



**WORLD
OPEN**

TOKYO

Intel World Open 2021

Rocket League Rulebook

Foreword

This document outlines the rules that should at all times be followed when participating in an Intel World Open 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
The Intel World Open Admin Staff

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1 Definitions

1.1 Range of Validity

The Intel World Open is operated by ESL Gaming GmbH.

This is the only rulebook which is valid for the Intel World Open, its participants and all matches played within the scope of the Intel World Open. With his participation the participant states that they understand and accept all rules.

1.2 Participants

An Intel World Open participant is a team or a player that is participating in an Intel World Open competition. Any member of an Intel World Open team is a participant of that team and locked to it regardless of whether the person has played for said team. No participant can at the same time be part of more than one team.

1.3 Time Zone

The Intel World Open website (www.intelworldopen.gg) will have times displayed in the time zone assigned to them from their Geo-IP location.

1.4 Penalties

1.4.1 Definitions and Scope of Penalties

Penalties are given for rule violations within the Intel World Open. They may be either minor or major penalty points, monetary fines, default losses, player/team barrages or disqualification, dependent on the incident in question and often combinations of two or more of those. Participants will be informed about the penalty by mail and will be given a time until which they can appeal the decision. Only the license-holder (see 2.11) or his designated spokesperson are eligible to make appeals.

1.4.1.1 Minor Penalty Points

Minor penalty points are given for minor incidents such as not uploading required match media, insufficient match statements, insufficient information on a team account or other related material, and so on. Every minor penalty point deducts one percent (1%) of the overall prize money received by the team or player in the competition it is given.

1.4.1.2 Major Penalty Points

Major penalty points are given for major incidents such as deliberately deceiving admins, failing to show up for matches, repeated rule breaking, and so on. Every major penalty point deducts ten percent (10%) of the overall prize money for that competition.

1.4.1.3 Monetary Fines

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

1.4.1.4 Bans/Barrages

Bans or barrages 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. They might be given for Intel World Open events only, or for all ESL organized events, depending on the severity of the case.

1.4.1.5 Disqualification

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

1.4.1.6 Additional Methods of Penalisation

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

1.4.2 Combination of Penalties

The listed methods of penalisation are not mutually exclusive and may be given in combination as seen fit by the tournament administration.

1.4.3 Penalties for Repeat Offences

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

1.4.4 League or Tournament Bans and Penalty Points Outside the Intel World Open

League or Tournament bans and penalty points outside the Intel World Open do normally not apply towards the Intel World Open except when the penalty has been awarded for cheating. Some other misbehaviours like ringing/faking, harassment or insults can also be penalised, depending on the severity.

1.5 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 TV or an official partner.

1.6 Disciplines

Game played in the Intel World Open is:

- Rocket League by Psyonix (© 2015-2020 Psyonix LLC. Rocket League, Psyonix, and all related marks and logos are registered trademarks or trademarks of Psyonix LLC. All rights reserved. All other trademarks are property of their respective owners.)

1.7 Tournament Organization

The Intel World Open is organized by Intel and 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.

2.2.1 Local Laws

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way to stay as close as possible to the originally intended effect.

2.3 Changes in case of Emergency

ESL and Intel retain the right to terminate or reschedule the Intel World Open in case of an emergency situation.

2.4 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 a written consent from the Intel World Open tournament directors.

2.5 Additional Agreements

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

2.6 Match Broadcasting

2.6.1 Rights

All broadcasting rights of Intel World Open are owned by the 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.

2.6.2 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 a head admin before the start of the match. For the necessary contact details please look at 1.7.1 and make sure any additional broadcast has been approved before the match in question starts.

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

2.7 Communication

2.7.1 E-Mail

The main official communication method of the Intel World Open is email, the Intel World Open may use the email that has been registered (through [play.intelworldopen.gg](mailto:play@intelworldopen.gg)), and therefore this email address should always be kept updated so that no important announcements are missed.

2.8 Conditions of Participation in the Intel World Open

The following conditions must be met in order to participate in the Intel World Open.

2.8.1 Age Restriction

All participants of Intel World Open have to be over 15 years of age.

2.8.2 Home Country/Region

A player's home country is the country where his main place of residence is (proven by legal registration or long-term visa in connection with evidence of long-time habitation - 90-day visas are not enough). This decision can be made new for every Intel World Open event, but once made it will be final and irreversible for that event and its qualifiers. The home region is the region that this country belongs to (see 7.1). All players on a team must have the same home country.

