Snapdragon Pro Series

Free Fire

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

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1 Definitions

1.1 Range of validity

The event is operated as part of ESL by ESL Gaming GmbH.
This is the base rulebook which is valid for 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.

1.2 Region

For Snapdragon Pro Series tournaments, the following regions are available:
- Asia-Pacific (Indonesia, Malaysia, Philippines, Singapore, Thailand and Vietnam)

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.

1.3.1.2 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.

1.3.1.3 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.

1.3.1.4 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.

1.3.1.5 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.

1.3.1.6 Disqualification

A disqualification will happen in the most severe cases of rule violations. The disqualified participant forfeits all prize money accumulated for the competition in question and gets banned until the end of that competition. In team competitions, the organization and all its members get banned until the end of that competition.

1.3.1.7 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.

1.2 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.

1.3 Disciplines

Games currently played in Snapdragon Pro Series are:
- Clash of Clans
- Brawl Stars
- PUBG Mobile
- Asphalt 9
- Clash Royale
- Free Fire
- Legends of Runeterra
- BATTLEGROUNDS MOBILE INDIA
- COD Mobile
- World Cricket Championship 3

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

1.4 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/

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. 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 players must be at least 16 years of age or older by the date of the first match of the season.

1. 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 a player is under the age of 16, a parent or legal guardian must be able to accompany the minor to a 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.

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 Residency Restrictions

All players must be residents of and be participating from the region they are competing in. A team needs at least 3 players residency from the respective Region. When fielding a team to enter the lobby, a team must consist of 3 players from the respective region + 1 from any other region. Any breach of this restriction would lead to the team not being able to compete on that particular round. Regional countries are as follows:

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

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. 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 QUALIFIER FINAL GROUP STAGE & GRAND FINAL	
Placement	**Prize Money (SGD)**
1	3,000
2	2,000
3	1,000
4	600
5	500
6	500

7	400
8	400
9	300
10	300
11	200
12	200
13	100
14	100
15	100
16	100
17	100
18	100

*Top 12 prize is only applicable to teams qualified to Grand Finals. All listed prize money is in SGD and are applicable to currency exchange rates.

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. Schedule

Phase 1 : Open Qualifier
8th April - 17th May (Play Day depends on which group/region teams are in)

Phase 2 : Qualifier Final
(Top 48 Teams from each regional Open Qualifier)
23rd June - 21st May (Play Day depends on which region teams are in)

Qualifier Final Group Stage
(Top 18 Teams from each regional Qualifier Final)
23rd May - 26th June

Grand Final
(Top 12 Teams from each regional Qualifier Final Group Stage)
2nd July - 3rd July

4. Event rules

4.1 Equipment

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

4.2 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.

4.3 Administrators

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

4.4 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.

4.5 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.

4.6 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.

4.6.1 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.

4.7 Gaming areas

4.7.1 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.

4.7.2 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.

4.7.3 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).

4.7.4 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.

4.7.5 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..

4.8 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.

4.9 Winners ceremony

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

4.10 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.).

5. Game Rules

A match can only be restarted with prior admin approval.
Any use of third-party software is prohibited during the qualifiers and tournament play. If players violate this rule it will be treated as hacking with the intent to cheat. The team will be disqualified, no prizes will be awarded, and the individuals involved will receive a ban from competing.

Any use of items not obtained through Free FIre approved in-game methods (excluding official rewards) or unannounced items is prohibited. If players violate this rule, it will be treated as hacking. The team will be disqualified, no prizes will be awarded, and the individuals involved will receive a ban from competing. Players may not be naked and should be wearing clothes during any ESL Mobile match

5.1 In - game bugs

In the event whereby a player were to encounter a bug, a remake will only be offered
when all of the following conditions are met:
● The bug is game-breaking and causes a player (or multiple players) to be unable to play
the game in a normal manner. A non-exhaustive list of game-breaking bugs include:
      ○ Being clipped through the floor and executed
      ○ Being stuck on objects (windows, launchers, etc)
      ○ Being killed by fall damage after unexpected behaviors from driving vehicles
● A referee is promptly notified of the bug when it occurs.
● The bug occurs when no other players in the match have been killed yet.
● The bug is not triggered with malicious intent by the player.
Any remake will be offered only at the sole discretion of the tournament referees.
Teams who deliberately abused the bugs mentioned in may be immediately disqualified, have up to

half of their monetary winnings forfeited, or both of the above.

