore the round using the CSGO's backup & restore feature, but in some scenarios may decide to replay the round or even a whole match.

- If the issue takes place during the first minute of the round, before any damage has occurred and the opponent or referee has been immediately notified, the round will be restored.
- If the issue takes place during a round and after the damage has been made and the outcome of the round can still be determined (e.g. a single player has dropped but others remain), then the round will not be replayed or restored. The round will continue to be played and will count. Special exceptions can be made if the damage dealt was ruled insignificant e.g. accidental teammate damage dealt at the start of the round or damage dealt to the opposing side by the team that was affected by the crash.
- If the issue takes place during the round, after damage has occurred and the outcome of the round cannot be determined (e.g. due to server crash), the match will be restored to the beginning of the round.
- If the issue takes place during the round, after damage has occurred and the outcome of the round is obvious (e.g. one team is saving with 10 seconds remaining), but it cannot be continued due to for example a server crash, then the round can be awarded.

The matches will not be stopped and/or rounds will not be restored or replayed in cases where it is clearly a participant's fault (e.g. mis-buying a weapon).

7.10.5   Use of Bugs and Glitches

The intentional use of any bugs, glitches, or errors in the game is forbidden. It is up to the admin's discretion whether or not the use of said bugs had an effect on the match, and whether or not he will award rounds, or the match to the opposing team, or to force a rematch. The usage of the following bugs is strictly forbidden, if any bug is used which is not listed here it is up to the admin's discretion whether or not a punishment is necessary.

- Moving through clipped areas where the movement is not intended by the design of the map is strictly forbidden (any walls, ceilings, floors etc).
- The bomb may not be planted in a location where it cannot be defused. Planting the bomb in such a way that no one can hear the beeping sound, or the planting sound is also forbidden.
- Standing on top of teammates is generally allowed, it is only forbidden, when such actions allow the player to peek over, under and/or through a solid object (e.g. wall, box, ceiling) that should not be allowed according to map design.
- Pixel walking is forbidden. A player will be considered to be pixel walking if they sit or stand on invisible pixels on the map, where there is no visible edge.

It is recommended to check with tournament administration whether or not certain bug or glitch is considered illegal.

The following bugs are explicitly allowed:

- Defusing the bomb through walls and items etc.
- So called "surfing" on tubes

The tournament directors reserve the right, also retroactively, to add more bugs to the list of explicitly allowed bugs.

7.10.5.1   New Positions

If any player or team wants to use a new position which is not commonly known, it's strongly recommended to contact tournament officials to check if that position is allowed before using it in any official match. Players and teams have to consider that it takes time to check new positions and therefore they have to contact tournament officials in a reasonable time frame before an official match.

7.10.6   Joining the wrong team

Joining the wrong team on the server is forbidden and may be penalized with one (1) minor penalty point.

7.10.7   Suicide during matches

~~A player is not allowed to intentionally cause suicides of their player character. This includes using the /kill command or using map features to deny kills to the opposing team (such as jumping off on Vertigo).~~

8 Game Specific Rules Warcraft III

8.1 Before the Match

All games have to be played with the most up to date version of "Warcraft III - Reforged" with the following settings in 1vs1 mode and with no A.I. opponents.

- Game Speed : Fast
- Lock Teams: Yes
- Full Shared Unit Control: No
- Random Races: No
- Random Hero: No
- Observers: Full Observers
- Visibility: Default

8.1.1　　Map selection procedures

8.1.1.1　　Map pool

The tournament will be played on the latest ESL tournament map pool which consists of the following maps:
- Amazonia
- Echo Isles
- Last Refuge
- Northern Isles
- Terenas Stand LV
- Twisted Meadows
- Concealed Hill

8.1.1.2　　Map Veto and Pick

Both players remove a map from the map pool alternatingly as long as necessary until only the maximal required number of maps (= best-of-mode) remains. These are the maps used for the match.
Now both players pick a map from the remaining maps alternatingly as long as maps remain, determining the order of maps to be played.
The player who has the better seeding (see 2.16.2) can choose who starts with the first veto, the player who had the first veto also starts picking the first map.
The system is explained more specifically below for each game mode.

- Best-of-One Matches:

Veto ABABAB - remaining map is being played.

- Best-of-Three Matches:

Veto ABAB - Pick AB - remaining map is being played as decider map, if required.

- Best-of-Five Matches:

Veto AB - Pick ABAB - remaining map is being played as decider map, if required.

- Best-of-Seven Matches

No Veto - Pick ABABAB - remaining map is being played as decider map, if required.