2.8.3 Country/Region of Qualifiers

Qualifiers for Intel World Open are usually restricted to a country, a region or a sub-region (we will call it region for the rest of the paragraph). A player or team is only allowed to take part in qualifiers for their respective home region.

2.8.4 Physical location during online matches

Online matches have to be played from the region of the competition or qualifier they belong to. An exception to this rule is only possible by written consent from ESL. It can only be granted if the participant can explain and prove having a valid reason to play from elsewhere.

2.8.5 Registration restrictions

Employees of Intel Corporation and its subsidiaries are not eligible to register or participate.

2.9 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.

2.9.1 Nicknames

A change in nickname must be notified to the administration before the change can be undertaken. The general ESL rules for the choice of nicknames apply.

2.10 Team Accounts

2.10.1 Standards

The Intel World Open team account must be a team account only used for the Intel World Open, and no other tournament. This team account should have no history before entering the Intel World Open for the first time. If a team is taking part in the Intel World Open for the second time, the team account that was used the first time has to be used again.

The Intel World Open account must have a Team Captain who represents the Team for all official decisions and serves as a main point of contact for the Team.

The team name should be written according to rule 2.10.2.

2.10.2 Team Names

The Intel World Open team name may not have any extensions such as "RL team" and may not have any sponsor or branding. To prevent confusion, only names that are not already being used by another team in the tournament are allowed. Furthermore, ESL has the right to decline team names if they are inappropriate. As a baseline, team names must follow the Code of Conduct.

Team Names are only used during National and Regional qualifiers. Teams will play under their country/territory's name during Regional Finals.

2.10.3 Changes on the Team Accounts

Any changes in the team account should be approved by the Intel World Open administration before the changes are allowed to take place. This includes but is not limited to:

- Adding or removing players
- Changing the team name

2.11 Licenses in the Intel World Open

2.11.1 Definition

An Intel World Open license grants a team the right to compete in live events of the Intel World Open.

Once players have qualified for the Closed Qualifiers or Regional Finals, ESL will award an Intel World Open License to the participating teams. In most cases, these are participants that:

- have qualified through Intel World Open national qualifiers

- have qualified through Intel World Open regional qualifiers

2.11.2 Duration

Intel World Open licenses are valid for one Intel World Open event, only.

2.11.3 Team License

The license will be awarded to the actual team, where the team leader or organizer will be designated contact person for this team. This person will be responsible for keeping the team in order.

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 Intel World Open 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 penalised 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.

If the License holder is not a legal entity, prize money will, by default, be split equally among the main roster and sent to individual players. Teams can request for it to be sent to one account or to have different distribution, but all players need to agree to this.

2.11.4 Withdrawal of License

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

2.12 Sponsor Restrictions

Player/team sponsors of any kind are not allowed for the Intel World Open unless specifically approved by ESL.

2.13 Player Changes

If a team for any reason does not have the sufficient number of players to participate in an Intel World Open event, the team will be removed, and its license expires.

2.13.1 Restrictions for Additional Players

Teams can register one substitute to their roster, but do not need to do this before playing in the qualifiers. A single substitute can be added to the roster before the next tournament's phase. Substitutes can only be added to the main roster in case of an emergency as described in 2.13.2.

2.13.2 Emergency Substitute

In case of a serious and short notice emergency (e.g. unforeseeable cancellation of all flights or a severe illness or injury of a player) that leaves a team without a full line-up to play with, the tournament direction can decide to allow an emergency substitute. Players must inform the tournament administrator as soon as possible once they know this might happen and they must keep them up to date.

2.14 Prize Money

Rocket League				
Place	Asia (Mainland)	Asia (Maritime) & Oceania	EMEA	Americas
1	\$17,500	\$17,500	\$22,000	\$22,000
2	\$12,500	\$12,500	\$15,000	\$15,000
3	\$8,500	\$8,500	\$12,000	\$12,000
4	\$6,500	\$6,500	\$10,000	\$10,000
5			\$6,500	\$6,500
6			\$6,500	\$6,500
7			\$4,000	\$4,000
8			\$4,000	\$4,000
TOTAL:	\$45,000	\$45,000	\$80,000	\$80,000

All prize money should ideally be paid out 90 days after the Intel World Open event in question has been completed, but it may take as long as 180 days for the payment to be completed. We will only make payment as consistent with all applicable laws.

If a team or player is missing the proper payment information in their Intel World Open license sheet and hasn't provided it by other means to the head administration either, the prize money will not be paid out until a reasonable time after this has been rectified.

2.14.1 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 all 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.

2.14.2 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.

2.14.3 Withdrawal of Prize Money

As long as the prize money for the Intel World Open 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.

