



Snapdragon
PRO SERIES
—  **ESL** — 

Snapdragon Pro Series

Brawl Stars

Rulebook

Foreword

This document outlines the rules that should be followed at all times when participating in a Snapdragon Pro Series 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,
ESL Staff

Table of Contents

Definitions	6
Range of validity	6
Region	6
Punishments	6
Definitions and scope of punishments	6
Minor penalty points	6
Major penalty points	6
Monetary fines	6
Bans/suspensions	6
Disqualification	6
Additional methods of punishment	6
Combination of punishments	7
Punishments for repeat offenses	7
League bans and penalty points outside of ESL	7
Live matches	7
Tournament organization	7
Privacy	7
General	8
Rule changes	8
Validity of the rules	8
Confidentiality	8
Additional agreements	8
Match broadcasting	8
Rights	8
Waiving these rights	8
Player responsibility	8
Streaming / Retransmission Approval	8
Communication	9
Discord	9
Conditions of participation in the event	9
Age restriction	9
Regional limitations for participants	9
Home country/region	9
Player details	9
Game accounts	9
Playing with wrong game accounts	9
Team accounts	9
Team names	9
Changes to the team accounts	9
Sponsor restrictions	9
Mature content	9
Prize money	10
Prize deductions due to penalty points	10
Prize deductions due to monetary fines	10
Withdrawal of prize money	10

Transfer of prize money	10
Prize money distribution	10
Match start	10
Punctuality in broadcasted matches	10
Not being punctual for a broadcasted match	10
Participants not showing	10
Match procedures	11
Match media	11
Match protests	11
Definition	11
Match protest rulest	11
Interviews	11
Video presentation	11
Event rules	12
Equipment	12
Clothing	12
Administrators	12
Player and tournament brief	12
Technical checklist	12
Media obligations	12
Missing media obligations	12
Gaming areas	13
Food, drinks, smoking and behavior	13
Removable media	13
Cameras or similar devices	13
Unused items	13
Use of Devices	13
Photo and other media rights	13
Winners ceremony	13
ESL-provided areas	13
Tournament schedule & format	14
Tournament format	14
Tournament schedule	14
Split 1	14
Split 2	14
Challenge Season	14
Points distribution system for Open Qualifiers	15
Game specific rules	15
Match definitions	15
Best of 1	15
Best of 3	15
Best of 5	15
Maps	16
Seeding	16
Match changes	16
Roster size	16

Roster Locks	16
In-game rules	17
Brawler selection	17
New Brawler releases	17
Brawler bans & picks	17
Battle invitation	17
Player drops	17
Results	17
Draws	17
Failure to appear / No Show	17
Abandoning / Forfeit	18
Rule violations, punishments and ESIC	19
Code of conduct	19
Cheating	19
Cheat software	19
Information abuse	19
Punishments for cheating	19
Methods to detect cheating	19
Doping	19
Refusing to be tested	19
List of prohibited substances and methods	20
Prescribed medication	20
Punishments for doping	20
Using alcohol or other psychoactive drugs	20
Betting	20
Competition manipulation	20
Punishments for competition manipulation	20
Match fixing	20
Punishments for match fixing	20
Limitations for issuing punishments	21
Publisher or ESIC bans	21
Breach of netiquette	21
Public behavior	21
Insults	21
Spamming	21
Spamming In-game	21
Damaging or soiling	21
Unsportsmanlike behavior	21
Faking match results	22
Ringer/faker	22
Misleading admins or players	22
Terms of Service Compliance	23
ESL	23
Supercell	23
Copyright Notice	24

1 Definitions

1.1 Range of validity

The event is operated as part of ESL by ESL Gaming GmbH.

This is the Brawl Stars rulebook that is valid for all stages of the event, its participants and all matches played within the scope of the event. With their participation the participant states that they understand and accept all rules.

The Tournament Administration reserves the right to make amendments to the rulebook with or without prior notice to the players. The Tournament Administration reserves the right to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship. The Tournament Administrators are the decision-makers for all cases and disputes which may occur and are not written in this rulebook.

