



ESL Benelux Championship Rulebook

Winter 2020

Introduction

This is the official ruleset for the second season of the “**ESL Benelux Championship**”, which will span between August 2020 and November 2020. These rules apply to the players throughout all stages of competition, including but not limited to the qualifiers, promotions, group stages and playoffs and applies to the players, coaches, reserves and any associated managerial staff.

Failure to adhere to these rules may be penalized as outlined. It should be noted that the tournament administrators have the final word, and have the power to decide on any circumstances that are not outlined by this document, and in extreme cases may overrule the rulebook in order to preserve fair play and sportsmanship.

This competition has been designed as a premium product to help bolster the competitive community within The Netherlands, Belgium and associated nations, and we hope that all participants, spectators and members of press will enjoy the competition and endeavour to make it a fair, fun and exciting competition for all involved.

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1 Definitions

1.1 Participants

An ESL Benelux Championship participant is a team or player that is participating in the ESL Benelux Championship competition. Any member of a ESL Benelux Championship team is a participant of that team only, and is locked to that team regardless of whether or not the player had played for said team.

1.2 Team Sheet

This is a complete listing of all the players, organizers and managers that are registered to the team in the specific competition and has to be created by all teams that are part of the ongoing season. When a team wants to add a new player, organizer, manager or any other participant to any team, they need to update and submit the team sheet before adding the player.

1.3 Team Positions

This describes the positions allowed in an ESL team account during the ESL Benelux Championship.

1.3.1 Team Manager

The team manager must be at least 18 years old. The team manager is responsible for the day to day running of the team, such as writing match statements, updating and maintaining the roster, and in general being the contact person of the team towards the ESL. This person is responsible for keeping himself and the team updated with regards to rules and regulations around the ESL Benelux Championship. The team manager is eligible to play for the team in matches, providing he is indicated as a "Player" on the team on the Team Sheet.

1.3.2 Team Captain

The team captain is the in game leader of the team. The team captain is the only person in the team allowed to protest, make a comment or in general communicate about issues during the progress of the match. This person is the spokesperson of the team while the match is being played.

1.3.3 Organizer

The organizer is a member of the organization that has assistant roles to the team manager and team captain, and may deal with the day to day business delegated by his team manager or team captain, for example match arranging, writing statement or otherwise dealing with day to day operation of the team.

1.3.4 Player

The player has no further rights in the team other than to be able to play for the team. The player has no specific rights when it comes to interacting with admins, opposing team members or in any other duties involving managerial tasks for the team.

1.3.5 Honorary Member, Inactive, Trial or Team Owner

Honorary, inactive and trial members, including honorary team owners, are not allowed on the ESL Benelux Championship team sheet or in the team account on the ESL website.

1.4 Time Zone

The ESL website will display the times of matches according to the timezone each user has specified in the account settings. Users that are not logged into the website will have times displayed to them from the GeoIP location. We recommend being logged into the website when finding out your match times.

1.5 The Season

The season starts in August 2020 and will end in November 2020.

1.6 Region

The ESL Benelux Championship is restricted to residents of The Netherlands, Belgium and Luxembourg.

1.7 Penalty Points

1.7.1 Definitions and Scope of Penalty Points

Penalty points are given for rule violations within the ESL Benelux Championship, they may be either Minor or Major penalty points dependant on the incident in question.

1.7.1.1 Minor Penalty Points

Minor penalty points are given for minor incidents including, but not limited to, failure to upload required match media, insufficient match statements and insufficient information on a team account. Every minor penalty point deducts 1% (one percent) of the overall prize money received by the team, or player in the tournament they are given.

1.7.1.2 Major Penalty Points

Major penalty points are given for major incidents including, but not limited to, deliberately deceiving admins, failing to show up for match and repeated rule breaking. Every major penalty point deducts 10% (ten percent) of the overall prize money for the tournament.

1.7.1.3 Assigned Penalty Points

Minor and major penalty points are not mutually exclusive and may be given as seen fit by the tournament administration.

1.7.1.4 League Bans and Penalty Points Outside the ESL Benelux Championship

League bans and penalty points outside the ESL Benelux Championship do not apply towards the ESL Benelux Championship, unless they have been awarded for cheating. Other violations including ringing/faking or insults can be punished, depending on the severity.

1.7.1.5 Penalty Point Based Disqualification Threshold

When a team or player has reached a total of two (2) major penalty points, the team will be disqualified from further participation in the ESL Benelux Championship and the license will be withdrawn. Ten (10) minor penalty points are equal to one (1) major penalty point.

1.8 Live Matches

The term “Live Matches” refers to matches that take place in a public location, during events, in the ESL Benelux Studio or matches broadcast on official ESL channels.

1.9 Disciplines

The games currently used within this season of the ESL Benelux Championship are as follows:

- Counter-Strike: Global Offensive by Valve
- Brawl Stars by Supercell

1.10 Tournament Organization

The ESL Benelux Championship is organized by the Benelux division of the ESL. The Benelux department of ESL is operated by ESL Benelux B.V.

ESL Benelux B.V.

Torenallee 20

5617BC Eindhoven

The Netherlands

<http://play.eslgaming.com/benelux>

2 Administration List

Name	Role
Tim “Timmeh” Versteegh	Tournament Director
Andy “Donmessa” Maes	Head Brawl Stars Referee
Christiaan “HolyBunny” van Bruchem	Head CS:GO Referee

3 General

3.1 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.

3.2 Validity of the Rules

If any of the rules in this rulebook are void for any legal reasons in any specific country, the remainder of the rule book remains valid for that country.

3.3 Confidentiality

The content of protests, support tickets, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without written consent from an ESL Benelux Championship Tournament Director. If the contents has been shared without consent then this could lead to a team's disqualification, or alternative punishment.

3.4 Code of Conduct

All ESL Benelux Championship participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, the ESL Benelux broadcasting team and all members of the ESL Benelux Championship administration. By taking part in the competition players and organizers become role models for the community, and should behave accordingly.