2.14.4 Transfer of Prize Money

The prize money will be sent as a bank transfer or over PayPal 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 their winnings or redeemed the cheque within one year of the initial payment date the prizes are forfeited.

2.15 Penalties and consequences for leaving the Intel World Open

2.15.1 Leaving During an Event

If a participant leaves the Intel World Open during an ongoing event (i.e. between qualifier/wildcard-invite and event or between two stages of qualification or even between accepting the invitation to a qualifier and the qualifier), the participant forfeits all prize money accumulated for the event that stage belongs to and all its members get banned until the end of main event.

The next time that participant plays in an event within the next 365 days, the player will be penalized with between five (5) minor penalty points and one (1) major penalty point for that event, depending on the reasons and timing of the cancellation.

Higher penalties, not being invited, barrages, suspensions or similar sanctions may also come into effect, especially on very late cancellations, according to what the tournament administration sees fit.

2.15.2 Deletion of Matches

All matches involving teams or solo players that have left a stage of the Intel World Open 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.

2.16 Match Start

2.16.1 Punctuality

All matches in the Intel World Open should start as stated on the website, any changes in the time must be accepted by the opposing party and administrators (if rescheduling is generally possible). All participants in a match should be on the server and ready to go at the latest 10 minutes before the match is to start.

2.16.2 Not being Punctual for an online Match

Two (2) minor penalty points can be awarded if a participant is not ready to play at the latest 10 minutes before the announced starting times. This penalty gets increased by one (1) additional minor penalty point every 5 minutes until 15 minutes after the scheduled start of the match. At that point, the match will be postponed and instead of the delay penalties, a no-show (see 2.16.3) will be awarded. If the match is broadcast by ESL TV or in

any other way a live match, three (3) additional minor penalty points will be awarded for any delay in the match start caused by a team.

2.16.3 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. In that case, the participant will be penalized, and the match will have to be rescheduled, if the schedule allows it. Otherwise, the opponent will receive a default win from the administration.

2.17 Match Procedures

2.17.1 Line-up

Teams have to submit their line-up for online events before the deadline given by tournament administration.

2.17.2 Determining the „better seed“

Coin tosses are the last resort, so whenever a clear seeding is given, we will avoid them and declare one participant the “better seed”.

- In online cups/qualifiers, the cup seeding (see round one of the upper bracket) determines who has the better seed.
- If a clear seeding was implemented for the first stage of an event (e.g. in the group distribution process), it will remain valid.
- In Regional Finals that are following upon a previous Regional Finals round that gave a clear ranking, whenever one participant has his first match in the playoffs (round 1 or round 2 after a free round in round 1 for group winners), the participant that had the higher group ranking is considered the “better seed”.
- In all other cases (e.g. later playoffs rounds), we will stick to coin tosses.

If a case is not covered here or still unclear for any reasons, contact an admin.

2.17.3 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 by ESL. Please refer to the game specific rules for what match records and media need to be uploaded.

2.17.4 Storage and keeping of 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 on 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.

2.18 Match Protests

2.18.1 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, cheating and other issues. A protest is the official communication between the parties and an admin.

2.18.2 Match Protest Rules

2.18.2.1 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 on the regional finals: The end of the event day (departure of the admins)

2.18.2.2 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.

2.18.2.3 People in a Match Protest

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

2.18.2.4 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.

2.19 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.

2.20 Interviews

For every game that is broadcast by ESL, one player from each team must be available for a remote interview. The team has to provide contact information for an interview in that case. The player should also be available for a comment after the match. Solo players should always be available for pre- and post-match interviews.

3 Qualification

3.1 Qualifiers

Online qualifiers will take place in June 2021.

Tournament qualifiers will be divided into 2 types: Open Qualifiers and Closed Qualifiers. A specified amount of the teams will be qualified from Open Qualifiers to Closed Qualifiers (amount of the teams depends on the region and amount of qualifiers).

Closed Qualifiers will take place after the end of all Open Qualifiers. A specified amount of the teams will be qualified from Closed Qualifiers to Regional Finals (amount of the teams depends on the region).

If any team qualifies from the Open Qualifier to the Closed Qualifier, this team is not allowed to participate in any other Open Qualifier. There is also no possibility to play in more than one region in the tournament.