1.2 Region

For Snapdragon Pro Series Brawl Stars events, the world is divided into three main regions which are as follows:

- **Asia-Pacific:** Thailand, Indonesia, Malaysia, Singapore, Philippines, Japan, Korea

1.3 Punishments

1.3.1 Definitions and scope of punishments

Punishments are given for rule violations within the ESL. They may be either minor or major penalty points, monetary fines, default losses, player/team suspension or disqualification, depending 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.

1.3.1.1 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.

1.3.1.2 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.

1.3.1.3 Monetary fines

Monetary fines are given for failing to fulfill obligations that are not directly related to the tournament, like press/media appointments, or planned sessions for fan interaction.

1.3.1.4 Bans/suspensions

Bans or suspensions 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.

1.3.1.5 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.

1.3.1.6 Additional methods of punishment

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

1.3.2 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.

1.3.3 Punishments for repeat offenses

All punishments outlined in this rulebook are applicable for first-time offenses. Repeat offenses will usually be punished more severely than listed in the appropriate section of these rules, in proportion to the punishment listed there.

1.3.4 League bans and penalty points outside of ESL

League bans and penalty points outside of ESL do not normally apply towards the ESL except when the punishment has been awarded by the publisher/developer of any given title. Some exceptions may apply at the admin team's discretion.

1.4 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 or an official partner.

1.5 Tournament organization

The event is organized by ESL. ESL is operated by ESL Gaming GmbH.

ESL Gaming GmbH

Schanzenstr. 23

51063 Köln

Germany

<https://www.eslgaming.com/>

1.6 Privacy

Player's personal data will be collected, processed, and stored for match participation, organization, and prize delivery. The player's personal information will be stored until 25.03.2023 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.

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.

2.3 Confidentiality

The content of email communication, match channels, 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 ESL administration.

2.4 Additional agreements

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

2.5 Match broadcasting

2.5.1 Rights

All broadcasting rights of ESL are owned by ESL Gaming GmbH and Supercell. This includes but is not limited to: IRC bots, shoutcast streams, video streams (e.g. POV-streams), 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 the ESL Broadcast Distribution team before the start of the match.

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

2.5.4 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:

Asia-Pacific: sps.apj@eslgaming.com

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

2.6 Communication

2.6.1 Discord

The main official communication method of the Snapdragon Pro Series is Discord. Be sure to check our server regularly so that no important announcements from the league are missed.

2.7 Conditions of participation in the event

The following conditions must be met in order to participate in the event.

2.7.1 Age restriction

All participants of a season must be 16 years of age or older by the start of the first tournament of the season.

2.7.2 Regional limitations for participants

Any team or any player may not try to qualify for the same event from more than one country or region.

2.7.3 Home country/region

A participant's 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 ESL event, but once made it will be final and irreversible for that event and its qualifiers.

2.7.4 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.

2.7.5 Game accounts

Every playing member must have their game accounts entered on their ESL profile. If you do not have an ESL Play account, you will need to create one prior to linking game accounts.

2.7.5.1 Playing with wrong game accounts

Players are not allowed to play with a different game account than the one linked to the players' ESL Account. An incorrect game account may lead to removal from the cup/tournament for the day until the issue has been corrected, or no points being given for games played with incorrect information.

2.8 Team accounts

2.8.1 Team names

The ESL team name may not have any extensions such as "ESL team". It may only consist of the team name and/or a potential Organization.

If two teams are sponsored by the same partner, they have to come to an agreement with that partner about which of the teams keeps the title sponsoring during the whole of the tournament.

2.8.2 Changes to the team accounts

Any changes to the team account must be approved by ESL administration before the changes are allowed to take place. This includes but is not limited to;

- Adding or removing players
- Changing the team name
- Changing the team logo.

2.9 Sponsor restrictions

2.9.1 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 ESL.

2.10 Prize money

All prize money should ideally be paid out 90 business days after the ESL event in question has been completed, but it may take as long as 180 business days for the payment to be completed.

2.10.1 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.

2.10.2 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.

2.10.3 Withdrawal of prize money

As long as the prize money for the ESL has not been paid out, ESL reserves the right to cancel any pending payment if any evidence of fraud or foul play has been discovered.

