



**WORLD
OPEN**

TOKYO

Intel World Open 2021

Street Fighter V 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

Contents

Definitions	6
Range of Validity	6
Participants	7
Time Zone	7
Penalties	7
Definitions and Scope of Penalties	7
Minor Penalty Points	7
Major Penalty Points	7
Monetary Fines	7
Bans/Barrages	7
Disqualification	7
Additional Methods of Penalisation	7
Combination of Penalties	7
Penalties for Repeat Offences	7
League or Tournament Bans and Penalty Points Outside the Intel World Open	7
Live Matches	8
Disciplines	8
Tournament Organization	8
General	8
Rule Changes	8
Validity of the Rules	8
Local Laws	8
Changes in case of Emergency	8
Confidentiality	8
Additional Agreements	8
Match Broadcasting	8
Rights	8
Waiving These Rights	9
Player Responsibility	9
Communication	9
E-Mail	9
Conditions of Participation in the Intel World Open	9
Age Restriction	9
Home Country/Region	9
Country/Region of Qualifiers	9

Physical location during online matches	9
Player Details	9
Nicknames	9
Sponsor Restrictions	9
Prize Money	9
Prize Deductions Due to Penalty Points	10
Prize Deductions Due to Monetary Fines	10
Withdrawal of Prize Money	10
Transfer of Prize Money	11
Penalties and consequences for leaving the Intel World Open	11
Leaving During an Event	11
Deletion of Matches	11
Match Start	11
Punctuality	11
Not being Punctual for an online Match	11
Participants Not Showing	11
Match Procedures	11
Determining the „better seed“	11
Match Result	11
Storage and keeping of Match Media	12
Match Protests	12
Definition	12
Match Protest Rules	12
Deadline for Match Protests	12
Contents of a Match Protest	12
Behaviour in Match Protests	12
Results in Rematch	12
Interviews	12
Qualification	12
Qualifiers	12
Schedule	12
Format	14
Submitting contact details	14
Player Replacements	14
Replacement Tiebreaker	14
Replacement Deadline	14

Event Rules	14
Punctuality (Regional Finals Only)	14
Causing Delay	15
Equipment	15
Administrators	15
Player Brief	15
Media Obligations	15
Missing Media Obligations	15
Warm-up Period	15
Demos and Replays	15
Demo and Replay Rights	16
Photo and Other Media Rights	16
Winners Ceremony	16
Schedule	16
Rule Violations, Penalties and ESIC	16
Code of Conduct	16
First-time and repeat offences	16
Cheating	16
Cheat Software	16
Information Abuse	16
Penalties for Cheating	16
Methods to Detect Cheating	17
Doping	17
Refusing to be tested	17
List of Prohibited Substances and Methods	17
Prescribed medication	17
Penalties for Doping	17
Using Alcohol or Other Psychoactive Drugs	17
Betting	17
Competition Manipulation	17
Penalties for Competition Manipulation	17
Match Fixing	17
Penalties for Match Fixing	18
Limitations for issuing penalties	18
Publisher or ESIC Bans	18
Breach of Netiquette	18

Public Behaviour	18
Insults	18
Spamming	18
Spamming In-game	18
Damaging or Soiling	18
Unsportsmanlike Behaviour	18
Faking Match results	19
Faking Match media	19
Cheat Suspicion	19
Ringer/Faker	19
Misleading admins or players	19
Game Specific Rules	19
Match Format Definitions	19
Solo Battle	19
Match	19
Game	19
Round	19
Before the match start	19
Game version	19
Stage selection procedures	19
Match settings	19
In-Game chat	20
Seeding	20
Match Procedures	20
Match Interruptions	20
Use of Bugs and Glitches	20
Tiebreakers (Regional Finals only)	20
Appendix	20
List of countries/territories and their assigned regions	20
Copyright Notice	27

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 player that is participating in an Intel World Open competition.

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 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.

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 player account or other related material, and so on. Every minor penalty point deducts one percent (1%) of the overall prize money received by the 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.

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:

- Street Fighter V by CAPCOM (Street Fighter® V CHAMPION EDITION ©CAPCOM CO., LTD. 2016, 2021 ALL RIGHTS RESERVED.)

1.7 Tournament Organization

The Intel World Open is organized by Intel and operated by ESL Gaming GmbH.

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<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.. 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.