3.1.1 Schedule

Open Qualifiers will take place in the specified regions/countries, on following dates:

Africa	June 4, June 11
Argentina	June 5, June 12
Australia	June 2, June 9
Brasil	June 6, June 13
Canada	June 1, June 8
Chile	June 4, June 11
Europe East	June 1, June 8
Europe North	June 5, June 12
Europe West	June 3, June 10
France	June 3, June 10
Germany	June 1, June 8
Japan	June 5, June 12
Mexico	June 4, June 11
Middle East	June 2, June 9
New Zealand	June 4, June 11
Rest of Asia (Mainland)	June 6, June 13
Rest of Asia (Maritime) & Oceania	June 7, June 13

Rest of North/Central America	June 2, June 9
Rest of South America	June 3, June 10
United Kingdom	June 5, June 12
USA	June 1, June 8

Closed Qualifiers will take place in the specified regions/countries, on following dates:

Africa	June 21
Argentina	June 24
Australia	June 22
Brasil	June 26
Canada	June 22
Chile	June 27
Europe East	June 21
Europe North	June 23
Europe West	June 22
France	June 26
Germany	June 27
Japan	June 25
Mexico	June 25
Middle East	June 24
New Zealand	June 23
Rest of Asia (Mainland)	June 24
Rest of Asia (Maritime) & Oceania	June 27
Rest of North/Central America	June 24
Rest of South America	June 23
United Kingdom	June 25
USA	June 21

3.1.2 Format

All online qualifiers are the team competitions (3 players per team). Open Qualifiers and Closed Qualifiers will have a double elimination bracket.

All matches in Open Qualifiers will be played in Best of 3 (BO3) mode. All matches in Closed Qualifiers will be played in Best of 5 (BO5) mode.

3.2 Player Replacements

If a player is for any reason unable to compete any more in the Intel World Open, a replacement will be called up. If this happens before the replacement deadline, the replacement will inherit any financial benefits like from the dropped participant.

Usually tournament groups or brackets will not be reseeded if they were already publicly announced before the drop-out happened. In special cases, when the fairness of the competition is in jeopardy, the administration can still change or even re-draw the tournament.

Replacement participants will be considered and contacted to ask whether or not they want to participate.

3.2.1 Replacement Tiebreaker

If participants have an identical score/position on/in the relevant invite list or qualifier, the tournament administration will make a choice based on other results or/and random draw.

3.2.2 Replacement Deadline

A replacement deadline will be set by the tournament administration. Its passing does not mean that there will be no further replacement, but it depends on the single situation and available facts. If no replacement can be found, the stage may start with one less participant instead.

If no earlier deadline has been set, the public announcement of the tournament drawing is usually the replacement deadline.

4 Event Rules

4.1 Punctuality (Regional Finals Only)

We expect every player to be prepared before the start of the competition to setup, prepare and solve any technical problems that might occur. If you notice at any point that you will be late or you face any issue, please inform a tournament official as soon as possible! Mitigating circumstances and attempts to inform ESL about the lateness and minimize the impact will be benevolently considered.

The following penalties apply in the first case (repeat offences will be more severely penalised):

- arriving between the requested time and 30 minutes before match start – warning
- for every 5 minutes later arrival (29-25 / 24-20 / 19-15 / etc.) – one Minor Penalty

If a participant is not ready to play at the latest 15 minutes after the scheduled time, the tournament administration can decide to award (partial) default losses or disqualify the participant.

4.2 Causing Delay

If the match gets delayed due to late arrival (e.g. because of technical problems that could have been discovered beforehand without the lateness) or because of general misbehaviour (e.g. as listed in 5.11.1):

- for every (partial) 5 minutes delay in the match start caused by this (1-5 / 6-10 / 11-15 / etc) – three Minor Penalties

4.3 Equipment

As all players/teams qualified for Regional Finals will be playing their matches online, all participants will be using their own equipment.

4.4 Administrators

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

4.5 Player Brief

The player brief is a document that will be sent to the participants by email before the tournament. It is meant as an extension to the rulebook for a specific Regional Finals and equally binding.

4.6 Team Communication Tool

ESL will provide local TeamSpeak servers for all participants in team games to use as the main voice communication system. The communication on the voice server will be monitored by the tournament referees. ESL reserves the right to record all TeamSpeak communication during the event. No other communication tools are allowed.

4.7 Media Obligations

If the Intel World Open 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 the ESL crew for the event presentation. The participants will receive a media schedule beforehand to be informed about nature, duration and schedule of any activities of this kind that take more than 5 minutes.

4.7.1 Missing Media Obligations

Not fulfilling the media obligations will result in monetary fines. Their range depends on the details. The following fines are standard penalties 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

Similar penalties will be applied if other, comparable media obligations are missed.

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 administration alone.

4.8 Warm-up Period

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

4.9 Demos and Replays

All demos or replays must be made available if requested by the administrators.