In case of a disqualification, the player/team automatically forfeits the prize money won in the phase. Depending on the seriousness of the case, it might be extended to the full amount won during the season.

2.10.4 Transfer of prize money

The prize money will be sent as a bank transfer or over PayPal. 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.

2.10.5 Prize money distribution

SEASON 1		
Open Finals Prize Pool	Asia-Pacific	
Place	Prize (USD)	Additional Prize
1st	\$600	Qualifies to Challenge Season
2nd	\$600	Qualifies to Challenge Season
3rd	\$600	Qualifies to Challenge Season
4th	\$600	Qualifies to Challenge Season
5th	\$350	
6th	\$350	
7th	\$200	

8th	\$200	
TOTAL	\$3500	

CHALLENGER SEASON 1	
Challengers Prize Pool	Asia-Pacific
Place	Prize (USD)
1st	\$16000
2nd	\$9000
3rd	\$7000
4th	\$5000
5th	\$3000
6th	\$3000
7th	\$1000
8th	\$1000
TOTAL	\$45000

2.11 Match start

2.11.1 Punctuality in broadcasted matches

All matches during a broadcast must start when instructed, under the discretion of ESL. All matches during a broadcast should start no later than the time provided by ESL. If a player/team is not ready to play, ESL should be informed.

2.11.2 Not being punctual for a broadcasted match

Two (2) minor penalty points can be awarded if a participant is not ready to play at the announced starting time. At that point, a no-show will be awarded. If the match is broadcast by ESL or its partners, three (3) additional minor penalty points will be awarded for any delay in the match start caused by a team.

2.11.3 Participants not showing

If a participant is not ready to play until 15 minutes after the scheduled start of the match, they are considered a no-show, and the opponent will be rewarded with a full match series win. (This timer is at the broadcast admin's discretion when a team does not show for a broadcasted match)

2.12 Match procedures

2.12.1 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 for 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.

All demos or replays must be made available if requested by the administrators. ESL reserves the right to play, and/or upload to the ESL websites, all demos that are recorded in an ESL arrangement.

2.13 Match protests

2.13.1 Definition

A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect game settings and other related issues. A protest is the official communication between the parties and an admin.

2.13.2 Match protest rulest

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. Insults and flaming are strictly prohibited in a protest and may result in penalty points or the protest being ruled against the insulting party.

2.14 Interviews

For every game that is broadcast on an ESL-arranged stream, one player or coach from each team must be available for an interview. The team has to provide contact information for an interview upon request. The player should also be available for a comment after the match. Solo players should always be available for pre- and post-match interviews.

2.15 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 Event rules

3.1 Equipment

ESL always provides mobile devices. Depending on the discipline and the stage of the tournament, noise-canceling headphones may be provided as well.

3.2 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 (a minimum of \$250 fine), 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 penalized according to the rules of punctuality.

3.3 Administrators

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

3.4 Player and tournament brief

The player and tournament briefs are documents that will be sent to the participants by mail before the tournament. They are meant as extensions to the rulebook for a specific offline event and equally binding.

3.5 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. By signing this document, participants confirm that they are ready to start their match as scheduled. Participants may be forced to start the match even if they failed to properly complete this process.

3.6 Media obligations

If ESL 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 ESL 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.

3.6.1 Missing media obligations

Not fulfilling the media or comparable 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

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 ESL alone.

3.7 Gaming areas

3.7.1 Food, drinks, smoking and behavior

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 must follow the hotel or venue rules while in the practice areas. Any violations can be punished with penalty points.

3.7.2 Removable media

It is strictly forbidden to connect or use any removable media on the tournament devices without prior examination and approval from the tournament administrators.

3.7.3 Cameras or similar devices

Participants are not allowed to bring any electronic devices, cameras or similar devices (e.g. vaporizer) into the gaming area unless prior permitted by the tournament officials. Such devices have to be handed to tournament officials before starting to set up before the first match. Personal phones may also be collected prior.

Participants are not allowed to take photos and/or make any recordings on stage and during the opening ceremonies unless otherwise authorized by ESL.