3.5 Drugs and Alcohol

To play a match, be it online or offline, under the influence of any drugs, alcohol, or performance enhancers is strictly prohibited, and may be punished with exclusion from the ESL Benelux Championship.

3.6 Betting

Betting on matches in a league or tournament that you or your team are involved in is strictly forbidden. Betting against yourself or against your own team, or accepting the receipt of a currency derived from a third party's bet on one of your matches, will be punished by disqualification for the team/player taking part in the league/tournament and a world-wide ESL ban lasting six months for the player who arranged the bet.

3.7 Additional Agreements

The ESL Benelux Championship 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 Benelux Championship highly discourages such agreements taking place, and such agreements that are contradicting the ESL Benelux Championship Rulebook are under no circumstances allowed.

3.8 Match Broadcasting

3.8.1 Rights

All broadcasting rights of the ESL Benelux Championship are owned by ESL Benelux B.V. This includes but is not limited to broadcasts, video streaming, replays, demos, TV broadcasts and HLTV.

3.8.2 Waiving These Rights

ESL Benelux B.V. 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 a member of the ESL Benelux Championship team outlined in section two of the document.

3.8.3 Player Responsibility

Players cannot refuse to have their matches broadcast by ESL-authorized broadcasters, the broadcast can only be rejected by a member of the ESL Benelux Championship team outlined in section two of the document. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

3.9 Communication

3.9.1 Email

Email is the official communication method of the ESL Benelux Championship. All players will be contacted through the address that is registered on their ESL profile, and therefore this email address should always be kept updated and checked regularly so that no important announcements from the league are missed. Discord is used as a secondary method of communication.

3.10 Conditions of Participation in the ESL Benelux Championship

The following conditions must be met in order to participate in the ESL Benelux Championship.

3.10.1 Age Restriction

All participants of the ESL Benelux Championship have to be over 13 years of age before the start of the tournament. If in doubt, an admin has to be contacted to confirm eligibility. ESL Benelux B.V. has the right to request Photo ID to prove eligibility. The minimum age to participate in Counter-Strike: Global Offensive is 16 years.

3.10.2 Regional Limitations for Participants

Teams must field a majority roster from the regions specified in section 1.6. In the case of Clash of Clans and Counter-Strike: Global Offensive, teams must always have three players participating within each match from the regions specified in section 1.6.

3.10.3 Home Country/Region

A team player's home country is the country where their main place of residence is. For a team, this is determined by the majority of the used lineups. If there is no such majority, a team may have no home country or even no home region. In that case, the team cannot take part in qualifiers restricted to a country or region.

3.10.4 Residence/Nationality and Number of Players in a Team

The team roster can hold a maximum of five players, plus two backup players and any managerial staff as outlined in 1.2. A minimum of three players from the regions specified in section 1.6. must be present.

3.10.5 Country/Region of Qualifiers

Qualifiers for the ESL Benelux Championship, including invitations, are restricted to The Netherlands, Belgium and Luxembourg.

3.10.6 Home Country/Region on Team Matches

The majority of the lineup present in a team must have come from a home region specified in 1.6 (The Netherlands, Belgium and Luxembourg). If there are any players from the regions outside of the roster limitations in 3.10.4 then the additional players will be considered as disallowed players and will be removed from the roster.

3.10.7 ESL National Championship Limitations

A player cannot participate in more than one ESL operated National Championship per season. This includes but is not limited to ESL Benelux Championship, ESL Meisterschaft,

ESL Mistrzostwa Polski, ESL Championnat National, ESL Nordic Nationals, ESL UK Premiership and the ESL South East Europe Championship.

If in doubt about eligibility, please contact a member of staff from section 2.

3.11 Player Accounts

3.11.1 Standards

Each participating member must have his personal details entered in his play.eslgaming.com website profile, this includes:

- Real name (must be public)
- Photo
- Place of Residence
- Country
- Birth Date
- Game account information (see 3.11.4)

An individual player may only hold one ESL account; breach of this rule is punishable according to the standard ESL multi-account rule-set.

3.11.2 Nicknames

A change in nickname during a ESL Benelux Championship season must first be notified to the administration for approval before the change can be undertaken. No sponsor tags are allowed in the nickname under any circumstances and the general ESL rules for the choice of nicknames apply. Nicknames cannot be offensive, and should in no way reflect negatively on the ESL Benelux Championship brand.

3.11.3 Photo

The member photo must be a current photo from within the last two years, the member can not have been cut and pasted into the picture, must be clearly recognizable, and it must contain only the member in question.

3.11.4 Game Accounts

Every playing member must have their game accounts entered in their ESL member profile. For Brawl Stars this would include the player's "Brawl Stars Tag", for Counter-Strike: Global Offensive this would include the player's "SteamID CS:GO".

3.11.4.1 Playing With Wrong Game Accounts

No player is allowed to play with a different game account than the one given in their ESL profile. An incorrect gameaccount may lead to a barrage for the player or a rematch being given. If there is not sufficient evidence that a player in question indeed played the match or if an admin of the ESL Benelux Championship explicitly allowed it before the match or series began, a protest for a barrage will not be admitted. Penalties may still be given in either case.

3.12 Team Accounts

3.12.1 Standards

The ESL Benelux Championship team account must be an ESL team account only used for the ESL Benelux Championship and no other tournament. This team account should have no history before entering the ESL Benelux Championship for the first time. If a team is taking part in the ESL Benelux Championship for the second time, the team account that was used the first time has to be used again. An ESL Benelux Championship account must have a relevant team logo entered, and a singular team captain assigned. The team name should be written according to rule 3.12.2. Not all team positions are allowed (compare 1.3).

3.12.2 Team Names

The ESL Benelux Championship team name may not have any extensions such as “CS team”. The ESL Benelux Championship team name may hold one sponsor name providing it does not conflict with any ESL Benelux Championship partners, but no product description is allowed. Team names cannot be offensive, and should in no way reflect negatively on the ESL Benelux Championship brand.