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, 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 16 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).

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 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

The Intel World Open player names cannot have any sponsor or branding related features. ESL has the right to decline any player names if they are inappropriate. As a baseline, player names must follow the Code of Conduct. Any changes in the nicknames must be notified to the administration before the change can be undertaken.

2.10 Sponsor Restrictions

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

2.11 Prize Money

Street Fighter V					
Place	Japan & South Korea	Rest of East Asia	South East Asia	Oceania	MEA & West Asia
1	\$8,000	\$7,500	\$7,500	\$7,500	\$7,500
2	\$5,500	\$5,000	\$5,000	\$5,000	\$5,000
3	\$3,500	\$3,000	\$3,000	\$3,000	\$3,000
4	\$2,500	\$2,000	\$2,000	\$2,000	\$2,000
5	\$1,750	\$1,500	\$1,500	\$1,500	\$1,500
6	\$1,750	\$1,500	\$1,500	\$1,500	\$1,500
7	\$1,000	\$1,000	\$1,000	\$1,000	\$1,000
8	\$1,000	\$1,000	\$1,000	\$1,000	\$1,000
TOTAL:	\$25,000	\$22,500	\$22,500	\$22,500	\$22,500

Street Fighter V						
Place	Europe East	Europe West	North America East	North America West	Mexico & Central America	South America
1	\$7,500	\$7,500	\$7,500	\$7,500	\$7,500	\$7,500
2	\$5,000	\$5,000	\$5,000	\$5,000	\$5,000	\$5,000
3	\$3,000	\$3,000	\$3,000	\$3,000	\$3,000	\$3,000
4	\$2,000	\$2,000	\$2,000	\$2,000	\$2,000	\$2,000
5	\$1,500	\$1,500	\$1,500	\$1,500	\$1,500	\$1,500
6	\$1,500	\$1,500	\$1,500	\$1,500	\$1,500	\$1,500
7	\$1,000	\$1,000	\$1,000	\$1,000	\$1,000	\$1,000
8	\$1,000	\$1,000	\$1,000	\$1,000	\$1,000	\$1,000
TOTAL:	\$22,500	\$22,500	\$22,500	\$22,500	\$22,500	\$22,500

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 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.

2.11.1 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 players; thus, no prize money gets lost through penalty points.

It should be noted that a player that received extremely high prize money deduction in total over several of the tournament stages may be disqualified.

2.11.2 Prize Deductions Due to Monetary Fines

Monetary fines are not redistributed to the other participants but just removed from the winnings of the player in question.

2.11.3 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.

2.11.4 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.

2.12 Penalties and consequences for leaving the Intel World Open

2.12.1 Leaving During an Event

If a participant leaves the Intel World Open during an ongoing event (i.e. between qualifier/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.

2.12.2 Deletion of Matches

All matches involving solo players that have left a stage of the Intel World Open before it ended will be reset and deleted. In Closed Qualifier 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.

2.13 Match Start

2.13.1 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.

2.13.2 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 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 player.

2.13.3 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.

2.14 Match Procedures

2.14.1 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.

2.14.2 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.

2.14.3 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.

2.15 Match Protests

2.15.1 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.

2.15.2 Match Protest Rules

2.15.2.1 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)

2.15.2.2 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.

2.15.2.3 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.

2.16 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.

2.17 Interviews

For every game that is broadcast by ESL, all players must be available for a remote interview. The player 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 players will be qualified from Open Qualifiers to Closed Qualifiers (amount of the players 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 players will be qualified from Closed Qualifiers to Regional Finals (amount of the players depends on the region).

If any player qualifies from the Open Qualifier to the Closed Qualifier, this player 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:

Australia	June 1, June 3, June 8, June 10
Brasil	June 2, June 3, June 9, June 10
China	June 2, June 9
Dominican Republic	June 4, June 11
France	June 2, June 9
Hong Kong, China	June 2, June 9
Japan	June 4, June 6, June 11, June 13
Mexico	June 2, June 3, June 9, June 10
Rest of Central America	June 5, June 12
Rest of East Asia	June 6, June 13
Rest of Europe East	June 1, June 5, June 6, June 9
Rest of Europe West	June 1, June 5, June 6, June 9
Rest of Middle-East, Africa & West Asia	June 2, June 9, June 12, June 13
Rest of NA East	June 8, June 9
Rest of NA West	June 8, June 10
Rest of Oceania	June 1, June 3, June 8, June 10
Rest of South America	June 4, June 5, June 11, June 12
Rest of South-East Asia	June 4, June 5, June 11, June 12
Russia	June 2, June 3, June 9, June 10
Singapore	June 7, June 10
South Korea	June 5, June 12
Taiwan	June 7, June 11
United Arab Emirates	June 3, June 10, June 12, June 13
United Kingdom	June 4, June 11
US East	June 1, June 6, June 7, June 13
US West	June 1, June 6, June 7, June 13

