

# **TERMS AND CONDITIONS**

## **(“Asphalt 9: Legends RULEBOOK”)**

### **ESL Mobile Open Europe & MENA Season 2 (the “Competition”)**

The Promoter of this tournament is ESL Gaming GmbH, of Schanzenstrasse 23,51063 Cologne Germany (the “Promoter” or “ESL”).

## **1. General understanding of the Rulebook**

The following rulebook is a guidance document which is valid for all stages of the tournament. ESL reserves the right to make amendments to the rulebook with or without prior notice to the players. ESL is the decision maker for all cases and disputes which may occur and are not written in this rulebook.

By participating in the tournament, each player acknowledges that he/she has read these official rules and agrees to be bound by them and by the decisions of ESL, which are final and binding on all matters pertaining to the tournament. The tournament is subject to these official rules and all applicable laws and regulations including without limitation compliance with all laws, regulations, and rules in connection with esports, payment of the prizes as specified above, childhood protection, taxation, and insurance.

## **2. Privacy**

Player personal data will be collected, processed and stored for the online match participation, organization and prize delivery. The player's personal information will be stored until 15.03.2021 according to internal policies or procedures to answer to legal requirements. All players are informed that ESL will collect their personal information as Data Controllers and regarding applicable privacy laws of each participating country.

For any request regarding your rights for your personal information please contact:  
ESL at <https://account.eslgaming.com/privacy-policy>

Any personal data shared with third parties will be processed in line with their privacy policies.

## **3. Eligibility requirements**

### **3.1 Participation requirements**

In order to participate in tournaments, you must meet the following requirements:

- All players must be 16 years of age or older.

- Must not be an employee or under the employ of ESL, Gameloft or other associated parties.
- Must not have been an employee or under the employ of ESL, Gameloft or other associated parties in the last 6 months.

If you do not meet these requirements you will be deemed ineligible. In case a player which does not fulfill the requirements qualifies through this tournament, the player will lose the right to the qualifier and if possible, the next top qualified player will take their place.

### **3.2 Names, Symbols and Sponsors**

ESL reserves the right to forbid the use of unwanted names and/or symbols in their competitions. Any legally protected words or symbols are generally forbidden unless the owner gives permission. No advertisement or promotion of sponsors that are solely or widely known for pornographic, drug use or other adult/mature themes and products is allowed in connection to the league.

### **3.3 Impersonation**

All players must use their own accounts. Players are not allowed to participate with foreign accounts, nor to encourage other players to do so.

### **3.4 Change of accounts**

Players may not change accounts/account names once they've started their participation in the league. ESL may in special cases decide to allow account/name changes.

### **3.5 How to participate?**

These are the steps that each player must follow in order to participate in the online qualifiers.:

1. Download Asphalt 9: Legends from Google Play or App Store
2. Collect 15 career flags to unlock the Time-Limited Event mode
3. Enter the form and accept terms and conditions, competition rules & privacy policy
4. Sign up for the Time-Limited Event "ESL MOBILE OPEN EUROPE & MENA" and compete each week

### **3.6 Deny of Participation**

ESL and Gameloft reserve the right to deny the participation of any player for any reason and precaution.

### **3.7 Devices**

Devices For all online phases of the competition, all players must play on a mobile device (smartphone or tablet). Emulators or any software that modifies the game to be played via PC or other unauthorized devices are banned.

#### 4. Schedule, Phases and Format:

- Open online qualifiers : Open play in TLE matches within the Game application  
Dates and tracks:
  - Cup 1: October 12 - 15, Rome
  - Cup 2: Oct 19 - 22, US Midwest
  - Cup 3: Oct 26 - 29, Rome
  - Cup 4: Nov 2 - 5, US Midwest
- Cars: W Motors Lykan HyperSport
- Format : TLE
- Unlimited participations & participants
- Geo : Only residents of the following countries may compete in the qualifiers:  
Albania, Algeria, Andorra, Austria, Belarus, Belgium, Bosnia & Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Georgie, Hungary, Vatican City, Iceland, Ireland, India, Isle Of Man, Italy, Jersey, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russian Federation, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom, Egypt, Qatar, Mauritania, Morocco, Algeria, Tunisia, Palestine, Lebanon, Syria Arabic Republic, Jordan, Israel, Kuwait, Bahrain, Saudi Arabia, Yemen, Oman.
- OS : iOS, Android
- Prize: the winner of each cup from both platforms qualifies to the Grand Finals
- Grand Finals: the 4 qualified players of both platforms battle it out in a Double Elimination bracket on November 9 for prizes.