3.12.3 Changes on the Team Accounts

Any changes in the team account should be approved by the ESL Benelux Championship administration before the changes are allowed to take place by submitting an ESL support ticket. This includes but is not limited to:

- Adding or removing players
- Changing the team name

3.13 Licenses in the ESL Benelux Championship

3.13.1 Definition

Before each tournament, ESL awards the ESL Benelux Championship license to the participating teams, or individuals. In most cases, these are participants that have qualified through ESL Benelux Championship, or offered a direct invite into the competition.

3.13.2 Duration

ESL Benelux Championship licenses are valid for one ESL Benelux Championship event, only.

3.13.3 Team License

If a team qualifies to the ESL Benelux Championship, the licence will be awarded to the legal entity that the team represents (including but not limited to the registered association or organisation, Ltd company). If the team does not represent a legal entity, or the existing entity has not been reported to the ESL Benelux Championship administration, a restricted license may be awarded to the actual team, where the team leader or organiser will be designated as the contact person for this team. This person will be responsible for keeping the team in order, and maintaining the ESL Benelux Championship team account. The restricted license belongs to the team leader, but a majority roster must be maintained across each stage of the competition. If the team leader leaves the team, then it is down to ESL to decide whether the team can continue within the competition.

The license holder or representative is responsible for all actions, and commitments of the team. Any changes in the team license must be reported to and accepted by the ESL Benelux Championship administration before it can be followed through. Failure to report any changes in the license, or omitting any needed information about the team may be punished with penalty points or other sanctions. The License holder is the entity that decides about the recipient of the prize money won under its license.

3.13.4 Changing the Team License Holder

A license-holder can request a transfer of the ESL Benelux Championship license to another entity during a season, if there is an adequate reason for doing so. It is at the ESL Benelux Championship administrator's discretion whether or not the reason is deemed adequate.

Once the change of license holder has been made, the majority roster from the original team license must be maintained for the remainder of the current stage. At least one team member from the previous license must be maintained until the end of the season. This restriction is meant as a protection of the players joining a new team/organization and to prevent teams/organisations getting a license for their own, not qualified team.

3.13.5 Withdrawal of License

The ESL has the right to withdraw an ESL Benelux Championship license from any participant(s), if the ESL Benelux Championship feels that the participant(s) in question have not behaved within the guidelines set out by the ESL Benelux Championship, and its governing organization.

3.14 Player Changes

3.14.1 Adding a New Player during the ESL Benelux Championship

At a time designated by an ESL Benelux Championship Official(s) [player edition deadline] before the start of each Split, each Team must submit their Roster (Licence Sheet). Teams must submit an Eligibility Licence sheet. If a Team Manager intends to modify the Roster, the Team Manager must submit requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such change, at the earliest possible date and time. A Team will not be allowed to start a Player for the first week of the respective Split that is not on the Roster that was declared on this date.

After the player edition deadline every new member in the account is counted as a new player. The maximum amount of new players any team can add during a season of the ESL Benelux Championship is four. Any player can only switch to another ESL Benelux Championship participant once per season, meaning that over the span of a season no player can play for more than two different teams in the ESL Benelux Championship.

Rosters will be locked at week 6. Meaning that on the 6th match week teams are allowed to add a new player, as long they request the change 48 hours before match start. Locked rosters are thus used during the remainder of the tournament (week 6, week 7 and Playoffs).

Before a player can be officially added to the roster, a support ticket to the administrators of ESL Benelux Championship must be submitted. This ticket should contain:

- Nickname
- Game Account
- Link to the player's ESL profile
- Full name
- Previous team history since the beginning of this ESL Benelux Championship season

A player change needs to be requested 48 hours before a matches start time, failure to adhere to this rule will result in the player being ineligible for participation.

After a player is added to the team, the team management also needs to update and resubmit the ESL Benelux Championship Team Sheet that holds all the vital information about the players. The old ESL Benelux Championship Team Sheet will be deemed invalid, when any member changes have been made. If a team for any reason does not have the sufficient number of players to participate in an ESL Benelux Championship match, the team will receive a default loss and one (1) major penalty point.

3.14.2 Multiple Contracts

For a player in the ESL Benelux Championship to have a contract or agreement with 2 or more ESL Benelux Championship teams is strictly forbidden, may it be written or oral. If such a contract or agreement is found to be in existence, the ESL reserves the right to bar the player from playing any more matches until the situation has been resolved. If the situation can not be resolved, the ESL Benelux Championship has the right to remove the player or team(s) in question.

3.14.3 Lineup Restriction between Group Stages and Playoffs

Each team has to maintain the complete roster from the Group Stages to the Playoffs, meaning no players can be added before the Playoffs.

3.15 Prize Money

All prize money should ideally be paid out 45 days after the conclusion of the ESL Benelux Championship season, but it may take as long as 90 days for the payment to be completed. The licence holder will claim their prize funds via web form that will be emailed to the winning teams. All teams that receive prize money should be a registered company, otherwise ESL Benelux will be unable to transfer the prize money.

3.15.1 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 offline event in question, including both online and offline won prizes, but excluding any expenses that are to be provided by ESL Benelux. 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.

3.15.2 Withdrawal of Prize Money

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

3.15.3 Transfer of Prize Money

The prize money will be sent via bank transfer as specified by the License holder. Failure to provide sufficient information for the payments to be complete will result in payments not being made. If a participant has not collected or redeemed their winnings within three months of the conclusion of a season, then the winnings are forfeited.