4.10 Demo and Replay Rights

By participating, you grant to ESL and/or its affiliates, their respective licensees the right to play, edit and/or upload all demos and replays that are recorded in an ESL arrangement, including your likeness (e.g. nickname) in the demos and replays.

4.11 Photo and Other Media Rights

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

4.12 Winners Ceremony

Participants must listen to the instructions provided by tournament administrators after the end of Regional Finals.

4.13 Schedule

Rocket League Regional Finals will be played online.

A more detailed schedule will be provided separately later.

5 Rule Violations, Penalties 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, including Intel World Open. 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.

5.1 Code of Conduct

All Intel World Open participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, ESL TV, and Intel World Open administration. Being role models is the occupational hazard of being an Intel World Open player or organizer and we should behave accordingly. Any sort of harassment should be reported to the above listed administrators immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, politics, race, religion.

Also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact and unwelcome sexual attention.

Similar restrictions apply not only to the participants, but every single person involved with or present at a stage of the Intel World Open. Anyone breaking this code of conduct may be penalised, including expulsion and possibly criminal prosecution.

5.2 First-time and repeat offences

All penalties listed below are meant for first-time offences. Repeat offenders (both the specific player and - in team competitions - his team) will be penalised proportionally harder.

5.3 Cheating

5.3.1 Cheat Software

The use of the following programs is considered cheating: Multihacks, Wallhack, Aimbot, Colored Models, No-Recoil, No-Flash and Sound changes.

These are only examples, other programs or methods may be considered cheats as well.

5.3.2 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).

5.3.3 Penalties for Cheating

When cheating is uncovered in the Intel World Open, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money, receive twelve (12) (ESL-) penalty points 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 Intel World Open event where the cheating occurred.

5.3.4 Methods to Detect Cheating

ESL reserves the right to use different methods to inspect participants and their equipment, with or without prior information. One of these is the use of metal detectors on participants entering the stage. Participants are not allowed to refuse these inspections.

5.4 Doping

5.4.1 Refusing to be tested

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

5.4.2 List of Prohibited Substances and Methods

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

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

Any unsanctioned use of these substances is considered doping.

5.4.3 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.

5.4.4 Penalties for Doping

Mild cases of doping will be penalised 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 penalised 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 penalised at all, after that time.

5.5 Using Alcohol or Other Psychoactive Drugs

To play a match under the influence of alcohol or other psychoactive drugs, even if not among the penalisable substances linked under 5.4.2, is strictly prohibited, and may lead to severe penalties. Moderate consumption of alcohol outside the active tournament hours for a participant is permitted if not in conflict with local/national law.

5.6 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.

5.7 Competition Manipulation

Offering money/benefits, making threats or exerting pressure towards anyone involved with Intel World Open 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.

5.7.1 Penalties for Competition Manipulation

When attempted competition manipulation is uncovered in the Intel World Open, 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 Intel World Open event where the attempt occurred.

5.8 Match Fixing

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

5.8.1 Penalties for Match Fixing

When match fixing is uncovered in the Intel World Open, 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.

5.9 Limitations for issuing penalties

Penalties can be issued by ESL for a limited amount of time after the incident that is being penalised. 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.

5.10 Publisher or ESIC Bans

ESL reserves the right to refuse players who have standing bans from the game publisher to take part in Intel World Open tournaments. Also, ESIC bans will be honoured and translated into ESL bans.

5.11 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 penalised 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).

5.11.1 Public Behaviour

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

5.11.2 Insults

All insults occurring in connection with the Intel World Open will be penalised. 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, E-mail or other means of communication will be penalised if they can be linked to the Intel World Open 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.

5.11.3 Spamming

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

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

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

5.11.5 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 damaged reputation with third parties or public.

5.12 Unsportsmanlike Behaviour

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

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

5.12.2 Faking Match media

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

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

5.12.2.1 Cheat Suspicion

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

5.12.3 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.

This rule often happens in connection with rule 5.12.4, in that case the penalties are cumulated.

5.12.4 Playing with Disallowed Player

Using a disallowed player (e.g. a banned player or someone on another team) results in one (1) major penalty point, and also the player will be barred for 2 matches before the player is eligible to compete. Also, the opponent will be offered a rematch. If the administration decides there is not enough time for a rematch (this will always be the case in matches in continuous order, like all except the last round of a cup, but can happen in other cases as well), a default win will be given to the opponent.

5.12.5 Misleading admins or players

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

6 Game Specific Rules

6.1 Before the Match

All games must be played with the most up to date version of "Rocket League".

