



## **A1 Adria League Season II – Powered by ESL**

Season Two - 2018

This document outlines the rules that should at all times be followed when participating in an A1 Adria League 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 goes 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.

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## 1. Definitions

### 1.1. Range of Validity

A1 Adria League (hereinafter "**League**") is operated as part of the ESL by Turtle Entertainment GmbH.

This is the only rulebook which is valid for the League, its participants (for the purpose of this Rulebook hereinafter "**Team(s)**") and all matches played within the scope of the League. With his participation the Team and its players (hereinafter "**Player(s)**") state that they understand and accept all rules specified in this Rulebook.

### 1.2. Participants

A League participant is a Team or a Player that is participating in the League. Any member of a Team is a participant of that Team. No Team or Player can be part of more than one organization taking part in seasons of Intel Extreme Masters, ESL One, ESL Pro League, ESL National Championships or any of those leagues' qualifiers.

### 1.3. Time Zone

The ESL website <http://play.eslgaming.com> will display the times of matches according to the time zone each user has specified in the account settings. Not logged in users will have times displayed in the time-zone assigned to them from their Geo-IP location. To be sure, it is recommended to login and enter the correct time zone in the account settings.

### 1.4. Penalty Points

#### 1.4.1. Definitions and Scope of Penalty Points

Penalty points are given for rule violations within the League, they may be either Minor or Major penalty points dependent on the incident in question.

#### 1.4.2. Minor Penalty Points

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

#### 1.4.3. Major Penalty Points

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

#### 1.4.4. Assigned Penalty Points

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

#### 1.4.5. League Bans and Penalty Points Outside the League

League bans and penalty points outside the A1 Adria League do not apply towards the A1 Adria League, unless they have been awarded for cheating. Other violations including ringing/faking or insults can be punished, depending on the severity of the misbehavior.

### 1.5. Tournament Administration

Each participant can contact the tournament admins via support ticket or protest ticket on the ESL website. In case of any complaints or further questions please contact:

Gabor Tota – Project Manager – [g.tota@eslgaming.com](mailto:g.tota@eslgaming.com)

## 2. General

### 2.1. Rule Changes

The League administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The League administration also reserves the right to make judgment on cases that are not specifically supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

### 2.2. Validity of the Rules

If any provision of the rulebook shall be invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of this rulebook. In lieu of the invalid or impracticable provision an appropriate provision shall apply which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the rulebook.

### 2.3. Confidentiality

The content of protests, support tickets, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without a written consent from the League tournament directors.

Breaking this rule will result in adding 1 Minor Penalty Point to the team and player.

### 2.4. ESIC

ESL and its tournaments are part of ESIC, the Esports Integrity Coalition. That means that all rules and regulations of ESIC apply to all our tournaments, including The League. You can look them up on their website at <http://www.esportsintegrity.com/>.

The following sub-paragraphs are meant to give you an impression about what things are forbidden. For complete and more detailed information, please visit the ESIC website.

#### 2.4.1. Code of Conduct

All Teams and Players agree to behave in an appropriate and respectful manner towards other Teams and Players, spectators, the press, the broadcast team, League officials, and League administration. Being role models is the occupational hazard of being a Player or organizer and we should behave accordingly. Any sort of harassment should be reported to the above listed League 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, 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 Teams and Players, but every single person involved with or present at a stage of the League. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

#### 2.4.2. Prohibited Substances and Methods

#### 2.4.3. Doping

#### 2.4.4. Refusing to be tested

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

#### 2.4.5. List of Prohibited Substances and Methods

The List of Prohibited Substances and Methods created by the World Anti-Doping Agency (WADA) is valid for the League. The list can be found here: <http://list.wada-ama.org/>

#### 2.4.6. Prescribed medication

If Players have an active prescription for a substance on the WADA list, they have to send proof to the League administration before

the first day of the League (deadline in local time). They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.

#### 2.4.7. Categories of Doping

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant.

Severe cases (i.e. use of drugs containing performance enhancing substances, like Adderall) will be punished with penalty points, a ban for the Player and (a) default loss(es), as well as possibly disqualification of the Team.

Repeated cases of doping by the same Player will be punished harder, up to a lifetime ban for the Player.

Repeated cases of doping on the same Team (but by a different Player) will also be punished harder for the Team.

Repeated cases of doping by the same Player on the same Team will be punished harder for both the Team and the Player.

If a player is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least 24 hours, the player will still get a ban, but the tournament result will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

#### 2.4.8. Alcohol or other psychoactive drugs

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

### 2.5. Publisher or ESIC Bans

The League administration reserves the right to refuse players who have standing bans from the game publisher to take part in the League. Also, ESIC bans will be honoured and translated into ESL bans.

### 2.6. Additional Agreements

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

### 2.7. Match Broadcasting

#### 2.7.1. Rights

All broadcasting rights of the League are owned by the ESL. This includes but is not limited to: Video streams, TV broadcasts, GoTV, shout-cast streams, replays, demos or live score bots.

#### 2.7.2. Waiving These Rights

ESL has the right to award broadcasting rights for one or multiple matches to a third party or the Teams themselves. In such cases the broadcasts must have been arranged with the tournament administration with at least 24 hours before the start of the match.