5.2 Qualifier Final Group Stage & Grand Final

Method: External Recording Device (Webcam, 2nd phone)
- Before game begins, players are to show live video of their face, account UID and phone screen which shows their character in the lobby of the game.
- During game, players are only needed to show live video of them playing the game. Players are required to show themselves playing the game on their phones.
- After game ends, players are to show live video of their face, account UID and phone screen which shows the end of the match and their character going back into the lobby of the game.
- A Live Video verification should not have any pauses or stoppage in the live video, any pauses or stoppage will result in the whole verification process being restarted.
- Live video can be done via external phone video or web-cameras. Tournament Organizers will work closely with players in ensuring that video quality allows proper verification.
- All secondary device recording must include audible sound for Tournament Organizer.
- Players who are unable to adhere to above Video Verification rule will be considered ineligible from matches/tournament. Teams will have to field their substitute player instead.
- Team may be disqualified or given a replacement player subject to Tournament Organizers approval.

6. Match Settings, Format, & Rules

6.1 General Rules

Maps: Bermuda, Kalahari and Purgatory
Game Mode: Classic
Each team will participate in up to 2 matches per day/week during Open Qualifier Phases. All matches in Open Qualifier Phases are scored cumulatively.
The Open Qualifier Phase will be running for 8 weeks and the points that they have achieved throughout each stage of the 8 weeks will be calculated in total. The top 48 in the Open Qualifier Phases will go to the Qualifier Finals.
Teams in the Qualifier Finals will have to play a total of 1 day, with 3 matches played on each Finals day which bring it to a total of 3 matches for Qualifier Finals.
All matches in Qualifier Finals are scored cumulatively (not calculated along with Open Qualifier Phases). The top 18 in the Qualifier Finals will proceed to the Qualifier Finals Group Stage.

Teams in the Qualifier Finals Group Stage will play a total of 4 days, with 6 matches played each day bringing a total of 24 matches played for Qualifier Finals Group Stage. Top 12 will proceed to the Grand Finals

Teams in the Grand Finals will have to play a total of 2 days, with 6 matches played each day of the Grand Finals bringing a total of 12 matches played.

6.2 Match Scoring

1 kill equals to 1 point

Placement	Points
1	12

2	9
3	8
4	7
5	6
6	5
7	4
8	3
9	3
10	1
11	0
12	0

6.3 Results

Each team member should take end-of-game screenshots of their results in case of any disputes and/or technical difficulties in the lobbies. Failure to provide said screenshots when requested can lead to disciplinary action and/or loss of points. If you have problems or notice any issues, please contact the admins IMMEDIATELY VIA SUPPORT TICKET. You can reach us via Discord for quick questions, for everything else please open a support ticket.

6.4 Restricted Items

1. Attack on Titan - Eren Titan Transformation Skin
2. Attack on Titan - Armored Titan Skin

Any use of the restricted items stated above will result in penalties and/or disqualification.

7. Technical Issues

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

8. Tiebreakers

In the event of a tie during any phase of the ESL Mobile 2022, the ranking will be decided in the order of the following:

1. Total Booyah's across all matches in the phase.
2. Total accumulated kills across all matches in the phase.
3. Placement in the last-played match of the phase.

9. Teams

Teams must play with the roster they are registered for the duration of the season once the transfer period has passed. Rosters cannot be changed outside of the designated transfer period. Please be sure to check the account information carefully. Incorrect information will result in the score not being calculated, zero points being awarded to the team for that match, and removal from the Cup if incorrect information is found.

10. Rosters & Roster Changes

10.1 General Roster Overview

10.1.1 Team Size

Teams may only have 4 starters, and a maximum of 2 substitutes (6 players total) listed on their team page and roster. If your team has more players than the allowed 6 players (4 starters and 2 substitutes) at the time of check-in, your team will be removed from the Cup and be barred from playing until only 6 players remain on the team.