3.15.4 Prize Money Distribution (Playoffs)

Placement	CS:GO	Brawl Stars
1st Place	€ 3500	€ 1500
2nd Place	€ 1800	€ 900
3rd Place	€ 600	€ 300
4th Place	€ 600	€ 300

3.16 Penalties and consequences for leaving, or disqualification from, the ESL Benelux Championship

3.16.1 Leaving or disqualification during the ESL Benelux Championship Season

If a participant leaves, or is disqualified from (see 1.7.1.5), the ESL Benelux Championship during any of the stages, the participant forfeits all prize money from the season. Next to that, the organisation and all players on the license sheet will be banned from the current and upcoming season of the ESL Benelux Championship.

3.16.2 Deletion of Matches

All matches involving teams or solo players that have left a stage of the ESL Benelux Championship before it ended will be reset and deleted. In playoff brackets, the most recent or the next upcoming match (depending on the situation) of the participant will be considered a default win for his opponent.

3.17 Match Start

3.17.1 Punctuality

All matches in the ESL Benelux Championship should start as stated on the website, any changes in the time must be accepted by the opposing party and administrators, even if rescheduling is generally possible. All participants in a match should be on the server and ready to go at the latest ten (10) minutes before the match is to start. Failure to be in the server or match lobby by this point will be seen and treated as a match delay (please see 3.17.2).

3.17.2 Delaying the Match

One (1) minor penalty point will be awarded if a participant is not ready to play at the latest ten minutes before the announced starting times. This penalty gets increased by one additional minor every ten minutes until 20 minutes after the scheduled start of the match. At that point, the match defaulted and a no-show (see 3.17.3) will be awarded. If the match is broadcast by ESL TV or in any other way a live match, two (2) additional minor penalty points will be awarded for any delay.

3.17.2.1 Delaying during back-to-back playing in group stage

One (1) minor penalty point will be awarded if a participant is not ready to play at the latest ten minutes before the announced starting times. This penalty gets increased by two (2) additional minor every ten minutes until 10 minutes after the scheduled start of the match. At that point, the match defaulted and a no-show (see 3.17.3) will be awarded. If the match is broadcast by ESL TV or in any other way a live match, two (2) additional minor penalty points will be awarded for any delay.

3.17.3 Participants Not Showing

If a participant is not ready to play until 20 minutes after the scheduled start of the match, or 20 minutes after the previous match during the group stage (when played back-to-back), it is considered a no show. In that case, the opponent will receive a default win from the administration. In case of a no-show the team is punished with one (1) major penalty point.

3.18 Match Procedures

3.18.1 Lineup

For team games, the lineup must be added before match start. Violations can be punished with one (1) minor penalty point each.

3.18.2 Determining the higher seed

Coin tosses are the last resort, so whenever a clear seeding is given, they will be avoided and one participant will be given the higher seed. The higher seed can determine who starts in the champion ban/pick process of the first map or the map veto/pick process. In online cups and qualifiers, the cup seeding (see round one of the upper bracket) determines who has the higher seed.

For group stage matches, teams are required to toss a coin to determine the higher seed via the website <http://cointoss.benhorrigan.com/>. The team on the left side of the match page creates and shares the match link, the team on the right hand side of the match page flips the coin. If the website is not available, a tournament referee will flip a coin instead.

In offline playoffs, whenever one participant has his first match (round one, or round two after a bye in round one), the participant that had the higher group ranking is considered the higher seed. In the offline playoff rounds coin tosses will be utilized. If a case is not covered here or is still unclear for any reasons, contact a member of the ESL Benelux Championship administration team.

3.18.3 Match Result

The result must be immediately added and confirmed by both parties, even if more match records are missing and in need of uploads. A protest may still be made even after a match

result has been confirmed and accepted on the ESL Benelux Championship site. Please refer to the game specific rules for what match records and media that needs to be uploaded.

3.18.4 Storage and keeping of Match Media

All match media (screenshots / demos / replays / etc.) must be stored by the participants for a minimum of two (2) weeks after the match has ended. If there is a protest on the match, the records needs to be stored by the participants for a minimum of two (2) weeks after the protest has been closed and resolved.

3.19 Match Protests

3.19.1 Definition

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

3.19.2 Match Protest Rules

3.19.2.1 Deadline for Match Protests

The latest time that participants are allowed to issue a match protest is the earliest of the three following:

- 72 hours after the scheduled starting time of the match
- The beginning of the next match for either of the two participants
- Only at offline events: The end of the event day (departure of the administration team)

3.19.2.2 Contents of a Match Protest

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.

3.19.2.3 Persons in a Match Protest

In team matches, only one representative per team is supposed to be writing in the protest, violations can be punished with one (1) minor penalty point.

3.19.2.4 Behaviour in Match Protests

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

3.20 Results in Rematch

If the rules stipulate that a rematch is to be played, the victim of the incident is to decide whether or not this rematch is actually to be played. If the victim of the offence decides that a rematch is to be played, then the old result is null and void, and only the new result will count in the rankings.

3.21 Interviews

For every online match, that is to be broadcast on the ESL network, one player from each team must be available for an interview via skype. Solo players must always be available for pre and post match interviews.

For offline events, all players must be available for media including but not limited to photographs, video interviews and filming for motion graphics.

3.22 Names, Symbols/Logos and Sponsors

ESL Benelux reserves the right to forbid the use of unwanted names and/or symbols / Logos in their competitions. Any legally protected words or symbols are generally forbidden unless the owner gives the permission. No advertisement or promotion of sponsors that are solely or widely known for pornographic, drug use or other adult/mature themes and products is allowed in connection to the ESL Benelux Championship. User-generated content will be governed by the terms and conditions of Brawl Stars and Counter-Strike: Global Offensive.

4. Qualification

4.1 Qualification into the ESL Benelux Championship Finals

There are (depending on the game) up to three ways to qualify for an ESL Benelux Championship Group Stages:

- Through online qualification
- Through invitation (not always applicable)
- Through partner qualification (not always applicable)

4.1.1 Counter-Strike: Global Offensive

4.1.1.1 Online Qualification

Four (4) teams will qualify to the group stages through the Relegations matches.