Paper versions of documents for tactical purposes are allowed in reasonable sizes and numbers (e.g. a notebook).

3.7.4 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.

3.7.5 Use of Devices

All devices provided by ESL must only be used for tournament purposes. Unauthorized use of devices (browsing social media, etc...) will result in (1) minor penalty point..

3.8 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.

3.9 Winners ceremony

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

3.10 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.).

4 Tournament schedule & format

4.1 Tournament format

Tournament is being divided into two separated splits. Each split happens for three weeks when there will be 6 Open Qualifiers hosted per split. Teams that participate in the Open Qualifiers gather points for their placement taken into the tournament. Based on their performance, the best 8 teams who gather the highest amount of points will be qualified to the Open Finals.

4.1.1 Open Final

Each split has its own Open Final. The Open Final will be running in a double elimination best of 3 in best of 5 format. The top 8 teams will move forward to Challenge Season.

4.1.2 Challenger Season

In the Challenge Season, the top 8 teams will be competing in a GSL format of Best-of-Three in Best-of-Five where teams are split into 2 different groups. Top 2 from each group will proceed to the Challenger Final.

4.2 Tournament schedule

4.2.1 Split 1

Name of the tournament	Tournament date
Open Qualifier #1	April 19th 2022
Open Qualifier #2	April 20th 2022
Open Qualifier #3	April 26th 2022
Open Qualifier #4	April 27th 2022
Open Qualifier #5	May 3rd 2022
Open Qualifier #6	May 4th 2022
Open Finals	May 12th 2022

4.2.2 Split 2

Name of the tournament	Tournament date
Open Qualifier #1	May 17th 2022
Open Qualifier #2	May 18th 2022
Open Qualifier #3	May 24th 2022
Open Qualifier #4	May 25th 2022
Open Qualifier #5	May 31st 2022
Open Qualifier #6	June 1st 2022
Open Finals	June 9th 2022

4.2.3 Challenge Season

This schedule applies only to the Asia-Pacific region.

Name of the tournament	Tournament date
Challenge Day #1	June 20th 2022
Challenge Day #2	June 27th 2022
Challenge Day #3	July 4th 2022
Challenge Finals	July 30th 2022

4.2.4 Points distribution system for Open Qualifiers

Place	Points amount
1st	100
2nd	75
3rd - 4th	55
5th - 8th	35
9th - 16th	20
17th - 32th	10
33rd - 64th	5
65th - 128th	3
129th - 256th	0

5 Game specific rules

5.1 Match definitions

Depending on the stage of the competition, the match will be played in various formats. We will establish the vocabulary and the formats to be as follows:

- **Game** - is one game played on pre-selected Modes and maps.
- **Set** - is a Best of 3 or Best of 5 played on one of the following modes of play available in Brawl Stars:
 - Bounty
 - Gem Grab
 - Heist
 - Brawl Ball
 - Hot Zone
 - Knockout
- **Match** - depending on the Round of the tournament, a match will be a Best of 1, Best of 3 or a Best of 5 of Sets. During the Open Qualifiers, all sets consist of a Best of 3 games.

The pre-selected Mode and map will always be known and sent via Discord or membermail.

5.1.1 Best of 1

Best of 1 means players will play only one Set, on the pre-selected Mode and Map:

- Game 1
- Game 2
- If the game score is 1:1, Game 3

5.1.2 Best of 3

Means players will play up to 3 Sets, a team is declared a winner as soon as they win 2 Sets:

Set 1 - Mode and map 1:

- Game 1
- Game 2
- If the game score is 1:1, Game 3

Set 2 - Mode and map 2:

- Game 1
- Game 2
- If the game score is 1:1, Game 3

Set 3 - Mode and map 3 (played only if the Set score is 1:1):

- Game 1
- Game 2
- If the game score is 1:1, Game 3

5.1.3 Best of 5

Means players will play up to 5 Sets, a team is declared a winner as soon as they win 3 Sets:

Set 1 - Mode and map 1:

- Game 1
- Game 2
- If the game score is 1:1, Game 3

Set 2 - Mode and map 2:

- Game 1
- Game 2
- If the game score is 1:1, Game 3

Set 3 - Mode and map 3:

- Game 1
- Game 2
- If the game score is 1:1, Game 3

Set 4 - Mode and map 4 (played only if no team has won 3 Sets):

- Game 1
- Game 2
- If the game score is 1:1, Game 3

Set 5 - Mode and map 5 (played only if no team has won 3 Sets):

- Game 1
- Game 2
- If the game score is 1:1, Game 3

5.2 Maps

Every game mode has its own maps. Maps will be communicated by the admin team before the start of each tournament. They will be posted and pinned on the official Snapdragon Pro Series Discord as well as sent via membermail to all players' ESL Play linked emails.

Maps and modes that will be used during the competition:

Hot Zone - Parallel Plays, Ring of Fire, Dueling Beetles
 Knockout - Goldarm Gulch, Flaring Phoenix, Belle's Rock
 Heist - Hot Potato, Bridge Too Far, Safe Zone
 Bounty - Layer Cake, Shooting Star, Dry Season
 Brawl Ball - Super Stadium, Pinhole Punt, Sneaky Fields
 Gem Grab - Hardrock Mine, Crystal Arcade, Double Swoosh

5.3 Seeding

The seeding rule applies only in the Challenge Season & Finals. Open Qualifiers don't have any special seeding - all teams will be placed randomly. 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 Challenge Season.

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.

5.4 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.

5.5 Roster size

A team can only have three (3) 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 the splits provided they have not qualified for the Challenge Season.

5.6 Roster Locks

Team roster lock will be enforced through the Open Finals, Challenge Season and Challenge Finals of the series.

Rosters will be locked, preventing any changes to the roster, when a team advances to the Open Finals.

Any team that qualifies for the Open Finals or Challenge Season/Finals will be fully locked into their roster and will be allowed to only make 1 roster change during the duration of the competition.

When the team qualifies to Open Finals, Challenge Season or Challenge Finals, the following rules start to apply for them:

- Teams can only add 1 player
- Teams can remove the players freely, but the roster has to consist of at least 2 players at all times (even between the playdays)
- If a team has 4 players and they want to add a new player, they will always have to remove one first.
- If a team has 3 players and they want to remove a player, they will always have to add one immediately.
- Based on time and other factors such requests may be denied.

- The rosters are locked on the ESL Play page, so the team can only make roster changes after reaching out to the Tournament Administration first.

Any team that does not qualify for the Challenge Season or Finals after Open Finals will be able to change any and all players on the team. For such changes please submit a support ticket requesting your team be unlocked to make changes if you wish to keep the team page the same.

5.7 In-game rules

5.7.1 Brawler selection

During the all phases of the season, Teams will be allowed to change their brawlers in-between games. The same Brawlers can be played by both teams.

5.7.2 New Brawler releases

All new Brawlers who have been released within two (2) weeks of a date of the specific matchday will be disabled and not available during that period. The new Brawlers will still, however, be available to play in any other matchday that occurs at least two (2) weeks after release.

5.7.3 Brawler bans & picks

Each team will ban one brawler for the duration of their match. All banned brawlers cannot be used by either team for the duration of the match. Brawler picks and bans are being made by usage of Power Match functionality of Brawl Stars.

5.7.4 Battle invitation

Every team will receive their invitation automatically. Teams shouldn't create the lobbies manually (it's allowed only with the decision of administration).

5.7.5 Player drops

Players are responsible for their internet connection, and in case they drop, their team must continue the match in 2v3.

5.7.6 Results

Results are reported to the website automatically. Administration of the tournament can additionally ask players for manual confirmation, therefore 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 when it's needed. 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.

5.7.7 Draws

In case of a draw in any of the game modes, the teams should replay the same mode immediately after completion, unless instructed otherwise by the admins. Players will be allowed to use different brawlers, Star Powers and Gadgets.

5.8 Failure to appear / No Show

Each player has 15 minutes to show up to a 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. 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.

5.9 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 (Protest ticket or Personal Message), they will be granted a default loss, resulting in a tournament disqualification.