#### 2.7.3. Teams Responsibility

Teams 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 the tournament administration. The teams agree to make sufficient accommodation so that broadcasting of matches can take place.

If a team or player refuses a broadcast, 1 Major Penalty Point will be given and the administration can decide for the match to be replayed with a broadcast, making null the initial match that was played without a broadcast.

## 2.8. Communication

### 2.8.1.E-Mail

The main official communication method of the League is email, the League will use the email that has been registered in the users profile on ESL, and therefore this email address should always be kept updated and checked at least once every 24 hours so that no important announcements are missed.

## 2.9. Conditions of Participation in the League

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

### 2.9.1.Regional Limitations for Participants

Any individual player may not participate in or try to qualify for the event from more than one country or region (this is including claiming an invite).

### 2.9.2.Home Country

A Player's home country is the nation in which he resides for a majority of the period in which the League is contested. In each individual fixture in the League, a team must field four out of five players whose home country is either Albania, Bosnia & Herzegovina, Croatia, Macedonia, Montenegro, Serbia or Slovenia.

### 2.9.3.Residence/Nationality and Number of Players in a Team

The Team roster can hold a maximum of five Starters and three Substitutes. The nationality of participants is only legislated for in each individual fixture, see 2.9.2.

### 2.9.4.Home Country/Region on Team Matches

The majority of the lineup present in a team match must have the home country (for qualifiers that are restricted to a country) or region (for qualifiers that are restricted to a region) from which the team qualified for the A1 Adria League. Failure to comply with these regulations will be penalized with a default loss and possible a disqualification from the tournament.

### 2.9.5.Nicknames

No sponsor tags are allowed in the nickname on the ESL Site under any circumstances and the general ESL rules for the choice of nicknames apply.

### 2.9.6.Player Accounts

Each participating member must have his personal details entered in his profile, this includes:

- Place of Residence Country
- Birth Date

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

### 2.9.7.Game Accounts

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

- SteamID for Counter-Strike: Global Offensive
- Summoner name (EU-East) for League of Legends



### 2.9.8. Playing With Wrong Game Accounts

It is not allowed to play with a different game account than the one given in the ESL profile. Depending on the stage of the tournament and the repetitiveness of the mistake an incorrect game account may lead to a barrage for the player, a rematch or a default loss being given. If there is sufficient evidence that a player in question indeed played the match or if an admin of the A1 Adria League explicitly allowed it beforehand, a protest for a barrage or rematch will not be admitted.

If a non-member of the current team's lineup is found to be playing for the team, it will automatically gain the maximum amount of penalty points, will be disqualified from the tournament and will be banned from all competitions in ESL for two (2) years.

### 2.9.9. Team Names

The League Team name may not have any extensions such as "CS team". The League Team name may hold 1 sponsor name, but no product description is allowed.

### 2.9.10. Team Accounts

Each team must have its profile updated with:

- Team Photo
- Place of Residence Country

### 2.9.11. Changes on the Team Accounts

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

- Adding or removing Players
- Changing the Team name
- Changing the Team logo

## 2.10. Licenses in the A1 Adria League

### 2.10.1. Definition

Before each tournament, the ESL awards the League License to the participating teams, or individuals. In most cases, these are participants that:

- have qualified through the League qualifiers.
- have been invited to the League by the tournament organization.

### 2.10.2. Duration

The League licenses are valid for one League season only.

### 2.10.3. Team Licence

The licence in team competitions is owned by the Starting Players on a registered roster. The players may nominate one individual who can be a member of their roster (a Captain) or can be an external figure (a Manager), who will serve as their primary point of contact with the league administration. This person will be responsible for keeping the team in order and will be held answerable by the league administration for any irregularities in a team's behavior and performance. The point of contact will also be the individual responsible for submitting roster changes during the possible roster changing times (see 2.11).

If the Starting Players wish to change their point of contact they may do so at any time by emailing the league administration. To

change a point of contact, the team must demonstrate that a clear majority of the roster approves of the change. The point of contact will be the individual to whom the prize form is submitted at the end of the season.

#### 2.10.4. Withdrawal of License

ESL reserves the right to withdraw a league licence from any Team, if the league administration feels that the participant in question have not behaved within the guidelines set out by the league and its governing organization.

This includes but is not limited to:

- Players or team members have committed a material breach of the provisions outlined in this Rulebook
- A majority of the licence holding players leave the roster.

#### 2.11. *Player changes and Team line-ups*

It is required for teams to email the administration team their starting rosters 24 hours prior to the start of their match. If any changes happen after this time then they should be communicated as soon as possible, failure to do so could lead to penalties. Participants are not allowed to reschedule their matches in the GSL Groups.

##### 2.11.1. Roster Lock

48 hours prior to the first match day of the GSL group stage, the team roster for each team will be locked. The roster must be complete with (5) five starters (at least (3) three of whom must have played for the team that secured qualification) and up to (3) three substitutes. These subs must not be registered to any other team in The League as a player.

Until the end of the group stage, in each fixture each team must field at least (3) three starters from their roster in every game, and are only allowed to use subs registered to the roster prior to the lock. Failure to do so will lead to a default loss and penalty points.