6.1.1 Game Accounts

Every playing member must have their game and profile accounts entered in their ESL Play profile. This is including but not limited to:

- PS4 / Switch / Xbox / Steam ID for their Platform
- EpicID

6.1.1.1 Playing with Wrong Game Accounts

It is not allowed to play with a different game account than the one given in the ESL Play profile. An incorrect game account may lead to a barrage for the player or a rematch being given. If there is sufficient evidence that the player in question indeed played the match or if an admin of the Intel World Open explicitly allowed it beforehand, a protest for a barrage or rematch will not be admitted. Penalties may still be given in either case.

6.1.2 Map selection procedures

During online stages, all games will be played on DFH Stadium. In Regional Finals, matches will be played on arenas chosen by tournament administration.

6.1.3 Battle-Car Selection

Licensed cars (e.g. '16 Batmobile) as well as licensed customisations will not be allowed during the Intel World Open during any Intel World Open matches.

Selecting a licensed car or licensed customisation in an online match will result in a default loss of the map. This can only be reported during the match, both by players and by the tournament administration. If it's only noticed after the match is over, the issue will instead be penalised with one (1) minor penalty point for each map where a licensed car was used.

Selecting a licensed car in the Regional Final match will result in the game being paused as soon as the licensed car is noticed. The map will then be replayed.

In case players are uncertain about the use of a specific car or customisation, they should ask the Intel World Open admin staff.

6.1.4 Game settings

- Online – Private Match
- Game Mode: Soccer
- Default Arena: DFH Stadium
- Team Size: 3v3
- Bot Difficulty: No Bots
- Mutators: None
- Match Time: 5 Minutes
- Joinable By: Name/Password
- Platform: Online - PS4, PS5, Nintendo Switch, PC, Xbox One, Xbox Series S/X

6.1.5 Seeding

In case a clear seeding cannot be determined from comparing results in the Intel World Open, Rocket League's Internal MMR for Ranked 3s will be used to seed teams.

In some cases, the Tournament Administration might, after informing the teams, utilize a seeding committee and/or player-based seeding. More information on the details will be distributed if such seeding methods are utilized.

6.1.6 Before the match start

6.1.6.1 Match sanctioning by the administration (Regional Finals only)

It is not allowed to start and play any matches without an Intel World Open admin present in the game, unless it is specifically permitted otherwise by the tournament administration. Ignoring this can result in penalties for both teams.

6.2 During the match (Regional Finals only)

6.2.1 Disconnections

In case of a disconnect, the team that lost a player will immediately notify Tournament administrators. The Tournament administrators may pause the game once a disconnection notification has been received. Once the game is paused, the player that disconnected has five (5) minutes to rejoin the match. If the player does not manage to rejoin within that time, the ongoing game will be played out. If the player does not manage to rejoin

during the same game in which they disconnected, the player will have three additional minutes following the game to rejoin before the match series continues with its next game. The disconnected player may only rejoin during the game in which they disconnected or in between games of a match series. They may not rejoin in the middle of later games in the series.

If Tournament administrators notice that someone has disconnected without being informed, they may pause the match to allow the player to reconnect. Each team is allowed a maximum of one pause per match. Once the disconnected player rejoins the game or the allotted rejoin time has expired, the teams have 30 seconds to confirm with Tournament administrators that each is ready to unpause. Once each has confirmed their readiness, the game will resume from a neutral kickoff.

6.2.2 Pauses

Tournament administrators may pause a game or match at any time and for any reason. In the event of a stoppage of play, players must remain at their devices. Furthermore, unless the referee instructs the match participant otherwise any form of communication including but not limited to text and voice communication between players and coaches is forbidden during a technical pause.

6.2.3 Restarts

Tournament administrators may order a game or match restart due to exceptional circumstances, such as if a bug significantly affects a player's ability to play or the game or match is disrupted by a force majeure or other event.

6.3 After the match

6.3.1 Match media (Online only)

All players must save and upload all replays of their matches and name them in a recognizable fashion (e.g. team1_team2_mapname_eventname). Replays must be uploaded on ESL Play through the "Upload match media" functionality present on match pages.

6.3.2 Breaks between Maps

After each map a team may take a maximum of three minutes to join the next game. This time may be spent watching the replay of the past game.