6 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. 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 Code of conduct

Every participant has to behave with respect towards the representatives of the ESL, press, viewers, partners and other players. The participants are requested to represent esports, ESL, and their Sponsors honorably. This applies to behavior in-game and also in chats, messengers, comments and other media. We expect players to conduct themselves according to the following values:

- Compassion: treat others as you would be treated.
- Integrity: be honest, be committed, play fair.
- Respect: show respect to all other humans, including teammates, competitors, and event staff.
- Courage: be courageous in competition and in standing up for what is right.

Participants must not engage in harassment or hate speech in any form. This includes, but is not limited to:

- Hate speech, offensive behavior, or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
- Stalking or intimidation (physically or online).
- Spamming, raiding, hijacking, or inciting disruption of streams or social media.
- Posting or threatening to post other people's personally identifying information ("doxing").
- Unwelcome sexual attention. This includes, unwelcome sexualized comments, jokes, and sexual advances.
- Advocating for, or encouraging, any of the above behavior.

Please refer to the AnyKey Keystone Code to learn more about good sporting behavior. Refer to the ESIC Code of Conduct for detailed conduct rules and penalties

Violation of this Code of Conduct will result in penalty points. In the case of repeat or extreme violations, penalties may include disqualification, or banning from future ESL events.

6.2 Cheating

6.2.1 Cheat software

Any use of software that could be considered cheats is strictly forbidden. The tournament administration reserves the right to specify what is considered a cheat.

6.2.2 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).

6.2.3 Punishments for cheating

When cheating is uncovered in the event, 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.

In team competitions, the team will be disqualified from the ESL event where the cheating occurred.

6.2.4 Methods to detect cheating

ESL reserves the right to use different methods to inspect participants and their equipment, with or without prior information.

6.3 Doping

6.3.1 Refusing to be tested

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

6.3.2 List of prohibited substances and methods

The List of Prohibited Substances and Methods created by the Esports Integrity Commission (ESIC) is valid for the ESL tournaments. The list can be found here:

<https://esic.gg/codes/esic-prohibited-list/>

Any unsanctioned use of these substances is considered doping.

6.3.3 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.

6.3.4 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.

6.4 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 4.3.2, 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.

6.5 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.

6.6 Competition manipulation

Offering money/benefits, making threats or exerting pressure towards anyone involved with ESL 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.

6.6.1 Punishments for competition manipulation

When attempted competition manipulation is uncovered in the ESL, 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 ESL event where the attempt occurred.

6.7 Match fixing

Using any means to manipulate the outcome of a match for purposes that are not sporting 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.

6.7.1 Punishments for match fixing

When match fixing is uncovered in the ESL, 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.

6.8 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.

6.9 Publisher or ESIC bans

ESL reserves the right to refuse players who have standing bans from the game publisher to take part in ESL tournaments.

Also, ESIC bans will be honored and translated into ESL bans.

6.10 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).

6.10.1 Public behavior

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

6.10.2 Insults

All insults occurring in connection with the ESL will be punished. This primarily applies to insults during a match but also on the ESL website (forums, match comments, player guest books, support and protest tickets, etc.). Insults on IM programs, E-mail or other means of communication will be punished if they can be linked to the ESL 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.

6.10.3 Spamming

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

Spamming on the website (forums, match comments, player guest books, support and protest tickets, etc.) will be punished depending on the nature and severity of the offense.

6.10.4 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 disrupting the flow of the play. The all chat functions are there to communicate efficiently with the opponent and the match admins.

6.10.5 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 damaging reputation with third parties/public.

6.11 Unsportsmanlike behavior

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

6.11.1 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 such as falsifying match media, the team will be awarded up to four (4) minor penalty points. (Match media are all uploads, including but not limited to: Screenshots, demos, models, and so on.)

6.11.2 Ringer/faker

Any players involved in faking or ringing a player will be barred for a minimum of 3 matches, also, one (1) major penalty point will be awarded per incident.

6.11.3 Misleading admins or players

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

7 Terms of Service Compliance

7.1 ESL

By signing up and participating all players agree with [ESL's Terms of Use](#) and [ESL's Privacy Policy](#).

7.2 Supercell

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

8 Copyright Notice

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