4.1.1.2 Invitation

Four (4) teams, place 1 to 4 of last season, will be placed directly into the group stage.

4.1.2 Brawl Stars

4.1.1.1 Online Qualification

Eight (8) teams will qualify to the group stages through the Playoffs matches.

4.1.1.2 Invitation

No invitation will be used this season.

5. Event Rules

5.1. Playoff stages

The playoff stages are playing in a Single Elimination format. The semi-final and final stages of the competition are to be played in a Best-of-Three format for CS:GO and a Best-of-Seven of Best-of-Three format for Brawl Stars. All other rounds in the playoff stages (if any are present) are to be played in a Best-of-One format.

For three (3) day events, the playoff stages are played in a Double Elimination format. The semi-final stages of the competition are to be played in a Best-of-Three format, with the grand final being played using a Best-of-Five format. All other rounds in the playoff stages (if any are

present) are to be played in a Best-of-One format. This is subject to change due to the nature of the event.

5.2 Punctuality

Unless stated otherwise, we expect every player to be at the event 90 minutes before his match to set up, prepare and solve any technical problems that might occur. If you notice at any point you will be late on one of the days, please inform a tournament official as soon as possible! Any delays caused by showing up late may lead to penalty points which means a prize money deduction for your team.

5.3 Equipment

The ESL Benelux Championship provides computers and monitors only. Participants have to bring any additional equipment required to compete, including but not limited to keyboards, mice, headsets and mouse mats. Please note that our systems do not support PS2 connections, and PS2 to USB adapters will not be provided by the event organizers. Other type of controllers such as PS4 or Xbox controllers are permitted, however it is the responsibility of the participant to make sure they are PC compatible. The ESL Benelux Championship administrators reserve the right to provide headphones for event participants.

5.4 Clothing

The players and teams need to ensure that they are all in equal coloured team attire, failure for a player or a team to bring such attire, will result in ESL providing suitable clothing for the participants. The cost of this clothing will then be subtracted from the prize money paid out to the participants.

5.5 Gaming Areas

If nothing else has been announced, it is forbidden to bring or eat any food in the gaming areas, with the exception of bottled water. Smoking is also strictly prohibited. All mobile telephones should be switched off. Exaggerated loud noises and offensive language is forbidden, and may be punished with penalty points.

5.6 Administrators

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

5.7 Press Conference/Signing/Photograph/Video Session

If ESL decides that a player needs to be a part of a press conference or an autograph, photograph or video session, then the player cannot deny this, and must attend.

5.8 Stage Matches

Each participant is required to play his/their stage matches. Exceptions may only be granted if substantial evidence (e.g. a medical certificate) proving a disability to play on stage is provided.

5.9 Removable Media

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

5.10 Warm-up Period

A warm-up period of 30 minutes is normally provided before an ESL Live match, although this period may not be guaranteed.

5.11 Demos and Replays

All demos or replays must be immediately uploaded to a networked server or to a USB stick provided by the ESL Benelux Championship administration.

5.12 Demo and Replay Rights

The ESL reserves the right to play, and/or upload to the ESL site, all demos that are recorded in an ESL arrangement.

5.13 Photo and Other Media Rights

By participating, all players and other team members grant the ESL the right to use any photographic, audio or video material on their website or for any other promotional purpose. Additionally, each player may have to sign two copies of a release form that he will receive beforehand for reading and have to sign before he starts his first match.

5.14 Winners Ceremony

Participants have to stay in the tournament area for the winners ceremony after the Grand Final, unless permission is given from the tournament administration.

6 Other Infringements

6.1 General

When a player or team has broken one or several rules set forth by the ESL, it will be referred towards this section for the appropriate penalty, where all general punishments are listed and catalogued.

6.2 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 penalties. The most important and most common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

6.2.1 Insults

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

6.2.2 Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the ESL Benelux Championship. Spamming on the website (forums, match comments, player guestbooks, support and protest tickets, etc.) will be punished depending on the nature and severity.

6.2.3 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 stir the flow of the play. The 'all chat' functions are there to communicate efficiently with the opponent and the match admins. Where the team captain is present, only he/she is to communicate via in-game chat.

6.3 Unsportsmanlike Behavior

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 penalties. The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

6.3.1 Misconduct

The attempt to mislead admins or other players, using false information, or in any other way deceive other participants will be punished as follows.

6.3.2 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, the team will be awarded up to four (4) minor penalty points.

6.3.2.1 Definition of Match Media

Match media are all uploads, including but not limited to: screenshots, ESL Wire Anti-Cheat files, demos, models, and so on.

6.3.2.2 Faking Match media

Faking match media may result in one (1) to four (4) minor penalty points.

6.3.2.3 Extraordinary Circumstances

When cheating is suspected, and the match media in question has been faked, six (6) minor penalty points will be awarded.

6.3.3 Ringer/Faker

Any players involved in faking or ringing a player will be barred for 2 matches, also one (1) major penalty point will be awarded per incident.

6.3.4 Playing with Disallowed Player

Using a disallowed player results in one (1) major penalty point. The disallowed player will also be barred for two more matches before he/she is eligible to compete. If a disallowed player is used, the other team can demand a rematch. If there is not enough time for a rematch, a default win will be given to the opponent instead.

6.3.5 Misleading admins or players

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

6.3.6 Cheating

When cheating is uncovered twelve (12) minor penalty points will be awarded to the player, and six (6) minor penalty points will be awarded to the team of the player. The team will be disqualified from the current season of the ESL Benelux Championship and the player will be banned from all competitions in ESL for two (2) years. The use of the following programs will result in a cheat ban: Multi-hacks, Wallhack, Aimbot, Coloured Models, No Recoil, No-Flash and Sound changes. These are only examples, other programs or methods may be considered cheats as well.