10.1.2 Substitutions

Tournament admins may or may not allow rosters to register with substitutes. If a team has substitutes on its roster, they can only make substitutions in between games. While the game is in progress, no substitutions are permitted.

10.1.3 Team Captain

Among these 4 to 6 players, a team Captain will need to be chosen. If the team does not have a Team Manager, the team captain will be in charge of all contact with Tournament Officials as well as delivering timely information to their teammates. The team captain owns the team spot at any level of the official Free Fire competitive competitions if there is no Team-Owner.

10.1.4 Team Manager/Owner

Only an entity or group that is legally registered and recognised by a country's corporation legislation, companies act, or equivalent can own a team. When an entity or organisation registers as an owner during the registration process for a Free Fire Mobile Open Official Competitive Tournament, that entity or group becomes the owner of that team. The team owner owns the team spot at any level of the official Free Fire Mobile Open competitive competitions. It is not required to have a team manager/owner. Teams without a manager/owner are still welcome to register for the Free Fire Official Tournament and compete.

Teams are allowed to have an additional member set to either Team-Manager or Team-Owner. A person set to this role does not count toward the 4 starters and 2 substitutes, and thus, is not eligible to play in any match. If they are found to be playing in any match the team will lose all points for the Cup and assessed a warning for the first infraction and will be given penalty points for any additional infractions.

Any team found to have switched a manager or owner to a player role without admin approval will be ineligible to compete with that person and may be subject to disciplinary action including loss of points, penalty points, barring from play, and/or disqualification.

10.1.5 Ownership Restrictions

No entity is allowed to own more than 1 team in the tournament.

10.1.6 Roster Locks

Team roster lock will be enforced through the Finals of all series. In the event of a live Finals, if a team is unable to travel, the next available team will be given the slot. Rosters and Teams will be locked together upon participating in a team's first Qualifier.

10.2 - Roster Changes

Asia Pacific - If you are making roster changes please create a new team on the ESL Play site with the new roster.

Points are unique to teams on the Play site, so if you are making a new team during an Open Qualifier period your team's points will start at 0 regardless of how many players you retain from the original roster.

11. Registration Period & Transfer Window

11.1 Registration Period

A period specified in the Tournament rulebook that Team owners & Players are required to

complete their registration in order to participate.

After registration, the following changes may not be made:

I. Team Owner

II. Team Name

III. Team Logo

IV. Team Players

11.2. Transfer Window

Tournaments may span over a longer stretch of time. Transfer window will be open from **25th July 2022** until **28th August 2022**. As such, tournament organizer may

specify a transfer window to allow the following changes to be made:

I. Transfer of Team Ownership

II. Transferring / Change Players (Need to remain 3 players from the previous Roster)

12. Game Accounts

12.1 - Free Fire Nickname

Players and teams CANNOT change their in-game or ESL Play name after competing in a Cup.

1. No in-game name changes will be allowed at any point during the season unless the name is illegal to use or a team has been picked up by a new organization. Once a player has

participated in a Cup, as either a starter or a sub, their in-game name and gameaccount **CANNOT** be changed unless explicitly instructed to by a member of the admin team that it must be fixed due to having illegal characters, the in-game name and ESL Play gameaccount not matching, or use of an inappropriate name.

If a player is found to have changed game accounts or in-game names at any point during the series without being explicitly told to by the admin team the player will be considered ineligible to participate until the name is changed back both in the game and on the ESL Play site.

If a team is picked up by a new org or dropped from an old one please submit a support ticket to the Cup you will be participating in. You **MUST** provide valid proof of the acquisition of your team by the org (such as the contract the team and org have signed) as well as the name switches that all players will be making in-game (For example ESLLarch --> MOLarch)

Once we have valid proof of the acquisition the team will be allowed to change its name and picture on the ESL Play site, and the players on the team will be allowed to change just the team tag in their in-game name and gameaccount on the play site. Players WILL NOT be allowed to change their alias, only the team tag before or after their alias may be changed. If a team is found to have changed their in-game name incorrectly

All participant's names must be appropriate. If your name is deemed inappropriate you must have the new name approved and change it in the window given by the admin team. If the name is not changed in that time you will risk disqualification and having both you and your team penalized as follows:

- The first time is a warning, second-time disqualification with possible prize money repercussions as well as bans.
  Playing with an unregistered player or a player with an inaccurate gameaccount listed will result in your team being removed from match lobbies and earning 0 points for that day.

