

TERMS AND CONDITIONS

(“CLASH OF CLANS 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 the ESL Administration.

General understanding of the Rulebook

The following rulebook is a guidance 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

The League 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 sportsmanship.

1.2. Rights

All broadcasting rights of the League are owned by Supercell 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 identification 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 1.8.

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 League 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 ESL Mobile.

User-generated content will be governed by the terms and conditions of Clash of Clans.

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 Change of accounts

Players may not freely change accounts/account names once they've started their participation in the series. Changes to accounts without admin permission may result in a prize money deduction as a result. Admins may in special cases decide to allow account/name changes if a request is sent in via a support ticket in your region's Clash of Clans ESL Mobile 2021 section.

1.12 Deny of Participation

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

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

1.13 Participation requirements and restrictions

In order to participate in ESL Mobile, 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.
- All players must be registered on the ESL Play platform.

If you do not meet these requirements you will be deemed ineligible. In case a team that does not fulfill any and all requirements qualifies for Challenger League, the team will be disqualified and the next team in line will take their place. Players are allowed to participate in both Open Ladders and Play-in Qualifiers. If a clan qualifies for Challenger League via Ladder #1, they and all members of the team cannot participate in Ladder #2. One player can only qualify once! If a team makes it to the Play-in stage but do not qualify for Challenge they're free to try again Ladder #2.

1.14 Team Size

A team can only have five(5) players in their active lineup and one(1) substitute player. No changes are allowed outside of the designated transfer period. Teams will be allowed to make full roster changes between ladders provided they have not qualified for the Challenger League Round Robin.

1.15 Roster Locks

Team roster lock will be enforced through the Challenger Finals of all series.

Rosters will be locked, preventing any changes to the roster, when a team is accepted into a ladder. Any team that qualifies for the Challenger League Round Robin will be fully locked into their roster and will not be allowed to change any players.

Any team that does not qualify for the Challenger League Round Robin after Open Ladder #1 will be able to change any and all players on the team. For roster changes please create a new team on ESL Play with the new roster and sign up for Ladder #2 using that new team. You may also submit a support ticket requesting your team be unlocked to make changes if you wish to keep the team page the same.

1.16 Required Town Hall Level

All players should meet the Town Hall level requirements defined in the ladders. Players can participate with a Town Hall of 14.

1.17 Troop Level Limits

Participants may use troops of level TH14 or below.

1.18 Use of Correct Player IDs

All players must sign up and link their real Player ID as a gameaccount on their ESL Play account prior to, or upon registration. Any mismatches between the registered and in-game data have to be approved by the admin team via a support ticket before the start of the tournament. Failure to follow

this rule may result in disqualification. All participating teams need a minimum of 5 individual players with 5 individual accounts.

After being accepted into a ladder, players will not be allowed to change their Player ID.

1.19 Team Clans

Upon participation in any official match, no team is allowed to change clans to one that has already participated in any matches of any kind. Teams will be allowed to make a new clan in-game, provided they submit a support ticket explaining the reason for the change. The ticket must be approved before the change is made. Any team found to have changed to a clan that has already existed and participated in any matches will be disqualified from any match they are currently set to play in or have participated in while using the illegal clan. The team will be barred from participating until they have either switched back to their original clan or create a new one at the instruction of the admin team.

All players are only allowed to be in only 1 clan that is participating in ESL Mobile 2021 series. Participants may be on multiple clans in-game provided those additional clans are not participating in ESL Mobile 2021. Players that are being picked up by a new team during the transfer window are allowed to join their new clan but must leave any clans they had previously participated with during ESL Mobile 2021.

1.20 Terms of Service Compliance

By entering the tournament, players confirm that they agree to abide and follow the Safe and Fair Play rules (available at <https://supercell.com/en/safe-and-fair-play/>) and the Terms of Service (available at <https://supercell.com/en/terms-of-service/>). ESL reserves the right to disqualify any player/team that fails to comply with following the stated rules and ToS.