8.1.2 Battle.Net
Games are to be played on the appropriate region on Battle.net.
If available and so decided by the tournament administration, local offline servers may be used.

8.1.3 Game settings

8.1.3.1　　Race

Players can freely choose which race to play but have to stick to that choice for the entire series. Picking random race is allowed. If a rematch is appointed, players may be forced to stick to the same race as in the original match, please contact the administrators if in doubt.

8.1.3.2　　Unit Skins

Players must use default unit "skins" – Any extra unit "skins" are to be disabled.

8.1.3.3 Custom Decals

Players are only allowed to use the official logo of their current team.

8.1.4 Before the match start

8.1.4.1 Match sanctioning by the administration

It is not allowed to start and play any matches without an Intel Extreme Masters admin present in the game, unless it is specifically permitted otherwise by the tournament administration. Ignoring this can result in penalties for both players.

8.1.4.2 Player colours

Players have to use certain in-game colours when asked to by an Intel Extreme Masters official. Ignoring this can lead to one (1) minor penalty point for every instance.

8.1.4.3 Status on Battle.net

Players must have "busy" selected as their status at all times during matches. Receiving an ingame-message during a match will result in a default loss for that map and can result in further sanctions up to disqualification.

8.2 During the match

8.2.1 Disconnections

If a player disconnects involuntarily within the first 4 minutes and no contact was made between the players, the match will be restarted with exactly the same settings as the first one. If the player that remained in the game was using "random" as his race, he has to pick random again. If the player who disconnected was using "random" as his race, he has to pick the race that was randomly assigned to him in the interrupted game. If no replay is available to determine his race, the disconnected player has to select random again.
Admins reserve the right to decide for a rematch in case a player with a clear advantage disconnected in order to preserve the spirit of competition.

If a player disconnects involuntarily at a later point (or after contact was made), the following can happen:
a) The opponent will be asked whether he wants to restart the map in question or not. Should the opponent opt for a restart of the map, the map will be restarted.
b) Should the opponent decline a restart of the map, the tournament administration will establish whether the outcome of the map was still open or a clear advantage for one of the players was evident. The administration will then decide whether the map will be restarted or whether the match will be decided in favour of the player who remained in the game.
In either case, both players have to pick the race that they ended up with in the interrupted game. If no replay is available to determine the race of a random player, such random player has to pick random again.
The match as a whole has to be finished, e.g. the second map still has to be played if the disconnect happens on the first map.

8.2.2 Pauses

Players may not pause a game unnecessarily. Should a pause be required, the player must inform the tournament administration immediately in the following manner:
1) type "PP" in the in-game chat
2) (offline only) physically raise their hand to notify the organizers, in the case that the keyboard is unresponsive

8.2.3 Completion of the match

The match as a whole has to be finished. It is not allowed to disrupt a match between maps without the permission of the tournament administration. If a player refuses to start the remaining map/maps he will be counted as not having shown up and receive the according penalties for a no-show.

8.3 After the match

8.3.1 Draws

A draw on a map may occur if:
  a) Both players are unable to destroy each other's buildings and both players agree to it being a draw.
  b) The tournament administration declares a draw based upon the observation of the map.
In case of a draw the same map has to be replayed until a winner is established.

8.3.2 Match media

All players have to save the all replays of their matches and name them in a recognizable fashion (e.g. player1_player2_mapname_eventname).

8.3.3 Breaks between Maps

After each map a player may take a maximum of three minutes to join the next game. This time may be spent watching the replay of the past game.

In a best-of-five, players may step away from the computer for a maximum of five minutes after the third map. In a best-of-seven this is allowed after the third and sixth map.

8.4 WC3 Ranking

If no other rule has been announced for any stage of the IEM, this is the rule to be used. Not the visible ranking on the ESL website but the active ranking rule from the ruleset valid for a match is binding.

The ranking is primarily decided with regards to the number of points that a participant has amassed during that stage of the tournament. A participant will earn 3 points for winning a match, and 0 points for losing a match. 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. Overall map difference
2. Overall number of map wins
3. Points amassed between the tied participants ('Mini-League')
4. Map difference between the tied participants ('Mini-League')
5. Number of map wins between the tied participants ('Mini-League')

If after all 5 points the players are indistinguishable, a decider match or matches have to be played, in an attempt to separate the participants in question. In special cases, the tournament direction can rule on a different way to determine the order in an unsolvable tie (i.e. coin toss).

9 Appendix

9.1 List of countries/territories and their assigned IEM 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 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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