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

Australia	June 29
Brasil	July 4
China	June 29
Dominican Republic	July 1
France	July 1
Hong Kong, China	June 30
Japan	July 1
Mexico	July 3
Rest of Central America	July 2
Rest of East Asia	July 3
Rest of Europe East	June 29
Rest of Europe West	June 30
Rest of Middle-East, Africa & West Asia	July 3
Rest of NA East	June 29
Rest of NA West	June 30
Rest of Oceania	June 30
Rest of South America	July 1
Rest of South-East Asia	July 2
Russia	July 4
Singapore	July 3
South Korea	July 1
Taiwan	July 2
United Arab Emirates	July 3
United Kingdom	July 2
US East	June 29
US West	June 30

3.1.2 Format

All online qualifiers are single player competitions. 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.

3.1.3 Submitting contact details

After players have qualified themselves for the Closed Qualifier, they must submit their contact details on the Intel World Open website through the correct form within 72 hours. If a player does not submit their contact details within those 72 hours, they will give up the slot and the next player or from that week's open qualifier will be granted the slot instead.

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 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 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.

4.6.1 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.

4.7 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.

4.8 Demos and Replays

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

4.9 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.

4.10 Photo and Other Media Rights

By participating, all players grant ESL, Capcom 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.

4.11 Winners Ceremony

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

4.12 Schedule

Street Fighter V 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 (by a specific player) 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.

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. 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. 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, player 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.

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. .

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 player is caught entering false match results into the match page, or in other ways trying to falsify the match result, the player 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 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 Match Format Definitions

6.1.1 Solo Battle

6.1.1.1 Match

Players win 1 Match by winning a specified number of Games. In a Bo3, 1 Match is won by winning 2 Games. In a Bo5, 1 Match is won by winning 3 Games.

6.1.1.2 Game

Players win 1 Game by winning 2 Rounds. Every Game will be 2 Rounds.

6.1.1.3 Round

Players win 1 Round by winning a Round of 99 seconds. Rounds are the smallest unit.

6.2 Before the match start

6.2.1 Game version

All games must be played with the most up to date version of "Street Fighter V".

6.2.2 Stage selection procedures

The following stages are blocked from play: The Grid, Kanzuki Beach, Skies of Honor, Flamenco Tavern, Field of Fate, Mysterious Cove

6.2.3 Match settings

Online qualifiers will have the following settings:

Tournament Format: Double Elimination

Timer: 99 seconds

Rounds: 3

Games: Best of 3 / Best of 5 (BO3 for Open Qualifiers, BO5 for Closed Qualifiers)

Costume: Tracksuit only

Platform: Online - PS4, PS5 or PC

Character Selection: Character Eleven ("11") is banned and cannot be picked in the competition. The player who won the last Game is required to keep the same character, however they can change their V-Trigger and V-Skill as long as their new V-Trigger and V-Skill choice is made before their opponent selects their own V-Trigger and V-Skill.

6.2.4 In-Game chat

It is not allowed to write about things that are not directly related to the match in the in-game chat. This is including but not limited to discussion of the technical issues and any sort of advertisement.

6.2.5 Seeding

In case a clear seeding cannot be determined from comparing results in the Intel World Open, a different method will be used.

Open Qualifiers: Seeding will be set as random.

Closed Qualifiers: Open Qualifier results will be used. Players that qualified in the first week of Open Qualifiers are all seeded higher than those that qualified in the second week, etc. For deciding the position amongst players that qualified for the Closed Qualifiers, we will first look at their result in the tournament (first place, second place, etc.) and then at match, game, battle and round results. In case this is all the same, those players. will be seeded randomly.

Regional Finals: Seeding will be dependent on the placement taken in the Closed Qualifier..