Participating players' accounts may be investigated for violations of Supercell's Terms of Service and the result of such an investigation will be shared with the Tournament Administration.

2 Schedule

Open Qualifiers Ladder #1

August 2nd - August 25th (Monday's - Wednesday's)

NA Ladder Times: 18:00 - 24:00 EDT / 15:00 - 21:00 PDT

EUR & MENA Ladder Times: 15:00 - 21:00 CEST

Open Play-in Cup #1

NA: Saturday, August 28th

EUR & MENA: Thursday, August 26th

Open Qualifiers Ladder #2

August 30th - September 21st (Monday's - Wednesday's)

NA Ladder Times: 18:00 - 24:00 EDT / 15:00 - 21:00 PDT

EUR & MENA Ladder Times: 15:00 - 21:00 CEST

Play-in Cup #2

Thursday, September 23rd

Challenger Round Robin

October 7th-28th

- NA - Thursdays (4 weeks)
- EUR & MENA - Thursday's & Friday's (4 weeks)

Challenger Finals

- NA - November 13th
- EUR & MENA - November 11th & 12th

3 Tournament

3.1 Tournament Phases

3.1.1 Open Ladder Qualifier Format

Teams will compete in a 4-week Ladder. All teams start with 1000 ladder points and will move around the ladder based on wins & losses throughout the phase. The teams with the most points will move forward in the season as listed below:

Open Ladder Qualifier Placement	
1st	Automatically Qualified to Mobile Challenger
2nd - 9th	Qualify to Mobile Play-In

All teams must participate in at least 10 ladder matches in order to qualify for the play-ins and prizes for the season. Any team that does not play at least 10 matches will be removed from their qualifying spot and all teams below them will shift up 1 spot each to fill the hole they've left from disqualification.

There will be 2 Ladders per season which will qualify 2 total teams into the Challenger Round Robin and each ladder will qualify 8 teams into their own Play-In tournament.

3.1.2 Mobile Play-In Format

NA - The 8 teams coming from a ladder are placed in a Double Elimination, Bracket. We will play down to the top 3 teams in 1 day. Those top 3 teams will advance to the Challenger League Round Robin.

There will be 2 Play-In tournaments that qualify a total of 6 teams into the Challenger Round Robin.

EU - The 8 teams coming from a ladder are placed in a Double Elimination, Bracket. We will play down to the top 2 teams in 1 day. Those top 2 teams will advance to the Challenger League Round Robin.

There will be 2 Play-In tournaments that qualify a total of 4 teams into the Challenger Round Robin.

3.1.3 Challenger Round Robin

NA - 8 teams (1 from Ladder #1, 1 from Ladder #2, 3 from Play-in #1, and 3 from play-in #2) will compete in round-robin matches to determine the top 4 who will be participating in the Challenger League Finals.

- NA - Single Round Robin (all teams play each other once) over 4 playdays

EU - 8 teams (1 from Ladder #1, 1 from Ladder #2, 2 from Play-in #1, 2 from Play-in #2, 1 invited winner of the Spanish ESL National Championship and 1 invited winner of the German ESL National Championship) will compete in round-robin matches to determine the top 4 who will be participating in the Challenger League Finals.

- EUR & MENA - Double Round Robin (all teams play each other twice) over 8 playdays

3.1.4 Challenger Finals

The 4 teams from the round-robin will compete in the Challenger Finals. Specifics for each regional finals are listed below:

- NA - Single Elimination bracket
 - Semifinals - Best-of-1
 - Finals - Best-of-3
- EUR & MENA - Double Elimination bracket
 - Day1:
 - Upper Bracket Semifinals - Best-of-1

- Lower Bracket Semifinals - Best-of-3
- Upper Bracket Finals - Best-of-1
- Day 2:
- Lower Bracket Finals - Best-of-3
- Grand Finals - Best-of-3

3.2 Seeding

The seeding determines the preliminary ranking that each team receives before the beginning of the Challenger Finals bracket. The seeding will be determined based on each team's final ranking in the Challenger Round Robin.