##### 2.11.2. Player changes during Open Qualifiers

Teams can change their lineup until the start of an Open Qualifier, deadline to add new players is the official starting time of the cup itself. Teams can hold maximum 8 players. After that deadline, the teams can change 1 player, who wasn't playing in any other team on that Qualifier. It must be done prior to the match and the team majority from the start lineup must be held through the whole Open Qualifier. Therefore, ESL advises teams to have enough substitutes available. If a team for any reason does not have the sufficient number of players to participate in a match, the team will receive a default loss.

##### 2.11.3. Open Qualifier restriction for qualified/invited players

Any player that played in a match with a team that qualifies through these Open Qualifiers or any player that as invited for the Group Stage is not allowed to take part in any other Open Qualifier. Doing so results disqualification of the Player and might the Team where he/she currently played, appropriate to the situation.

##### 2.11.4. Player Changes before both Group Stages

In order to take part in the Group Stages the Team needs to continue playing with the majority of the players from the Open Qualifiers.

- The majority means minimum of 3 players from the active lineup.

##### 2.11.5. Player Changes during the Group Stages

In the group stage, all the Teams are locked (see 2.11.1. Roster Lock) and all changes can be done only by creating a support ticket.

**Every team can add maximum 1 new player into their team during the group stage. New player considered as a player who haven't played in the group stage for any team.**

A player that played in any matches of the group stage can **NOT** switch teams in the current and following stages of the tournament.

##### 2.11.6. Online playoff

In order to take part in the online playoffs, the team needs to continue playing with the majority of the players from the Round-robin Group Stage. **During** this stage of the A1 Adria League, **teams can't change their players.**

### 2.11.7. Before Offline finals

After the Online playoff the teams can add 1 new player. The new player can only join if he/she hasn't played before in any matches of the Group Stage or the Online playoff.

### 2.11.8. Team disbands

If a team disbands during the League all players will be forbidden to play in the next season until the Group Stage. If team disbands after the group stage (playoffs - lan finals) all players will be forbidden to participate in the next season.

### 2.11.9. Replacements slots

In case that team disbands administrations reserves the right to replace the empty slot. The slot could be filled:

- a) organization of separate qualifier;
- b) adding the second best team (by performance from the earlier stage(s));
- c) no actions will be taken due other reasons (time/structure wise - the replacement is not possible!)

It should be noted that administration has the last word regarding the situation. The decision on this is situational.

## 2.12. Prize Money

All prize money should ideally be paid out 90 days after the League finals have been completed.

If a team or player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

Every penalty point that a participant acquires during an event or its qualifiers is penalized with a prize money deduction. The deductions are as follows:

- For every minor penalty point a 1% overall prize money deduction will occur.
- For every major penalty point a 10% overall prize money deduction will occur.

The deduction is calculated out of the grand total of prize money awarded to the participant at the end of the offline event in question, but excluding any expenses that are to be provided by ESL. 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.

### 2.12.1. Prize Money Distribution

### 2.12.2. Grand Finals at the League

Counter-Strike: Global Offensive & League of Legends Prize Money

1 <sup>st</sup>	€5000
2 <sup>nd</sup>	€3000
3 <sup>rd</sup>	€1500
4 <sup>th</sup>	€500

### 2.12.3. Withdrawal of Prize Money

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

### 2.12.4. Transfer of Prize Money

The prize money will be sent as cheque, a bank transfer or over PayPal as specified by the License holder. Failure to redeem the cheques or 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.

### 2.13. *Replacements*

If a participant is for any reason unable to compete any more in the League, and is removed before the replacement deadline, a replacement will be called up. Replacement participants will be considered and contacted to ask whether or not they want to participate.

If a replacement is needed for an offline event, the tournament administration will first attempt to replace the participant from the same region as the original participant. If no one from the last stage of that region's qualifier for the event can be the replacement.

#### 2.13.1. Replacement Deadline

Replacements will only be entered into A1 Adria League stages until a reasonable time before the beginning of that stage. If by then no replacement could be found, the stage may start with one less participant instead.

### 2.14. *Penalties and consequences for leaving the League*

#### 2.14.1. Leaving during any stage

If a participant leaves the League during an ongoing event (i.e. between the qualifiers, group stages 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.

If a participant leaves or gets disqualified from the A1 Adria League during an ongoing stage, the tournament direction will prohibit the players and the organization to play in the next edition of the championship.

#### 2.14.2. Deletion of Matches

All matches involving teams or solo players that have left a stage of the A1 Adria League 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 player will be considered a default win for his opponent.

#### 2.14.3. Ban for players

If a participant gets disqualified from the A1 Adria League during an ongoing stage, all its members get banned until the end of main event and possible for future events depending on the reason of disqualification.

### 2.15. *Match Start*

#### 2.15.1. Punctuality

All matches in the League should start as stated on the website. Any changes of the time must be accepted by the League admins. All participants in a match should be in the match chat and ready to start at least 30 minutes before the scheduled start time.

For game specific regulations regarding punctuality please see 3.2.8.

#### 2.15.2. Delaying the Match

Two minor penalty points can be awarded if a participant is not ready to start at the declared time.

This penalty gets increased by one additional minor every 5 minutes until 20 minutes after the scheduled start of the match. At that point, the match will be forfeit, a no-show (see 2.15.3) will be awarded.

