

TERMS AND CONDITIONS (ASPHALT 9: LEGENDS RULEBOOK")

ESL Mobile 2021 (the "Competition")

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

Game rules

This is a living document and is subject to change at the discretion of ESL Administration.

General Understanding of the Rulebook

The following rulebook is a guide document that is valid for all stages of the tournament. Admins reserve the right to make amendments to the rulebook with or without prior notice to the players. Admins are the decision-makers for all cases and disputes which may occur and are not written in this rulebook.

1. General Rules

1.1 Rule Changes

ESL administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The League administration also reserves the right to make a judgment on cases that are not explicitly supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and

1.2. Rights

All broadcasting rights of the League are owned by Gameloft and ESL. This includes but is not limited to: Video streams, TV broadcasts, Shoutcast streams, replays, demos, or live score bots

1.3 Agreements

Certain agreements between participants are allowed to slightly differ from the ESL rules. Agreements that differ greatly from ESL rules are however not allowed. Please note that the ESL rules were made to ensure a fair match for all participants. You are not allowed to file a protest after the match if you think that the agreements made before the match, in the end, resulted in a disadvantage for your team. Rules that can be changed with agreements are explicitly stated. Rules that do not explicitly state they can be changed by agreement, cannot have agreements made. All arrangements between participants made in addition to the ESL rules have to be written down in the

match comments. The other participant has to confirm the arrangements also in the comments. To avoid abuse of the edit function, a third comment must be written. Please also keep screenshots and/or log files of your arrangements. If you do not fulfill these requirements, any protests or supports concerning arrangements will be rejected.

By participating in any series in ESL Mobile 2021 you agree to participate in the Finals if you qualify.

Players are required to begin any preparations needed to reach the finals. This means, having the necessary paperwork that allows you to travel available to verify all participants in the live Finals. This includes but is not limited to, photo ID, state-issued ID, Passport, and Visa. More information in section 1.7.

1.4 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 **21.02.2022** according to internal policies or procedures to answer 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

1.5 Prize Money

All prizes will be paid out within 90 business days of the finals occurring. Emails regarding prize payout will be sent out within that time.

1.6 Game Version

All players must install the newest version of the game in order to participate in tournaments hosted by ESL. Updates must be installed before the tournament starts.

1.6.1 Patch

All online matches will be played on the patch available on the live servers at the time of a match. All offline matches will be played on the tournament server.

1.7 Confidentiality

The content of protests, support tickets, discussions, or any other correspondence with league officials and administrators are deemed strictly confidential. The publication of such material is prohibited without prior written consent from the ESL administration.

1.8 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, is strictly prohibited, and may lead to severe punishment.

1.9 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 or mature themes and products is allowed in connection to the ESL tournament. User-generated content will be governed by the terms and conditions of Asphalt 9: Legends.

1.10 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. Any team that is found to have a player using another player or account will be considered an impersonation case. The team will be disqualified from the season and the players involved will be given between 2 and 6 penalty points depending on the situation as well as being barred from participating for the rest of the season in any capacity.

1.11 Deny of Participation

ESL reserves the right to deny the participation of any team or player for any reason and precaution.

1.12 Participation requirements

In order to participate in tournaments, you must meet the following requirements: - All players must hold valid travel documents for travel-ready (such as visas if needed) before participating.

- All players must be 16 years of age or older.
- Upon reaching The Ladder Finals all players must be registered on the ESL Play platform.
- 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 the next top qualified player will take their place.

1.13 Change of accounts

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

1.14 Residency Restrictions

All players must be residents of and be participating from the region they are competing in. Regional countries are as follows:

North America: Canada, Mexico, Puerto Rico, the United States of America.

Europe & MENA: Albania, Algeria, Andorra, Austria, Belarus, Belgium, Bosnia & Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Georgia, Gibraltar, Hungary, Vatican City, Iceland, Ireland, 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, United Arab Emirates, Qatar, Egypt, Mauritania, Morocco, Tunisia, Libya, Sudan, Palestine, Lebanon, Syria Arabic Republic, Jordan, Israel, Iraq, Iran, Kuwait, Bahrain, Saudi Arabia, Yemen, Oman, Kazakhstan, Uzbekistan, Turkmenistan, Tajikistan, or Kyrgyzstan

Asia-Pacific: Thailand, Vietnam, Indonesia, Malaysia, Singapore, Philippines

1.15 Schedule

Qualifier 1: July 28th - August 1st

Qualifier 2: August 4th - August 8th

Qualifier 3: August 11th - August 15th

Qualifier 4: August 18th - August 22nd

In-Game Finals: August 28th & 29th

Finals Broadcast NA - September 12th

Finals Broadcast EUR&MENA - September 11th

Finals Broadcast Asia - September 10th

1.16 Format

Participants can compete in the series using the Mobile event in-game. Players are allowed to play on either Android or iOS devices to try and qualify for the Finals for either device. The season breaks down as follows:

- **Qualifiers:** Participants will race on set tracks throughout a 1 week period where the top race times from the week will be qualified into the playoffs. There are 4 total qualifiers that run 1 week in length giving participants multiple chances to qualify for playoffs.
- **Finals:** The Final 4 players from each device will be placed in 1v1 races to determine the winners for the season. Races will be best-of-3 for Semifinals and best-of-5 for Grand Finals.

1.17 Prize Money Distribution

1	\$1000
2	\$500
3	\$250
4	\$125

Note: Prize amounts are per operating system

2. Tournament

2.1 Match Changes

Tournament Operators may, at their sole discretion, change the start time of a match. Tournament Operators will notify all involved players at the earliest possible convenience.

2.2 Game preparations

Please resolve any problems that might occur before a match starts. Connection or hardware problems during a match could lead to disqualification by admins. Agreements between the players have to be posted as match comments. The match must be played with the correct settings.

2.3 Abandoning / Forfeit

For the LAN finals, in the event a player is online, has played at least 1 game but is not responding within 10 minutes to any of the contact ways that we have available, they will be granted a default loss, resulting in a tournament disqualification.

2.4 Casting and streaming

ESL shall be performing a live broadcast during the offline event. By competing in the qualifiers all players agree to be recorded as part of the offline broadcast. In addition, ESL may choose to broadcast the qualifier matches to which all competing players give their consent by taking part in the qualifier event. Casting an ESL match is only permitted with an admin agreement. To get an agreement please write a support ticket.

2.4.1 Observers

Observers organized by admins and people that are given permission by an admin (e.g. shout casters or streams) are permitted.

2.5 Technical Issues

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

3. Player Conduct

3.1 Competitive integrity

Players are expected to behave at their best at all times. Unfair conduct may include, but is not limited to, hacking, exploiting, ringing, and intentional disconnection. Players are expected to showcase good sportsmanship and fair play. The tournament administration maintains the sole judgment for violations of these rules.

3.2 Compliance

Players must follow the instructions of the tournament administration at all times.

3.3 Hate Speech

Players are prohibited from using any language that is obscene, abusive, hateful, insulting, threatening, racist, or otherwise offensive or objectionable.

3.4 Betting

Betting during any ESL event (by a player, organization, or on behalf of anyone associated with the organization) is off-limits. Those partaking will be disqualified from the tournament and will receive a 6 months ban.

3.5 Account Sharing

Account sharing is strictly against the rules and will lead to an account ban in all stages of the tournament.

3.6 ESL Play Player and Team names

ESL and Gameloft reserve the right to edit Nicknames and/or URL aliases. Player names that are too similar to that of another player are subject to be changed by ESL or Gameloft. If a player's name has been wrongly seized, please file a support ticket with proof of ownership of the name.

3.7 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. Players caught using such software will face a penalty. For all offline phases of

the competition, there will be devices provided at the location. The model of the provided devices will be announced sometime before the first studio show.

4. Communication and support

4.1 Admins

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.

4.2 Cheating

Any form of cheating will not be tolerated. When cheating is uncovered the team in question will immediately be removed from the tournament and banned from all competitions for 6 months. Players may be requested to install anti-cheat software on their devices for the duration of the tournament. Examples of cheating include, but are not limited to:

4.2.1 DDoSing

Limiting, or attempting to limit, another participant's connection to the game through a Distributed Denial of Service attack or any other means.

4.2.2 Match Fixing

Attempting to intentionally alter the results of a match by losing or otherwise trying to affect the results.

4.2.3 Software or Hardware

Using any software or hardware to gain benefits that are otherwise not available in-game. Examples include, but are not limited to: any 3rd party software (unapproved apps that manipulate gameplay), playing on private servers, scripted attacks.

4.4 Disqualification

ESL and Gameloft reserve the right to disqualify organizations and players. Any player or organization found to be using a known exploit will forfeit their game upon the first occurrence of the exploit. If the player or organization 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.

5 Live Broadcast

All contents, photos, videos, replays, and other resources generated by players and the ESL Mobile 2021 belong to ESL. Players accept this condition by agreeing to compete in the ESL Mobile 2021.

6 ESL Play Rules

General ESL Play rules and participation requirements including penalty point rules and catalog please visit [General Rules | ESL Play](#).