Any ties in rankings will be broken by teams' records against each other. In the event of two teams ending a match in a full tie (tie could not be broken by any match tiebreakers) and are tied in the standings, the seeds for the teams will be decided by a coin flip.

3.3 Match Changes

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

3.4 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 ESL admins.
- Agreements between the teams/players have to be posted as match comments.
- The match must be played with the correct settings.

3.5 War Invitations

During the ladder phases, the team on the left side of the match page shall host a game and send an invitation to a 5v5 Friendly War to the opposing team. Teams have 5 minutes for preparation and 1 hour to play the war. Each player may only use 1 of their 2 attacks.

For live broadcasted matches the admin team will reach out to the teams involved to set the specific preparation and war length. Do not begin a war until you are given the go-ahead by a member of the admin team as failure to do so could result in penalties.

3.6 Failure to Appear / No Show

Each team has 15 minutes to show up to an online match (match start date +15 minutes). Showing up after 15 minutes will result in a default loss. The team that is waiting must open a protest ticket in order to request the default win. Once the protest ticket has been submitted please cancel the war request so your team is not stuck in a war that will not be played. Please keep in mind, if a player did show up in time, but needs to leave to sort an issue, it does not count as a no-show if he's not back

after the match date + 15 minutes. Abuse of this exception will lead to a default loss of the match. Please open a protest ticket if you feel that the player is abusing this rule.

3.7 Results

Both teams are responsible for entering scores as well as the accuracy of scores entered on ESL Play.. Both teams have to take a screenshot at the end of the match, where we can see the correct result, and then upload it to the ESL website. If you have a conflict with the match result, please open a protest ticket. Both players can be disqualified if there is not enough proof to declare a winner.

3.8 Tiebreakers

3.8.1 Match Tiebreakers

In the event of a match ending in a tie in stars during any phase of the ESL Mobile 2021, the ranking will be decided in the order of the following:

1. Total destruction percentage.
2. Most 3 star attacks.
3. Fastest Attack Time.

3.8.2 Placement Tiebreakers

In the event teams are tied at any point in the ladder for qualification or prizing, or in cases where placement must be determined in a bracket where teams are eliminated at the same point (i.e. 3rd'/4th place, 5th - 8th place) the final placement of the teams will be determined by the following:

1. Head-to-head matchup results in the phase.
2. Total Match wins in the phase.
3. Total Stars Earned across all matches in the phase.
4. Total destruction percentage in the phase.
5. Most 3 star attacks in the phase.

3.9 Abandoning / Forfeit

In the event a team is online, has played at least 1 battle but is not responding within 10 minutes to any of the contact ways that we have on ESL Play (Chat, Protest ticket, Personal Message or Discord), they will be granted a default loss, resulting in a tournament disqualification.

3.10 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 and matches will be played nevertheless.

3.11 Screenshots

A screenshot of the on-screen results must be made for every game that is played. The screenshots must be uploaded onto the page with the match details as soon as possible after the game has ended. One screenshot showing each result (e.g. per each round) is needed and can be uploaded by either the winner or the loser.

3.12 Match Media

All match media must be uploaded and kept for at least 14 days on ESL Play. Faking or manipulating match media is forbidden and will result in severe penalties. Match media should be named clearly based on what it is.

All teams are required to submit a screenshot of the final score of all matches in the match media section of the match page.

3.13 Definition of Match Media

Match media are all uploads, including but not limited to: screenshots, ESL Wire files, demos, models, and videos.

3.14 Streaming / Retransmission

ESL shall be performing a live broadcast during the Play-ins, Challenge Round Robin, and Challenge Finals. By competing in the qualifiers all players agree to be recorded as part of all broadcasts. 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. Streaming or retransmission of an ESL match is only permitted with approval by ESL. The process for getting approval is covered in section 3.16 of this rulebook.

Any team may be asked to participate in live or pre-recorded interviews for promotional purposes.