### 2.15.3. Participants Not Showing

If a participant is not ready to play until 20 minutes after the scheduled start of the match, he is 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.

## 2.16. Match Procedures

### 2.16.1. Match Result

The result must be immediately added and confirmed by both parties, even if more match records are missing and in need of uploads. A protest may still be made even after a match result has been confirmed and accepted on the A1 Adria League site. Please refer to the game specific rules for what match records and media that needs to be uploaded.

### 2.16.2. Storage and keeping of Match Media

All match media (screenshots / demo's / 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 needs to be stored by the participants for a minimum of 2 weeks after the protest has been closed and resolved.

## 2.17. Match Protests

### 2.17.1. Definition

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

### 2.17.2. Match Protest Rules

### 2.17.3. 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
- Only at offline events: The beginning of the next match for either of the two participants (a minimum of 10 minutes have to be kept between two matches by all participants)
- Only at offline events: The end of the event day (departure of the admins)

### 2.17.4. 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.

### 2.17.5. Persons in a Match Protest

In team matches, only one representative per team is supposed to be writing in the protest, violations can be punished with 1 Minor Penalty.

### 2.17.6. 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.

## 2.18. 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.

### 2.19. Interviews

For every game that is broadcast on ESL TV, one player from each team must be available for an over-the-phone 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. League system

### 3.1. Stages

An event of the League is divided into several stages:

- First Stage: Invitational Phase
- Second Stage: Open Qualifiers
- Third Stage: Double Elimination group stage (GSL Groups)
- Fourth Stage Wildcard qualifier
- Fifth Stage: Round-robin Group Stage
- Sixth Stage: Playoffs
- Seventh Stage: Offline finals

### 3.2. Qualification stages

#### 3.2.1. Invitational Phase

The best 2 teams in the region from each game will be invited directly to the Group Stage. The teams will be contacted by the Tournament Administrators based on their results from season 1.

#### 3.2.2. Open Qualifiers

The second stage of the League consists of the Open Qualifiers. An unlimited amount of teams will participate in a single elimination bracket which will be played in best-of-one (bo1) mode until the Top8 where it will be played in best-of-three (bo3) mode for the advancing slot. Then for the seeds the remaining matches need to be played in Bo1. Top 4 teams will qualify to Double Elimination groups with total of 16 teams.

#### 3.2.3. Double Elimination Group Stage (GSL Groups)

The qualified 16 teams from the qualifiers will be distributed into 4 groups (A, B, C, D) where each group has a Double Elimination system.

Double Elimination groups ( <i>example</i> )			
Group A	Group B	Group C	Group D
Q1 - 1st seed	Q2 - 1st seed	Q3 - 1st seed	Q4 - 1st seed
Q4 - 2nd seed	Q1 - 2nd seed	Q2 - 2nd seed	Q3 - 2nd seed
Q3 - 3rd seed	Q4 - 3rd seed	Q1 - 3rd seed	Q2 - 3rd seed
Q2 - 4th seed	Q3 - 4th seed	Q4 - 4th seed	Q1 - 4th seed

The winner of each group will qualify for the next group stage where 2 invited teams and 2 teams from wildcard qualifiers will join them.

### 3.2.4. Wildcard qualifier

The wildcard qualifier is the last opportunity for all teams to qualify. The top 2 placed team will fill out the remaining slots. Wildcard qualifier will be organized for both games: Counter Strike:Global Offensive and League of Legends

### 3.2.5. Double Round-Robin Group Stage

The group stage will consist one group with eight teams using double round-robin system and a best-of-one (bo1) mode.

The TOP2 teams will advance to the live event directly. The 3-4-5-6<sup>th</sup> teams in the group will advance to the online playoffs.

All the matches may be streamed. Teams can receive 3 or 0 points for a specific BO1 match.

- For a 1:0 result the winning team receives 3 points and the losing team doesn't gain any points

After the end of the group stage, we are going to choose the team which advances to the next stages according to the following additional rules:

- a) gathered points we take the direct result between the all of teams and send those who has the most points
- b) result between we take the direct match result between the teams and who won will advance to the next stage
- c) we consider the match score difference (you get this by subtracting the lost matches from the won matches) between the teams, who has the bigger positive difference will advance to the next stage

Group stage will last for 7 weeks. Two days a week for CS:GO and 2 days for League of Legends

### 3.2.6. Match Move in GSL Groups (DE groups)

**Participants are not allowed to reschedule their matches in the GSL Groups.**

### 3.2.7. Match Move / in Round-robin Groups

**Participants are not allowed to reschedule their matches at all without informing the tournament administration via protest ticket.**

Participant will be only allowed to reschedule the match if they find a different official playday within the week. And also the participant must find a replacement match instead of their moved match.

There will be two playdays on a week, which will be defined before the group stage.

When a participant wants to move a match, they must find another match instead of their match.

The rescheduling request is validated only if the participant has opened a protest with at least 48 hours before the scheduled match time. This protest must contain the substitute match also, which must be confirmed by the match participants.