#### 5. Communication & Support

All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final, except in cases where the option to appeal is clearly stated. Each participant can contact the tournament admins via support ticket or protest ticket on the ESL website or via email on [eslmobileopenadmin@eslgaming.com](mailto:eslmobileopenadmin@eslgaming.com)

## 6. Player Conduct

Players are expected to conduct themselves professionally throughout the entirety of the tournament, including, but not limited to, inside and outside of the tournament, qualifiers, interviews, and the Finals. Warnings or penalties may be issued for any of the following:

- **Language:** In all languages, Players may not use obscene gestures, profanity and/or racist comments in game chat, lobby chat, or live interviews. This includes abbreviations and/or obscure references. League Administrators reserve the right to enforce this at their own discretion. These rules also apply for forums, emails, personal messages and Discord channels.
- **Behavior:** Persons are required to behave in a sportsmanlike manner towards other competitors, members of the League Administration team, media, and fans.
- **In-Game Presence:** Players involved in the tournament are required to follow all in game rules that are part of Asphalt 9: Legends Content Creation – Teams are responsible for the assurance of the appropriateness of the content that they produce including, but not limited to: Social Media Presence, Videos, Streams, and Interviews. Disputes and Redress – Any general disputes a person may have with the current operation of the League should first be addressed by messaging a League Operator via Discord. Failure to follow proper procedure for disputes will result in denial of the dispute and the possibility of further penalties.
- **Illegal substances and PED-s:** Team members may not be under the influence or in possession of illegal substances or performance enhancing drugs (PED). In addition to the standard Code of Conduct penalties, any offending Players may be handed over to the authorities in accordance to the local laws and/or disqualified from participation. Alcohol – Team members that are intoxicated during any event may be disqualified at the discretion of the Tournament Organizer.
- **Cheating:** Any form of cheating will not be tolerated. If the Organizer determines that a Player is cheating, the Player or team will be immediately disqualified and removed from the tournament and may be restricted from participating in future events.
- **Software Exploitation:** Any intentional use of any bugs or exploits in the game may result in a forfeit of the Match and disqualification from the tournament. Bugs and exploits will be determined at the discretion of Gameloft and/or the Tournament Organizer.
- **Collusion and Match Fixing:** Players are not allowed to intentionally alter the results of any Match. If the organizer determines that a Player or team is colluding or Match fixing, the Player or team will be immediately disqualified and removed from the tournament and may be restricted from participating in future events. Players must compete to the best of their ability at all times.
- **Gambling:** Anyone associated with Gameloft or ESL is forbidden from placing wagers on any Matches or actions in, or around PlayerUnknown's Battlegrounds.

Unless expressly stated otherwise, offenses and infringements of these Player Conduct rules are punishable, whether or not they were committed intentionally. Attempting to commit any offenses or infringements is also punishable.

## 7. Disqualification

ESL reserves the right to disqualify teams and players. Any team found to be using a known exploit will forfeit their game upon the first occurrence of the exploit. If the team is found to use another known exploit for a second time, and it is determined to have been done on purpose, they will be removed from the event and barred from any future events.

## 8. Technical Issues

Teams are responsible for their own technical issues, including hardware, software and/or internet issues. Matches will not be rescheduled because of technical issues and matches will be played nevertheless.

## 9. Prize Money

After the competition ends, players will be reached out to by emails, and they will need to provide their bank data or PayPal information to ESL. All prize money will be paid out by ESL, at latest 90 days after the tournament final has been completed. The prize money is as stated, there are no alternative prizes; it is non-transferable, non-negotiable, and the winners are responsible for all applicable taxes and expenses. If a Player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

### Prize Money Breakdown (per platform)

Placement	Prize
1	€4.000
2	€2.000
3-4	€750