Please note that any player streaming is incurring any risks that come with streaming. We recommend that streaming players put a delay on their broadcast but do not require a delay.

3.15 Observers

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

Teams and community members are permitted to broadcast or rebroadcast matches in Phases 1 & 2. Both teams must agree to the broadcast for each specific match in order for it to be broadcast. Anyone that is found to be broadcasting or rebroadcasting any match without consent from either team will be barred from broadcasting any matches during the season.

3.16 Streaming/Retransmission Approval

Players, casters, or members of the community who would like to stream or restream any parts of the Mobile series alongside ESL will be vetted by ESL Staff and given the appropriate code of

conduct to sign. All streamers and content creators will abide by this code of conduct when streaming/restreaming/co-streaming all ESL or ESL Related events.

To request permission to become an approved content creator please send an email to the following email address based on your region:

- NA: p.todkill@staff.eslgaming.com

Anyone approved will be given branding that will be required on any Mobile 2021 content. Streamed or restreamed content will also be subject to naming conventions decided by ESL.

ESL and Supercell reserve the right to take away this approval from any individual due to violations of the code of conduct or terms of service.

4 Season Prizes

4.1 Acceptance and Exchange of Data

Upon competing in a prize-earning Cup, you agree that you meet the requirements for the series and are eligible to receive any prizes. In turn, you agree to share the requested information with the person responsible for delivering the prizes to the player who is receiving the prize. This takes into account that any players who are receiving a prize must be the same who played in the Cup.

4.2 Prize Money Delivery Times and Claims

All prizes earned in ESL Mobile 2021 will take a maximum of 90 days to be sent after the end of the competition. If the corresponding term expires and the prize in question is not received, the player should open a support ticket from the Cup's support page informing the administration of the missing prize so it may be reviewed.

4.3 Prize Pools

4.3.1 Open Ladder Prize Pools*

1	\$675
2	\$525
3	\$475
4	\$425

5	\$375
6	\$325
7	\$275
8	\$225
9	\$175
10	\$150

4.3.2 Challenge League Prize Pool*

1	\$18,000
2	\$9,000
3	\$5,000
4	\$5,000
5	\$2,500
6	\$2,250
7	\$1,750
8	\$1,500

*All Prizes are listed in USD and subject to currency exchange rates.

4.4 World Championship Last Chance Qualifier

The winner of each region's ESL Mobile Challenge will be given a slot in the Clash of Clans World Championship's Last Chance Qualifier (LCQ). This means two (2) total teams, one (1) from North America and one (1) from Europe & MENA will be placed in the Last Chance Qualifier provided they have not already qualified or cannot take the spot for any other reason.

In the event of the winning team having already qualified (or cannot attend) for the World Championships before the LCQ takes place, are unable to participate, or cannot attend the second-place team from the season will be given the slot in their stead.

In the event, the second-place team also qualifies, are unable to participate, or cannot attend the third-place team will be given the invite to the LCQ.

The fourth-place team will be given the slot in the event that one of the situations listed above occurs with the third-place team as well.

In cases where the winners were decided in a single-elimination bracket, the 3rd & 4th placed teams will be decided by the following:

1. Total Stars Earned across all matches.
2. Total destruction percentage.
3. Most 3 star attacks.
4. Fastest Attack Time.

5 Registration & Eligibility

In order to participate in tournaments hosted by ESL, you must meet the following requirements below. If you do not meet these requirements you will be deemed ineligible. In case a team that does not fulfill the requirements qualifies through this tournament, the team will lose the right to the qualifier and the next top qualified team will take their place.

5.1 Age Restrictions

All players must be at least 16 years of age or older.

- If a player is found to currently be participating or previously participated in any matches while under the age of 16 any and all team and the members will be disqualified from the season and will forfeit any money that was, or would have been made during that season.

If the disqualification occurs during the Open Ladder of the season any players of the team that are not underage will be allowed to form a new team or join other teams provided there is no clear evidence of any members of the team trying to deceive the admin team in order to cover up the use of an underage player.