6.4 Tiebreakers

If two or more teams achieve the same number of match wins in during round-robin stage, the following tiebreakers will be applied:

1. Overall Game Differential: The total number of Games won by a Team minus the total number of Games lost by such Team ("Game Differential").
2. Head to Head: Game Differential in Games between tied Teams.
3. Game Differential Against Common Opponents: Calculate the Game Differential for tied Teams against the highest ranked team that is not a tied Team ("Included Teams"). If still tied, then the same process will be used, but will also include the second highest ranked Team outside of the tied Team, then the third highest ranked Team outside of the tied Team and so forth.
4. Highest Goal Differential in Games between tied Teams: The total goals scored by a Team minus the total goals allowed by such Team ("Goal Differential"). Calculate the Goal Differential for the Included Teams. If still tied, then the same process will be used, but will also include the second highest ranked Team outside of the tied Team, then the third highest ranked Team outside of the tied Team and so forth.
5. Unresolved Tie: If none of the tiebreakers can resolve the tie, then the Teams will draw lots (method to be determined at the sole discretion of Psyonix and the Tournament Administrators. If any step resolves the tie for one or more Teams but not all Teams, a new tie will be declared between the remaining tied Teams. This tie will be resolved using the same tiebreaking mechanisms listed above.

6.5 Coaches

Coaches are not allowed at Intel World Open Regional Finals. Coaching is allowed in private throughout online qualifiers and leading up to the Regional Finals..

7 Appendix

7.1 List of countries/territories and their assigned regions

If your country is not listed below or you are uncertain about which country is yours, see 2.7.3 or ask an admin.

Country/Territory	Rocket League
Ascension Island	Africa
Andorra	Europe West
United Arab Emirates	Middle East
Afghanistan	Middle East
Antigua and Barbuda	North/Central America
Anguilla	North/Central America
Albania	Europe East
Armenia	Middle East
Angola	Africa
Argentina	Argentina
American Samoa	Asia Maritime & Oceania
Austria	Europe West
Australia	Australia
Aruba	North/Central America
Åland	Europe North
Azerbaijan	Middle East
Bosnia and Herzegovina	Europe East
Barbados	North/Central America
Bangladesh	Asia Mainland
Belgium	Europe West
Burkina Faso	Africa
Bulgaria	Europe East
Bahrain	Middle East
Burundi	Africa
Benin	Africa
Bermuda	North/Central America
Brunei	Asia Mainland
Bolivia	South America
Brazil	Brazil
Bahamas	North/Central America
Bhutan	Asia Mainland
Bouvet Island	South America
Botswana	Africa
Belarus	Europe East
Belize	North/Central America
Canada	Canada
Cocos (Keeling) Islands	Asia Maritime & Oceania
Democratic Republic of the Congo	Africa
Central African Republic	Africa
Republic of the Congo	Africa

Switzerland	Europe West
Côte d'Ivoire	Africa
Cook Islands	Asia Maritime & Oceania
Chile	Chile
Cameroon	Africa
People's Republic of China	China
Colombia	South America
Costa Rica	North/Central America
Cuba	No game access
Cape Verde	Africa
Christmas Island	Asia Maritime & Oceania
Curaçao	North/Central America
Cyprus	Europe West
Czech Republic	Europe East
Germany	Germany
Djibouti	Africa
Denmark	Europe North
Dominica	North/Central America
Dominican Republic	North/Central America
Algeria	Africa
Ecuador	South America
Estonia	Europe East
Egypt	Africa
Western Sahara	Africa
Eritrea	Africa
Spain	Europe West
Ethiopia	Africa
Finland	Europe North
Fiji	Asia Maritime & Oceania
Falkland Islands	South America
Federated States of Micronesia	Asia Maritime & Oceania
Faroe Islands	Europe West
France	France
Gabon	Africa
Grenada	North/Central America
Georgia	Middle East
French Guiana	South America
Guernsey	Europe West
Ghana	Africa
Gibraltar	Europe West
Greenland	Europe North

The Gambia	Africa
Guinea	Africa
Guadeloupe	North/Central America
Equatorial Guinea	Africa
Greece	Europe East
South Georgia and the South Sandwich Islands	South America
Guatemala	North/Central America
Guam	Asia Maritime & Oceania
Guinea-Bissau	Africa
Guyana	South America
Hong Kong, China	Asia Mainland
Heard Island and McDonald Islands	Asia Maritime & Oceania
Honduras	North/Central America
Croatia	Europe East
Haiti	North/Central America
Hungary	Europe East
Indonesia	Asia Maritime & Oceania
Republic of Ireland	Europe West
Israel	Middle East
Isle of Man	Europe West
India	Asia Mainland
British Indian Ocean Territory	Africa
Iraq	Middle East
Iran	No game access
Iceland	Europe North
Italy	Europe West
Jersey	Europe West
Jamaica	North/Central America
Jordan	Middle East
Japan	Japan
Kenya	Africa
Kyrgyzstan	Middle East
Cambodia	Asia Mainland
Kiribati	Asia Maritime & Oceania
Comoros	Africa
Saint Kitts and Nevis	North/Central America
Democratic People's Republic of Korea	No game access
Republic of Korea	Asia Mainland
Kosovo	Europe East
Kuwait	Middle East