- Please be aware though, that game accounts on ESL Play must match EXACTLY what we see in-game, else the player's kill points who have mismatches, will not be counted for the match. It is the player's responsibility to ensure that the registered gameaccount on ESL Play and in-game are up to date and there are no mismatches before signing up for the tournament.
- If the admin team finds any game accounts and in-game names that do not match exactly, your

team will earn 0 points for the day and be barred from playing in the active matchday.

- It is every player's and team's responsibility to ensure that all ESL gameaccount and in-game name matches before the matchday begins. If you cannot get your ESL gameaccount to match your in-game name, you should change your name accordingly.

12.2 - Free Fire UID

All in-game Character ID numbers and ESL Play Free Fire UID Game Accounts must match EXACTLY. If any player is found to have an ID that does not match the team will earn 0 points for the day and be barred from playing in the active matchday.

Players and teams CANNOT change their in-game or ESL Play ID number after competing in a Cup.

1. No Character ID number changes will be allowed at any point during the season. Once a player has participated in a Cup, as either a starter or a sub, their in-game character ID and gameaccount CANNOT be changed unless explicitly instructed by a member of the admin team that it must be fixed.

If a player is found to have changed game accounts IDs or in-game Character IDs at any point during the series without being explicitly told to by the admin team the player will be considered ineligible to participate for the remainder of the season. We consider this as an account change and you will be treated as a different player regardless of the reason for the change. This would be considered an illegal roster change and your team will lose all points for the phase they are in and risk being barred from play for the active phase.

Your UID number can be found on your player profile page in-game as shown here.

1. On the main screen in-game click on your picture.
2. You'll see your UID right below your picture.

13. Player Streaming

13.1 Stream Delay

Players are allowed to stream matches during the Open Qualifier Phase provided that they have a minimum 5-minute delay on the stream.

If any player is found to be streaming without meeting the minimum delay requirement they will be forced

to stop the stream for that match day.

1. The first offense will be a warning.
2. The second offense will be loss of points for the match day and 2 penalty points to the player and their team.
3. A third offense will be 2 additional penalty points to the player and team and a week-long ban from participating in matches.

13.2 Password & Lobby Leaking

Any player found to have leaked the lobby information including lobby name and password during the season will be subject to the following penalties:

1. The first offense will be a warning.
2. The second offense will be disqualification of the team from the playday with a loss of any points earned. Additionally, the player who leaked the information will be given 2 penalty points.
3. A third offense will be 2 additional penalty points to the player and a week-long ban from participating in matches for the player and their team.

13.3 Broadcast Co-streaming

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 will abide by this code of conduct when streaming/co-streaming all ESL or ESL Related events.

To request permission to become a co-streamer please send an email to the following email address based on your region:

- AP: leagueops.asia@eslgaming.com

13.4 Player Identification

Players are required to begin any preparations needed to reach Finals. This means, having identification that allows you to travel available to verify all participants in the event of a live Finals.

14. 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.

14.1 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.

14.2 Cheating

14.2.1 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.

14.2.2 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).

14.2.3 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.

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

14.3 Doping

14.3.1 Refusing to be tested

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

14.3.2 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.

14.3.3 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.

14.3.4 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.

14.4 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 14.3.2, 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.

14.5 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.

14.6 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.

14.6.1 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.

14.7 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.

14.7.1 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.

14.8 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.

14.9 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.

14.10 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).

14.10.1 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.

14.10.2 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.

14.10.3 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.

14.10.4 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.

14.10.5 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.

14.11 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.

14.11.1 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.)

14.11.2 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.

14.11.3 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.

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