7. Game Specific Rules – Brawl Stars

7.1 Player and Team Information

7.1.1. Player Eligibility

All players participating in Brawl Stars competitions must enter their Brawl Tag on ESL Play. The gameaccount is needed to invite players into a custom match and to check if the correct player is playing. In order to participate in cups & ladders by ESL, you must meet the following requirements:

You must be a registered player on the ESL website. You must be 13 years old or older. You must have an active Brawl Stars account in good standing and capable of multiplayer matches and link it to your profile.

If you do not meet these requirements, you will be deemed ineligible. Sign-ups will be closed for all cups 30 minutes before they start. If your team has not signed up before this time you will be unable to participate, unless you use the late sign-up that starts 10 minutes prior to the tournament. Your team will also be required to check-in to the cup itself starting 30 minutes before the cup.

7.1.2. Team and Player Names

ESL reserves the right to edit Nicknames and/or URL aliases. Team or player names that are too similar to that of another team or player are subject to be changed by ESL. For more information on team and player names, please refer to the ESL Global Ruleset section 3.1.2.

“Nicknames, Team Names and URL Aliases.” If a team name has been wrongly seized, please file a support ticket with proof of ownership of the name.

Only registered team members are allowed to play for a team. Playing in any matches with a ringer is prohibited. (See “Ringing/Faking” in the ESL Global Rules) Players and teams must compete under their officially registered team names and Player ID's during all official matches.

7.1.3. Roster

Team rosters must consist of at least the minimum amount of players required to participate in a cup. Teams are only allowed to play with players on their roster with a registered gameaccount. All roster changes must be made prior to the start of a cup. Playing with different players and/or illegal ringers will result in punishment. The team must play with their registered roster for the duration of the whole tournament.

The roster must consist of a majority of players from the list of eligible countries, specified on each cup page.

7.2. Game Rules

7.2.1. Tournament settings

- **Match type:** 3v3
- **Match Time:** 1 hour
- **Mode:** Best of 5 of best of 3 (for groupstage) & Best of 7 of best of 3 (for finals playoffs)

7.2.2. Map pool

The map pool includes the following maps per game type:

- Gem Grab: Hard Rock Mine, Minecard Madness, Crystal Arcade, Merch Fort
- Brawl Ball: Backyard owl, Sneaky Fields, Super Stadium, Triple Dribble
- Bounty: Excel, Canal Grande, Snake Prairie, Shooting Star
- Heist: Kaboom Canyon, G.G. Mortuary, Hot Potato, Safe Zone
- Siege: Some Assembly Required, Nuts & Bolts, Junk Park, Olive Branch

7.2.2. Brawler bans

Each team will blindly ban one brawler for the duration of their match. The bans will be made with the Administration Team before the start of each match. The banned brawlers will not be allowed to be picked by either of the teams.

If both teams ban the same brawler, only one brawler is banned for that match.

7.2.3. New Brawler

When a new Brawler is released by Supercell, the Brawler will have a two week cooldown period before (s)he is allowed to be played in the ESL Benelux Championship.

7.2.4. New map

When a new map is released by Supercell, the teams will vote to have the map banned or not. Each team will have one vote. In case of a tie, the map will be banned for two weeks.

7.2.5. Game Version

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

7.2.6. Default Win Time

After you tried to contact your opponent for 15 minutes, you can request a Default Win. Please open a protest ticket in that match.

7.2.7. Results

The tournament match results will be fetched automatically. If you have a conflict in the match, please open a protest, so the admin team can check the case and make a decision. In case the API service is not working, both teams are responsible to enter the correct results on the ESL website. Therefore both players have to take a screenshot at the end of the match, where we can see the correct result, and then upload it to the ESL website. If you have a conflict with the match result, please open a protest ticket. Both players can be disqualified if there is not enough proof to declare a winner.

7.2.8. Player drops

If a player loses connection during an ongoing map then the map will play on. The player has 5 minutes to reconnect after he loses connection, otherwise a protest should be opened and an admin will take a decision.

7.2.9. Abandoning / Forfeit

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

7.2.10. Account sharing

Account sharing is strictly against the rules and will lead to an account ban in all stages of the tournament. The whole ToS of Supercell can be found [here](#).

7.2.11. Devices

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

7.3. Help & Support

7.3.1. Help

The official way that you can get help from the admins is through a [support ticket!](#) Whenever you have a question, feel free to open a support ticket or join us on [our Discord](#).

7.3.2. Rule Changes

The League administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The League administration also

reserves the right to make a judgment on cases that are not explicitly supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

7.3.3. Admins

All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final, except in cases where the option to appeal is clearly stated. Conversations, either verbal or written, between organizers, admins or referees, and participants are confidential. Publicly posting or sharing these conversations with outside parties is strictly forbidden, unless permission is obtained.

7.3.4. Match Media

All match media (screenshots, demos, etc) must be kept for at least 14 days. Faking or manipulating match media is forbidden and will result in severe penalties. Match media should be named clearly based on what it is. It is not possible to file a protest or write a support ticket to complain about bad match media naming. However, if an admin is hindered in their work because of bad match media names then it can be punished.

7.4 Brawl Stars Ranking

If no other rule has been announced for any stage of the ESL Benelux Championship, this is the rule to be used. Not the visible ranking on the ESL website but the active ranking rule from the ruleset valid for a match is binding. The ranking is primarily decided with regards to the number of points that a participant has amassed during that stage of a season. A participant will earn 3 points for winning a match, 1 point for a draw and 0 points for losing a match. The below ranking priority will come into effect if 2 or more participants are on equal points. If at any point, the number of tied participants is reduced, or divided into several groups of tied participants, the still tied participants will in each case be compared again starting with the first point.

1. Points amassed between the tied participants ('Mini-League')
2. Map difference between the tied participants ('Mini-League')
3. Overall map difference

If after all 3 points the teams are indistinguishable, a decider match or matches have to be played, in an attempt to separate the participants in question. In special cases, the tournament direction can rule on a different way to determine the order in an unsolvable tie (i.e. coin toss).