6.3 Match Procedures

6.3.1 Match Interruptions

If a player disconnects during an online match, this player loses the game and has 5 minutes to reconnect before automatically losing the entire match. If the game crashes due to server-side issues, the match will be automatically restarted from the start of the game where the crash happened.

6.3.2 Use of Bugs and Glitches

Players may not use any glitch or bug that prevents the game from being played, including but not limited to bugs causing the game to freeze, reset, remove character from play zone or similar results.

6.4 Tiebreakers (Regional Finals only)

If two or more players have a tie in the Regional Finals, the following tiebreakers will be applied:

1. Match difference between the tied players
2. Match difference overall
3. Game difference between tied players
4. Game difference overall
5. Each tied player will play a Bo3 with other tied player
6. If none of the tiebreakers can resolve the tie, a different way to determine the order will be used (e.g. coin toss)

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, please ask an admin.

Country/Territory	Street Fighter V
Ascension Island	Middle East, Africa & West Asia
Andorra	Europe West
United Arab Emirates	United Arab Emirates
Afghanistan	Middle East, Africa & West Asia
Antigua and Barbuda	Central America
Anguilla	Central America
Albania	Europe East
Armenia	Middle East, Africa & West Asia
Angola	Middle East, Africa & West Asia
Argentina	South America
American Samoa	Oceania
Austria	Europe West
Australia	Australia
Aruba	Central America
Åland	Europe East
Azerbaijan	Middle East, Africa & West Asia
Bosnia and Herzegovina	Europe East
Barbados	Central America
Bangladesh	South-East Asia
Belgium	Europe West
Burkina Faso	Middle East, Africa & West Asia
Bulgaria	Europe East
Bahrain	Middle East, Africa & West Asia
Burundi	Middle East, Africa & West Asia
Benin	Middle East, Africa & West Asia
Bermuda	Central America
Brunei	South-East Asia
Bolivia	South America
Brazil	Brazil
Bahamas	Central America
Bhutan	East Asia
Bouvet Island	South America
Botswana	Middle East, Africa & West Asia
Belarus	Europe East
Belize	Central America
Canada	NA East/NA West
Cocos (Keeling) Islands	Oceania

Democratic Republic of the Congo	Middle East, Africa & West Asia
Central African Republic	Middle East, Africa & West Asia
Republic of the Congo	Middle East, Africa & West Asia
Switzerland	Europe West
Côte d'Ivoire	Middle East, Africa & West Asia
Cook Islands	Oceania
Chile	South America
Cameroon	Middle East, Africa & West Asia
People's Republic of China	China
Colombia	South America
Costa Rica	Central America
Cuba	Central America
Cape Verde	Middle East, Africa & West Asia
Christmas Island	Oceania
Curaçao	Central America
Cyprus	Middle East, Africa & West Asia
Czech Republic	Europe East
Germany	Europe West
Djibouti	Middle East, Africa & West Asia
Denmark	Europe West
Dominica	Central America
Dominican Republic	Dominican Republic
Algeria	Middle East, Africa & West Asia
Ecuador	South America
Estonia	Europe East
Egypt	Middle East, Africa & West Asia
Western Sahara	Middle East, Africa & West Asia
Eritrea	Middle East, Africa & West Asia
Spain	Europe West
Ethiopia	Middle East, Africa & West Asia
Finland	Europe West
Fiji	Oceania
Falkland Islands	South America
Federated States of Micronesia	Oceania
Faroe Islands	Europe West
France	France
Gabon	Middle East, Africa & West Asia
Grenada	Central America
Georgia	Middle East, Africa & West Asia
French Guiana	South America
Guernsey	Europe West