Cayman Islands	North/Central America
Kazakhstan	Middle East
Laos	Asia Mainland
Lebanon	Middle East
Saint Lucia	North/Central America
Liechtenstein	Europe West
Sri Lanka	Asia Mainland
Liberia	Africa
Lesotho	Africa
Lithuania	Europe East
Luxembourg	Europe West
Latvia	Europe East
Libya	Africa
Morocco	Africa
Monaco	Europe West
Moldova	Europe East
Montenegro	Europe East
Madagascar	Africa
Marshall Islands	Asia Maritime & Oceania
North Macedonia	Europe East
Mali	Africa
Myanmar	Asia Mainland
Mongolia	Asia Mainland
Macau	Asia Mainland
Northern Mariana Islands	Asia Maritime & Oceania
Saint Martin	North/Central America
Martinique	North/Central America
Mauritania	Africa
Montserrat	North/Central America
Malta	Europe West
Mauritius	Africa
Maldives	Asia Mainland
Malawi	Africa
Mexico	Mexico
Malaysia	Asia Mainland
Mozambique	Africa
Namibia	Africa
New Caledonia	Asia Maritime & Oceania
Niger	Africa
Norfolk Island	Asia Maritime & Oceania
Nigeria	Africa
Nicaragua	North/Central America

Caribbean Netherlands (Bonaire, Saint Eustatius and Saba)	North/Central America
Netherlands	Europe West
Norway	Europe North
Nepal	Asia Mainland
Nauru	Asia Maritime & Oceania
Niue	Asia Maritime & Oceania
New Zealand	New Zealand
Oman	Middle East
Panama	North/Central America
Peru	South America
French Polynesia	Asia Maritime & Oceania
Papua New Guinea	Asia Maritime & Oceania
Philippines	Asia Mainland
Pakistan	Middle East
Poland	Europe East
Saint-Pierre and Miquelon	Latin America
Pitcairn Islands	Asia Maritime & Oceania
Puerto Rico	North/Central America
Palestinian territories	Middle East
Portugal	Europe West
Palau	Asia Maritime & Oceania
Paraguay	South America
Qatar	Middle East
Réunion	Africa
Romania	Europe East
Serbia	Europe East
Russia	Europe East
Rwanda	Africa
Saudi Arabia	Middle East
Saint Barthélemy	North/Central America
Solomon Islands	Asia Maritime & Oceania
Seychelles	Africa
Sudan	Africa
Sweden	Europe North
Singapore	Asia Mainland
Saint Helena	Africa
Slovenia	Europe East
Svalbard and Jan Mayen Islands	Europe North
Slovakia	Europe East
Sierra Leone	Africa

San Marino	Europe West
Senegal	Africa
Somalia	Africa
Suriname	South America
South Sudan	Africa
São Tomé and Príncipe	Africa
El Salvador	North/Central America
Sint Maarten	North/Central America
Syria	No game access
Swaziland	Africa
Turks and Caicos Islands	North/Central America
Chad	Africa
French Southern and Antarctic Lands	Africa
Taiwan	Asia Mainland
Togo	Africa
Thailand	Asia Mainland
Tajikistan	Middle East
Tokelau	Asia Maritime & Oceania
East Timor	Asia Mainland
Turkmenistan	Middle East
Tunisia	Africa
Tonga	Asia Maritime & Oceania
Turkey	Middle East
Trinidad and Tobago	North/Central America
Tristan da Cunha	Africa
Tuvalu	Asia Maritime & Oceania
Chinese Taipei	Asia Mainland
Tanzania	Africa
Ukraine	Europe East
Uganda	Africa
United Kingdom	United Kingdom
United States of America	United States of America
Uruguay	South America
Uzbekistan	Middle East
Vatican City	Europe West
Saint Vincent and the Grenadines	North/Central America
Venezuela	South America
British Virgin Islands	North/Central America
United States Virgin Islands	North/Central America
Vietnam	Asia Mainland

Vanuatu	Asia Maritime & Oceania
Wallis and Futuna	Asia Maritime & Oceania
Samoa	Asia Maritime & Oceania
Yemen	Middle East
Mayotte	Africa
South Africa	Africa
Zambia	Africa
Zimbabwe	Africa

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