8. Game Specific Rules - Counter-Strike: Global Offensive

8.1 ESEA Client

The ESEA client is mandatory for all players to use for the full duration of all matches without exception. All players need to provide for themselves an ESEA premium account for the duration of the Championship.

8.2 Match Procedure

8.2.1 Map pool Qualifiers, Group Stages and Finals

The map pool includes the following maps:

- de_vertigo
- de_dust2
- de_nuke
- de_inferno
- de_mirage
- de_overpass
- de_train

8.2.2 Map choice

The higher seed always determines who starts the ban/pick process. Every team decides sides on the map choice of their opponent. On the last map (bo1 on the only map) the sides are determined by a kniferound.

8.2.3.1 Best-of-One Matches

Ban A - 2 Bans B - 2 Bans A - Ban B - remaining map is being played.

8.2.3.2 Best-of-Three Matches

Ban A - Ban B - Pick A - Pick B - Ban A - Ban B - remaining map is being played as decider map, if required.

8.2.3 In-Game item's nametag

Players are not allowed to use nametags on in-game items which violate the code of conduct. If a player uses such a nametag during an official match the team will receive three (3) minor penalties for each match.

8.2.4 Number of Players

All matches have to be played with five players per team (5vs5), other constellations are not allowed. If a team fails to show up with enough players, the match will count as no-show.

8.2.5 Dropping of Players

- If a player drops before the first kill in the first round of a half, then the half will be restarted.
- If a player drops after the first kill have been made and has not returned when the round has been decided, then the match will be paused at the start of the next round.
- If a player drops and the opponent has been notified before any damage has occurred during that round, then the round will be restarted
- If a player has not returned, or cannot be replaced within 10 minutes after the pause has started, then the team with the dropped player may forfeit the match at admins discretion.

8.2.6 Change of Players during matches

Only players that are part of the team can be substituted in. The opposing team has to be informed beforehand.

8.2.6.1 Online

Lineup changes can be made at any point of the match if there is a proper reason (i.e. connection problems). If necessary, the game can be paused for the change. The delay caused must not exceed 5 minutes and excessive changes/abuse of this rule are forbidden.

8.2.6.2 Offline

Lineup changes are only allowed in between maps. The player will not receive additional time to set up compared to the time it would have taken with the original player.

8.2.7 Leaving the Server

All matches must be played to the end, failure to do so will be penalized. A match is considered complete when one team has reached 16 rounds on the final map.

8.2.8 Continuing a Disrupted Game

If a match is interrupted (e.g. server crash) within the first three rounds of play, then the match should be restarted, if the match is interrupted after the first three rounds of play then the match should be continued where it left off, with these changes in the configuration.

- mp_startmoney should be set to 5000 for the rest of the half
- The rest of the rounds that have not been played should be played.

However, if the match will be played on an official ESL server the admin can decide to continue the match by using the backup files provided by the game instead of using the above mentioned way.

8.2.9 Draws

8.2.9.1 Group Stage

In case of a draw after all 30 rounds have been played, both teams will receive one (1) point and the match is over.

8.2.9.2 Play-offs

In case of a draw after all 30 rounds have been played, an overtime will be played with mp_maxrounds 6 and mp_startmoney 10000. For the start of the overtime teams will stay on the side which they played the previous half on, during half-time sites will be swapped. Teams will continue to play overtimes until a winner has been found.

8.2.10 Usage of pause function

8.2.10.1 Technical Pause

If a player has a problem that prevents him from playing on, he is allowed to use the pause function ("!pause"). The pause function can be used at any time but it will only come into effect during freeze time (immediately, if used during freeze time, else at the beginning of the next freeze time). The player has to announce the reason before or immediately after he paused the match. If no reason is given, the opponent may unpause the game and continue playing. Unpausing or pausing the game without any reason will lead to penalty points.

8.2.10.2 Tactical Pause / Timeout

Each team is allowed to invoke a tactical pause of 30 seconds up to four times per map. If the ESL Game Integration is being used, the special command "!timeout" has to be used. Otherwise, the "!pause" command has to be used and the team has to announce the tactical pause via chat.

The pause function can be used at any time but it will only come into effect during freeze time (immediately, if used during freeze time, else at the beginning of the next freeze time). If all tactical pauses had already been used on the same map, the admin will unpause the game and continue the game, this behavior will also lead to penalty points.

8.2.10.3 Admin Pause

The admin can also pause the game from his station or from a player station, when it seems required. also, if for some reason the player pausing does not work, they have to request the admin to do it.

8.2.10.4 Communication during Pause

During a Pause, headsets have to stay on. Unless the admin instructs the match participant otherwise, any form of communication among the team is only allowed during tactical pause.

8.3 Player Settings

8.3.1 Configuration / Startparameters

The following commands are forbidden:

- `mat_hdr_enabled`

The following startparameters are forbidden:

- `+mat_hdr_enabled 0/1`
- `+mat_hdr_level 0/1/2`

All other configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. A player may be penalized for wrong settings in any config file, regardless if it is in use, or even stored in the game folder in question.

Wrong settings will be penalized with two (2) minor penalties per value and player, but per match a team cannot get more than six (6) minor penalties. If three or more players have wrong settings the team will get a default loss.

Admins may under special circumstances decide on a default loss, even if less than three players have wrong settings.

8.3.2 Forbidden Scripts

In general, all scripts are illegal except for buy, toggle and demo scripts.

- Jumpthrow scripts
- Stop shoot scripts [Use or AWP scripts]
- Center view scripts
- Turn scripts [180° or similar]
- No recoil scripts
- Burst fire scripts
- Rate changers (Lag scripts)
- FPS scripts
- Anti flash scripts or binding (snd_* bindings)
- Bunnyhop scripts
- Stop sound scripts

If you are not sure if a script is allowed or not, then contact the admin team before you play an official match.

A player may be penalized for forbidden scripts in any config file, regardless if it is in use, or even stored in the game folder in question.