If the participant announces that he can't play after the minimum given timeframe (48 hours), the participant will receive 2 Major Penalty Points **and the administration will decide if the match can be rescheduled or a no-show must be added.**

### 3.2.8. Penalties for being late

#### **Regarding League of Legends:**

All matches must start according to the calendar; admins will decide about the second, third and the fourth match start time:

- o Teams must be in the lobby / on the server 15 minutes before the match starts.
- o If a team is late for 1-5 minutes, they will be penalized with a 1-ban removal.
- o If a team is late for 6-10 minutes, they will be penalized with a 2-ban removal.
- o If a team is late for 11-15 minutes, they will be penalized with a 3-ban removal.
- o If a team is late for 16 - 20 minutes, they will receive default loss.

Additional minor penalty points can be added. See 2.15.2. Delaying the Match.

### ***Regarding Counter-Strike:Global Offensive:***

Addition to the 2.15.1 Punctuality rule point, players have to be ready 30 minutes before the scheduled starting time to start the mapveto. If the administration team instructs to start the mapveto the players have to start it right away.

Players have to join to the given server immediately after the mapveto. All players have to be on the server ready to play 10 minutes before the scheduled time or the time which the administration team decides in case of match delay.

In case of delay the time will be defined in the match chat by an admin.

One minor penalty point can be awarded to the team if they are not present on the server with full lineup at the declared time.

Additional minor penalty points can be added. See 2.15.2. Delaying the Match.

### ***3.3. Online Playoff***

This stage will be played with a single elimination bracket, best-of-three (bo3) mode. The qualified teams will be seeded with the following system:  
Group stage 3<sup>rd</sup> placed team will play against the 6<sup>th</sup> placed, the 4<sup>th</sup> placed team will play versus the 5<sup>th</sup> placed team. The winners of these matches will advance to the Live Event/ Offline Playoff.

The matches must be played on the predefined times, but can moved by the rules of 3.3.2 Match Move / in Round-robin Groups.

### ***3.4. Live event/ Offline playoff***

At the offline finals, the participants will be seeded with at least 1 week before the competition. The exact structure of the competition will be announced with at least 1 week before the offline event. The 1<sup>st</sup> placed Team from the Group Stage will take seed number 1, the 2<sup>nd</sup> placed Team from the Group Stage will take seed number 2. The 3<sup>rd</sup> and 4<sup>th</sup> seeding slot will be decided by the final standing of the online playoff.

## **4. Event Rules**

### ***4.1. Accommodation and catering***

The hosts (ESL) will cover the accommodation. The accommodation details will be provided at a later stage of the competition.

**ALL TRAVEL EXPENSES SHALL BE COVERED BY THE PARTICIPATING TEAMS.**

### ***4.2. Punctuality***

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

### ***4.3. Equipment***

The League provides computers and monitors only. Participants have to bring any additional equipment required to compete, including but not limited to keyboards, mice, headsets and mousepads. The League administrators reserve the right to provide headphones for event participants.



#### *4.4. Clothing*

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

#### *4.5. Gaming Areas*

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

#### *4.6. Administrators*

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

#### *4.7. Interview*

Each team must have nominated one participant to be available for pre and post match interviews. A 10% fine of team's eventual prize will be issued if a team fails to present a member who will be available for interviews.

#### *4.8. Press Conference/Signing/Photograph/Video Session*

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

#### *4.9. Stage Matches*

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

#### *4.10. Removable Media*

It is strictly forbidden to connect or use any removable media on the tournament computers. Violation of this rule may result in 1 Major Penalty (see 1.4.1.2) point.

#### *4.11. Internet usage*

Players cannot download anything from the internet without an administrator permission. Violation of this rule may result in 1 Major Penalty (see 1.4.1.2) point.

#### *4.12. Warm-up Period*

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

#### *4.13. Demos and Replays*

All demos or replays must be immediately uploaded to a networked server or to a USB stick provided by the A1 Adria League administration if required.

#### *4.14. Demo and Replay Rights*

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

#### 4.15. *Photo and Other Media Rights*

By participating, all players and other team members grant ESL the right to use any photographic, audio or video material on their website or for any other promotional purpose.

#### 4.16. *Winners Ceremony*

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

### **5. Other Infringements**

#### 5.1. *General*

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

#### 5.2. *Breach of Etiquette*

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one (1) to six (6) minor penalties. The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

##### 5.2.1. Insults

All insults occurring in connection with the A1 Adria League will be punished. This primarily applies to insults during a match but also on the ESL website (forums, match comments, player guest books, support and protest tickets, etc.). Insults on IRC, IM programs, E-mail or other means of communication will be punished if they can be linked to the A1 Adria League and the evidence is clear.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or to the deletion of the player. Depending on the nature and severity of the insult the penalty will be assigned to the player or to the team in team leagues. In team competitions players may also be barred from playing for one or more match weeks.

##### 5.2.2. Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the A1 Adria League. Spamming on the website (forums, match comments, player guest books, support and protest tickets, etc.) will be punished depending on the nature and severity.

##### 5.2.3. Spamming In-game

Three (3) minor penalty points may 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.

#### 5.3. *Unsportsmanlike Behaviour*

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one (1) to six (6) minor penalties. The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

##### 5.3.1. Misconduct

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

### 5.3.2.Faking Match results

If a team is caught entering false match results into the match page, or in other ways trying to falsify the match result, the team will be awarded up to four (4) minor penalty points.