If a player is under the age of 18, a parent or legal guardian must be able to accompany the minor to the live competition.

If a parent or legal guardian is unable to travel a temporary guardian who can travel will need to be appointed and proper documentation will need to be provided to ESL.

ESL will not be responsible for providing the documentation necessary for appointing a temporary guardian.

5.2 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

5.3 ESL Play Registration

All players must be registered on the ESL Play platform in order to participate in any ESL Mobile 2021 sanctioned event.

5.4 Devices

Players must play using their phone or tablet, emulators are not permitted.

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

6 Player Conduct

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. 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.

6.1 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.

6.2 Compliance

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

6.3 Hate Speech

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

6.4 Betting

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

6.5 Account Sharing

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

6.6 Player and Team Names

ESL reserves 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. If a player's name has been wrongly seized, please file a support ticket with proof of ownership of the name.

6.7 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 any offline phases of the competition, there will be devices provided at the location. The model of the provided device for the finals tournament will be announced prior to the event.

7 Communication and support

7.1 Support

The primary method of communication and support for ESL Mobile is the [ESL Mobile Discord](#).

ALL TEAMS ARE REQUIRED TO HAVE AT LEAST 1 REPRESENTATIVE FROM THEIR TEAM IN THE SERVER AT THROUGHOUT THE SEASON.

This is to keep each team up to speed on rule changes, see posted announcements, and communicate with admins and members of other teams. Some information may be communicated exclusively in this Discord server. It is the responsibility of each player to ensure they are aware of officially posted information in the Discord server.

If it is outside of playdays hours please submit a support ticket using the support ticket system on the Ladder or Cup pages on ESL Play. If you are having an issue that is specific to a match and involves both participating teams please submit a protest ticket from your match page on ESL Play.

You may also use the match chat, located on the bottom right-hand side of ESL Play, or submit a support ticket for any assistance during the cup.

By signing up and participating all players agree with [Supercell's Terms of Service](#), and confirm that their accounts are in good standings.

7.2 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.

7.3 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:

7.3.1 DDoSing

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

7.3.2 Match Fixing

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

7.3.3 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. For more information please visit [Supercell's Safe and Fair Play page](#) and [Terms of Service](#).

7.4 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.

7.5 Travel Participation Requests

Any player participating in ESL Mobile 2021 will be given the opportunity to submit a travel participation request in the event that they will be traveling outside of the specified countries of participation for the series up to a maximum of 2 continuous weeks. All travel requests must be submitted at least 1 week ahead of the travel date in question for the request to be reviewed. Each request will be accepted or rejected on a case-by-case basis. Each request will be approved or rejected within 2 business days.

8 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.

8.1 Player Content

All of the players who are qualified into the play-in and Challenge must comply and cooperate by submitting their player photo and team logo. If the team fails to submit the photo and logo within the time limit presented by the tournament administrator a (Certain percentage) of the prize money will be deducted.

8.2 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. In addition, players might be asked to provide pictures or other assets to the League based on ESL requirements. Most events will have a mandatory media day, where participants will be photographed, filmed and interviewed by the Tournament Organizer crew for the event presentation. The participants will receive a media schedule beforehand to be informed about the nature, duration and schedule of any activities of this kind that take more than 5 minutes.

9 Penalty points and fines

If a player or team disregards or violates one or more of the rules of the league, this can have various consequences depending on the severity of the offence. Tournament administration will decide on the rulings in its sole discretion, based on circumstances and severity of the violations.

Tournament Administration will be able to issue a wide variety of penalties:

- Warnings
- Default Loss of the match
- Minor Penalty points (1 minor penalty point = 1% prize money fine)
- Major Penalty points (1 major penalty point = 10% prize money fine)
- Disqualification

Examples of penalties:

- Not showing up for a Challenge match - Default loss + 1 Major Penalty point
- Breaking Roster Rules - 3 Major Penalty points up to a disqualification
- Not showing up to a scheduled Media Day session - 5 Minor Penalty points