Forbidden scripts will be penalized with two (2) minor penalties per value and player, but per match a team cannot get more than six (6) minor penalties. If three or more players have wrong settings the team will get a default loss.

Admins may under special circumstances decide on a default loss, even if less than three players have forbidden scripts.

8.3.3 A3D

The use of A3D (2.0) or any program, driver or interface that simulates A3D (2.0) is strictly forbidden, and will be punishable under the cheating paragraph.

8.3.4 Graphics drivers, or similar tools

Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating paragraph

Furthermore it's forbidden to use all kinds of overlays which will show the usage rate of the system in any way in-game (e.g. Nvidia SLI display, Rivatuner Overlay). Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

8.3.5 Color depth

Every player must play with the highest color setting in Counter-Strike (32 bit), if the player is playing in windowed mode then the desktop must also be on 32bit setting.

8.3.6 Custom Data

Only steam skins are allowed to be changed, any other changes to sprites, skins, score boards, crosshairs are strictly disallowed, also only the official models are allowed. If a player plays with custom files (not models), then this will be penalized with two (2) minor penalties per player. If a player plays with custom models, then this will be penalized with five (5) minor penalties per player and the opponent of the match may request a rematch.

8.4 Use of Bugs and Glitches

The intentional use of any bugs, glitches, or errors in the game are penalized with six (6) minor penalty points per incident, up to a maximum of eighteen (18) minor penalty points per match. Furthermore, it is up to the admins discretion whether or not the use of said bugs had an effect on the match, and whether or not he will award rounds, or the match to the opposing team, or to force a rematch. In extreme cases, the penalty for abusing bugs may be even higher.

The usage of the following bugs is strictly forbidden, if any bug is used which is not listed here it is up to the admins discretion whether or not a punishment is necessary.

8.4.1 Warm-up-map check

Bugs on load have to be checked before the match starts (missing boxes, ladders and so on). Failure to do so, and to let the match start, will mean that both teams have accepted the

state the map is in, and the match will be continued under these settings. Protests and complaints regarding such issues will not be adhered to.

8.4.2 During the match

- Moving through any walls, or ceilings, are strictly forbidden, also moving through the floor, or anywhere else which were not intended to be a passage is strictly forbidden.
- „silent planting“ is strictly forbidden (planting the bomb in such a way that no one can hear the beeping)
- To plant the bomb where it is impossible to reach is disallowed. Planting the bomb in a place that you can reach with a boost from a teammate is not part of this rule.
- Standing on top of teammates is generally allowed, it is only forbidden, when such actions allow the player to peek over a wall, or ceiling that should not be allowed according to map design.
- Using flash bugs are strictly forbidden.
- Throwing grenades under walls are forbidden, although throwing grenades and flashes over walls are allowed.
- „map swimming“ or „floating“ is forbidden
- „Pixel walking“ is forbidden (Sitting, or standing on invisible edges on the map).

8.4.3 General

Generally, the use of any bugs in the game is strictly forbidden. (For example: spawn bugs). An exception are the following bugs which are explicitly allowed:

- Defusing the bomb through walls and items etc.
- So called “surfing” on tubes
- So called “fireboost”

The tournament directions reserves the right, also retroactively, to add more bugs to the list of explicitly allowed bugs.

8.4.4 New Positions

If any player or team wants to use a new position which is not commonly known, it's strongly recommended to contact tournament officials to check if that position is allowed before using it in any official match. Players and teams have to consider that it takes time to check new positions and therefore they have to contact tournament officials in a reasonable timeframe before an official match.

8.5 Match Media

8.5.1 Mandatory Demo Recording

All players must record point of view demos of the entire match and keep them for at least 14 days or as long as a protest is open.

8.5.1.1 Requesting Demos

Only admins can request demos. Participant requests for demos are not valid. After requesting a demo, the player in question has 48 hours to upload his demos.

8.5.2 Cheat Accusations

If a team wishes to accuse a player or players of another team of cheating in an ESL Benelux Championship match then a timetable based on the POV demo for each half for each player must be submitted in a protest within 72 hours of the demo being uploaded to the ESL match page.

Each timetable must contain:

1. Download link and name of demo
2. Player name and type of suspected cheat/hack (wallhack, aimbot...)
3. Specific times in the demo which look suspicious, along with a reason for each (i.e. why it cannot have been coincidence, luck, hearing or skill)

8.5.3 Screenshots

Screenshots are only valid as long as all players have the exact same nick as in their ESL profiles, fake nicks or fun nicks may be penalized with one (1) minor penalty per incident. Failure to provide a screenshot with the correct nicknames in may be penalized according to the missing match media rules.

8.5.3.1 Missing Screenshots

The punishment for missing screenshots is no more than one (1) minor penalty per match.

8.5.3.2 Score Screenshots

Both teams are responsible for taking a score screenshot of the end of each half and uploading them to the match page.

8.6 CS:GO Ranking

If no other rule has been announced for any stage of the ESL Benelux Championship, this is the rule to be used. Not the visible ranking on the ESL website but the active ranking rule from the ruleset valid for a match is binding. The ranking is primarily decided with regards to the number of points that a participant has amassed during that stage of a season. A participant will earn 3 points for winning a match, 1 point for a draw and 0 points for losing a match. The below ranking priority will come into effect if 2 or more participants are on equal points. If at any point, the number of tied participants is reduced, or divided into several groups of tied participants, the still tied participants will in each case be compared again starting with the first point.

4. Points amassed between the tied participants ('Mini-League')
5. Round difference between the tied participants ('Mini-League')
6. Number of round wins between the tied participants ('Mini-League')
7. Overall round difference
8. Overall number of round wins

If after all 5 points the teams are indistinguishable, a decider match or matches have to be played, in an attempt to separate the participants in question. In special cases, the tournament direction can rule on a different way to determine the order in an unsolvable tie (i.e. coin toss).

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