### 5.3.3.Definition of Match Media

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

### 5.3.4.Faking Match media

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

### 5.3.5.Extraordinary Circumstances

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

### 5.3.6.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.

### 5.3.7.Playing with Disallowed Player

Using a disallowed player results in one (1) major penalty point, and also the player will be barred for 2 more matches before he is eligible to compete. Also, the opponent can demand 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.

### 5.3.8.Disallowed Player

A player who is not part of the league and the team.

### 5.3.9.Misleading admins or players

Any attempts to deceive opposing players, admins, or anyone else related to the A1 Adria League may be penalized with one (1) to four (4) minor penalty points.

### 5.3.10. Cheating

When cheating is uncovered twelve (12) penalty points will be awarded to the player, and three (3) major penalty points will be awarded to the Team of the player. The team will be disqualified from the current season of League and the player will be banned from all competitions in ESL for two (2) years.

The use of the following programs will result in a cheat ban: 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.

## 6. Game Specific Rules - League of Legends

### 6.1. Before the match

All games have to be played with the most up to date version of "League of Legends" by Riot Games. At group stage and offline events, a special tournament server and client may be provided, in which case the used patch will be announced beforehand. Administration reserves the right to change/choose tournament server and client if any technical problems occur.

#### 6.1.1. Communications Software

All participants have to use TeamSpeak 3 during the offline finals of the tournament, exceptions can be made by a tournament admin. Skype is strictly forbidden. Additional to that, the participants have to use the server provided by the admin team and use the reserved channel for their team. Channels are password protected and limited to five (5) people. It is not allowed that more than five (5) people are in a channel during an official match, external people who are not playing the tournament are strictly forbidden on the whole server.

#### 6.1.2. Game Mode

Teams have to use Classic Mode Custom Games on Summoners Rift with "Tournament Mode", which includes the automated ban/pick process.

#### 6.1.3. Ban/Pick

The team that has the better seeding can choose who starts with the first ban. The team that has the first ban also has the first pick and starts on the left side of the map (left side of the custom game when creating the match). In a BO3 match, the other team will start on the second map. If a third map is required, the team with the better time coefficient from the first two maps (see rule 6.4.) decides who starts. If a team lets the timer run out during the pick/ban process, no champion will be banned or a random champion will be picked.

#### 6.1.4. Ban and pick mode

There are two banning phases. In first banning phase, left team starts banning first. In first banning phase bans goes A B A B A B which results in 6 heroes banned, after that picking phase starts. The team who was banning first also has the advantage of first pick (left team). Picks goes until third players picks his champion. After that banning phase 2 starts which results in 2 more champion bans which makes total of 10 champions banned five from each team. After that picking phase is continued until every player finish picking.

#### 6.1.5. Match sanctioning by the administration

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

#### 6.1.6. Adjusting Runes

Players may create and adjust rune pages as they like between games. Player's may not exit out of tournament draft mode after/during bans & picks to make runes or other changes. 1 Minor Penalty (1% prize money reduction) will be awarded as penalty for dropping out without a valid reason, e.g. it wasn't possible to trade a champion after bans & picks.

#### 6.1.7. The Tournament Code

The Tournament Code has been created by the ESL in cooperation with Riot Games. It automates ESL tournaments by creating a match lobby with the right settings for a tournament match and reports the match statistics to the ESL servers. The Tournament Code is mandatory in all European Cups, Leagues and Tournaments, if it's provided. If there are unexpected problems, the Tournament Code is allowed to not be used. A match that has begun without the use of a Tournament Code counts as an agreement and later complains are not accepted.

#### 6.1.8. Server

Unless specified otherwise, the client and Server used for all matches has to be EUNE (Europe Nordic & East).

#### 6.1.9. Placeholders

Placeholders are allowed. In case you have to use placeholders, you are forced to tell this to your opponents on a) ESL chat or b) Ingame chat before a match begins to make them aware. Placeholders are used in case a player doesn't own a champion his team intends to pick in a game, the player can pick a random uncommon champ to replace that champion. Always explain clearly that the

picked champ is a placeholder for another champ (has to be named). When the opponents are informed you can lock in that champion and continue the pick phase. When finished picking all champs you leave champ select and remake the lobby. Afterwards restart champ select but each player picks now the correct champion. If a team starts with a not picked champion, the game has to be remade. It's not allowed to change any during the two matches for the new match, only the wrong champion has to be changed. The start in a match with a not picked champions can lead into 2 penalty points for the team of the player.

## 6.2. *During the match*

### 6.2.1. Player disconnect

After the disconnect of a player the game will continue. He has to return as soon as possible back to the game and continue playing.

### 6.2.2. Pause

### 6.2.3. Syntax

Any player has the option of pausing (/pause) and unpausing (/unpause) the game via chat commands.