Ghana	Middle East, Africa & West Asia
Gibraltar	Europe West
Greenland	Europe West
The Gambia	Middle East, Africa & West Asia
Guinea	Middle East, Africa & West Asia
Guadeloupe	Central America
Equatorial Guinea	Middle East, Africa & West Asia
Greece	Europe East
South Georgia and the South Sandwich Islands	South America
Guatemala	Central America
Guam	Oceania
Guinea-Bissau	Middle East, Africa & West Asia
Guyana	South America
Hong Kong, China	Hong Kong, China
Heard Island and McDonald Islands	Oceania
Honduras	Central America
Croatia	Europe East
Haiti	Central America
Hungary	Europe East
Indonesia	South-East Asia
Republic of Ireland	Europe West
Israel	Middle East, Africa & West Asia
Isle of Man	Europe West
India	South-East Asia
British Indian Ocean Territory	Middle East, Africa & West Asia
Iraq	Middle East, Africa & West Asia
Iran	Middle East, Africa & West Asia
Iceland	Europe West
Italy	Europe West
Jersey	Europe West
Jamaica	Central America
Jordan	Middle East, Africa & West Asia
Japan	Japan
Kenya	Middle East, Africa & West Asia
Kyrgyzstan	Middle East, Africa & West Asia
Cambodia	East Asia
Kiribati	Oceania
Comoros	Middle East, Africa & West Asia
Saint Kitts and Nevis	Central America
Democratic People's Republic of Korea	East Asia

Republic of Korea	South Korea
Kosovo	Europe East
Kuwait	Middle East, Africa & West Asia
Cayman Islands	Central America
Kazakhstan	Middle East, Africa & West Asia
Laos	South-East Asia
Lebanon	Middle East, Africa & West Asia
Saint Lucia	Central America
Liechtenstein	Europe West
Sri Lanka	South-East Asia
Liberia	Middle East, Africa & West Asia
Lesotho	Middle East, Africa & West Asia
Lithuania	Europe East
Luxembourg	Europe West
Latvia	Europe East
Libya	Middle East, Africa & West Asia
Morocco	Middle East, Africa & West Asia
Monaco	Europe West
Moldova	Europe East
Montenegro	Europe East
Madagascar	Middle East, Africa & West Asia
Marshall Islands	Oceania
North Macedonia	Europe East
Mali	Middle East, Africa & West Asia
Myanmar	South-East Asia
Mongolia	East Asia
Macau	South-East Asia
Northern Mariana Islands	Oceania
Saint Martin	Central America
Martinique	Central America
Mauritania	Middle East, Africa & West Asia
Montserrat	Central America
Malta	Europe West
Mauritius	Middle East, Africa & West Asia
Maldives	South-East Asia
Malawi	Middle East, Africa & West Asia
Mexico	Mexico
Malaysia	South-East Asia
Mozambique	Middle East, Africa & West Asia
Namibia	Middle East, Africa & West Asia
New Caledonia	Oceania
Niger	Middle East, Africa & West Asia

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

Islands	
Slovakia	Europe East
Sierra Leone	Middle East, Africa & West Asia
San Marino	Europe West
Senegal	Middle East, Africa & West Asia
Somalia	Middle East, Africa & West Asia
Suriname	South America
South Sudan	Middle East, Africa & West Asia
São Tomé and Príncipe	Middle East, Africa & West Asia
El Salvador	Central America
Sint Maarten	Central America
Syria	Middle East, Africa & West Asia
Swaziland	Middle East, Africa & West Asia
Turks and Caicos Islands	Central America
Chad	Middle East, Africa & West Asia
French Southern and Antarctic Lands	Middle East, Africa & West Asia
Taiwan	Taiwan
Togo	Middle East, Africa & West Asia
Thailand	South-East Asia
Tajikistan	Middle East, Africa & West Asia
Tokelau	Oceania
East Timor	South-East Asia
Turkmenistan	Middle East, Africa & West Asia
Tunisia	Middle East, Africa & West Asia
Tonga	Oceania
Turkey	Middle East, Africa & West Asia
Trinidad and Tobago	Central America
Tristan da Cunha	Middle East, Africa & West Asia
Tuvalu	Oceania
Chinese Taipei	South-East Asia
Tanzania	Middle East, Africa & West Asia
Ukraine	Europe East
Uganda	Middle East, Africa & West Asia
United Kingdom	United Kingdom
United States of America	US East, US West
Uruguay	South America
Uzbekistan	Middle East, Africa & West Asia
Vatican City	Europe West
Saint Vincent and the Grenadines	Central America
Venezuela	South America
British Virgin Islands	Central America

United States Virgin Islands	Central America
Vietnam	South-East Asia
Vanuatu	Oceania
Wallis and Futuna	Oceania
Samoa	Oceania
Yemen	Middle East, Africa & West Asia
Mayotte	Middle East, Africa & West Asia
South Africa	Middle East, Africa & West Asia
Zambia	Middle East, Africa & West Asia
Zimbabwe	Middle East, Africa & West Asia

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