### 6.2.4. Reasons for pause

Pause may be invoked by either a tournament admin or a player when there are technical issues that could put a team at a disadvantage. Tournament admins can order the pause of a match for any reason. Tournament admins are allowed to execute a pause command on any player station. Players can pause the match at any time, but must signal a tournament admin immediately after the pause to identify the reason. If the situation clearly requires the game to be paused and any player is aware of it, he is supposed to invoke it as quickly as possible. Below are examples of accepted reasons for a player issued pause, but an acceptable reason is at the sole discretion of a tournament admin:

- After any player has disconnected from the game due to any form of network disconnect or computer crash. (e.g. "Player has disconnected" message appears on screen.)
- Hardware malfunctions (e.g. monitor, peripheral, etc)
- Physical disruption of the player (e.g. fan interference, table or chair breakage)

The game will not resume until clearance from an admin is issued and all players are notified and are ready at their stations. If a player pauses or unpauses the game without permission or reason deemed valid by tournament admins, it will be considered unfair play. Penalties will be applied by the tournament director.

### 6.2.5. Pause Duration

In any case a pause should never take longer than ten minutes, but it may not be ended before the admins signals to.

### 6.2.6. Game Restart

A game can be restarted only at the discretion of the tournament director. Below are examples of acceptable reasons for a game restart, but an acceptable reason is at the sole discretion of the tournament director. If a player notices that their rune, or GUI settings have not applied correctly between the game lobby and match, they can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game must be restarted if the pause was initiated before Game of Record occurred.

If an admin determines that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events such as minion spawn).

If the game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics.

If an admin determines that there are environmental conditions that are not conducive to fairness (e.g. noise, weather, venue, player conditions).

### 6.2.7. Game of Record

A game of record ("GoR") refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GoR status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. After the establishment of GoR, game restarts will be allowed only under limited conditions. Examples of conditions which establish GoR:

Any attack or ability is landed on minions, jungle creeps, structures or enemy champions.

Lineofsight is established between players on opposing teams.

Setting foot, establishing vision or targeting a skillshot ability in the opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle. Game timer reaches two minutes (2:00).

#### 6.2.8. Time limit

In case a match is becoming a stalemate the admins can call for a time limit. After this time limit is over the team that destroyed the most buildings (according to the score screen) wins.

#### 6.2.9. Completion of the match

The match as a whole has to be finished. It is not allowed to disrupt a match between maps without the permission of the tournament administration. If a player refuses to start the remaining map/maps he will be counted as not having showed up and receive the according penalties for a no-show.

### 6.3. *After the Match*

#### 6.3.1. Match media

Both teams have to see to it that at least one accurate screenshot of the ban/pick results and of the map results for every map is uploaded on the ESL website. The screenshot does not have to be uploaded if the map information has already been automatically uploaded by the ESL game integration.

#### 6.3.2. LoL Time Coefficient

The LoL time coefficient is calculated by adding the match times of all lost maps and subtracting the match times of all won maps of the match(es) in question. A bigger number is considered better (tight losses and easy wins get rewarded).

## 7. Game Specific Rules - Counter-Strike: Global Offensive

### 7.1. Anti-Cheat

ESL Wire Anti-Cheat is mandatory for all players to use for the full duration of all matches without exception. If a player cannot use Wire Anti-Cheat then they are not allowed to take part in a match.

### 7.2. Match Procedure

#### 7.2.1. Map pool for every stage

The map pool includes the following maps:

- de\_train
- de\_inferno
- de\_cache
- de\_nuke
- de\_mirage
- de\_overpass
- de\_dust2

#### 7.2.2. Map veto

#### 7.2.3. Best-of-One Matches

In case of Best-of-One matches, both teams remove maps alternatively until one map is left which will be played. The team with the lower seed has to start to remove the first map, except in the Open Qualifiers where it is random. A knife round will be played to decide starting sides.

#### 7.2.4. Best-of-Three Matches

In case of Best-of-Three matches, both teams remove maps alternatively until three maps are left which will be played. The team with the lower seeding has to start to remove the first map, except in the Open Qualifiers where it is random. After that each team will pick one map, the team with the lower seeding starts and picks the first map, the higher seeded team will pick the second map. The last map will be played as decider map if needed.

#### 7.2.5. Starting Side Qualifiers

A knife round will be played prior to the match start to determine on which side a team has to start the match, the winner can pick his side.

#### 7.2.6. Nickname Ingame

Each Player has to use his official nickname during matches. It's not allowed to add any (funny) additions, characters or words, only exceptions are sponsor names. Incorrect names can be penalized by 1 minor penalty point.

#### 7.2.7. Number of Players

All matches have to be played with five players per team (5vs5), other constellations are not allowed. If a team fails to show up with enough players, the match will count as noshow and will be forfeited.

#### 7.2.8. Dropping of Players

If a player drops before the first kill in the first round of a half, then the half will be restarted. If a player drops after the first kill has been made and has not returned when the round has been decided, then the match will be paused at the end of the round/start of the next round. If the player has not returned, or cannot be replaced within 10 minutes after the pause has started, then the team with the dropped player may forfeit the match at admin's discretion.

#### 7.2.9. Change of Players

Players can be changed at any time but the opposing team has to be informed in advance. If necessary the game can be paused (see rule Usage of Pause function). This change may not take more than 5 minutes. After the waiting time the match can also be continued without the full team and the player can join in the running game. **Changed players must fulfill the rules regarding rule number 2.11 and rules in it.**

#### 7.2.10. Leaving the Server

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

#### 7.2.11. Continuing a Disrupted Game

If it's possible the game always needs to be continued from the last available backup file, if the rounds can't be restored then the following methods should be used.

If it's not possible, then if a match is interrupted (e.g. server crash) within the first 3 rounds of play, then the match should be restarted, if the match is interrupted after the first three rounds of play then the match should be continued where it left off, with these changes in the configuration.

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

#### 7.2.12. Overtime

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

#### 7.2.13. Usage of pause function

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

If a player has a problem which cannot be solved in maximum 15 minutes, then a substitute must be called or the game should be continued with the given problem.

### 7.3. Player Settings

#### 7.3.1. Forbidden Scripts

In general, all scripts are illegal except for buy, toggle and demo scripts. Here are some examples for illegal scripts:

- **Jumpthrow**
- Stop shoot scripts (Use or AWP scripts)
- Center view scripts
- Turn scripts (180° or similar)
- No recoil scripts
- Burst fire scripts
- Rate changers (Lag scripts)
- FPS scripts
- Anti-flash scripts or binding (snd\_\* bindings)
- Bunny hop scripts
- Stop sound scripts

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

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



Forbidden scripts will be penalized with two (2) minor penalties per value and player, but per match a team can not get more than six (6) minor penalties. If three or more players have wrong settings the team will get a default loss. Admins may under special circumstances decide on a default loss, even if less than three players have forbidden scripts.

#### 7.3.2.A3D

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

#### 7.3.3.Graphics drivers, or similar tools

Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating paragraph. Furthermore it's forbidden to use all kinds of overlays which will show the usage rate of the system in any way ingame (e.g. Nvidia SLI display, Rivatuner Overlay). Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

#### 7.3.4.Color depth

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

#### 7.3.5.Custom Data

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

### 7.4. Server

#### 7.4.1.Server Settings

All servers that are to be used for an ESL match must have the official settings loaded as well as the mappool installed. Additional to that the server must have the following settings:

- ESL Settings
- VAC enabled
- sv\_pure 1

The team providing the server is responsible for making sure that the server has all the necessary components required. However with the start of the match both teams agree on the settings as well as the map version. If possible wrong settings have to be changed after the start of the match if there is no big disadvantage for one of the teams.

#### 7.4.2.Server Plugins

No extra plugins are allowed to be installed on the server, especially gameplay mods such as metamod are not allowed.

### 7.5. Use of Bugs and Glitches

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

#### 7.5.1.Warm-up – map check

Bugs on load have to be checked before the match starts (missing boxes, ladders and so on). Failure to do so, and to let the match start, will mean that both teams have accepted the state the map is in, and the match will be continued under these settings. Protests and complaints regarding to such issues will not be adhered to.

#### 7.5.2.Under the match

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

#### 7.5.3.General

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

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

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

#### 7.5.4.ESL Anticheat & Demos

##### 7.5.5.ESL Anti-Cheat / Linesman

ESL Anti-Cheat is mandatory for all players to use for the full duration of all matches without exception. If a player cannot use Anti-Cheat then they are not allowed to take part in a match. For a missing or an incomplete Anti-Cheat file the player/team will be punished. Apart from this rule are all players which have evidence (screenshot of a bug) that ESL Anti-Cheat stopped/crashed due to an error. The first time a player has no logout or no Linesman file, a warning will always be given, whether he can prove it was an error or not. Warnings for a missing logout and linesman are valid for 14 days. We only handle and warn a missing logout if they are reported within a protest. A match won't be deleted if warnings have been given. Another missing logout / missing Linesman file within that 14 days timespan will be treated like playing without Anti-Cheat and will be penalized as such. A match has to be postponed if the ESL website or AC-servers are down, making Anti-Cheat unusable.

##### 7.5.6.Demos

It is mandatory for all players to record one point-of-view (POV) demo per map for the full duration of all matches without exceptions. A possible knife round is part of demo and has to be recorded. Possible overtimes have to be recorded as well. In general not working demos will be treated as missing demos, although the final decision is up to the admin. If the demo is incomplete, the admin will decide whether or not it will be treated as a missing demo. If a protest has been opened for a match, all match media must be kept for at least 14 days until after the protest is closed. In case of a match about the aborting team loses any right for a demo. If the server crashes no automatic replay will be available. In this case players have to upload demos on admin request.

##### 7.5.7.Requesting demos

**It's not possible to request player ineye demos.** Only the Anti Cheat team is allowed to request the ineye demo of an accused player if they deem it's required. Failure to provide the demo will be punished with 6 pps (missing demo with cheat suspicion). The Anti Cheat team will nevertheless perform the analysis based on the GOTV demo.

##### 7.5.8.Uploading demos

Demos have to be compressed into an archive (.zip, .rar, .7z). Apart from that all match media has to be uploaded to

the ESL website (the match page). You are not allowed to upload your match media to your personal web space or any other kind of external hoster.

#### 7.5.9.Editing demos

It is strictly forbidden to edit demos. If a replay has been manipulated, the admin team will decide what penalty is appropriate.

#### 7.5.10. Accusation of cheating by timetable

**If you want to accuse your opponent(s) of cheating, you need to hand in a timetable within 72 hours after the match has been finished.** Timetables must be prepared based on the Go TV demo that is automatically uploaded to the match page. Instructions on how to do this can be found [on this page](#).

A timetable should be handed in along with the opening of the protest, so please make sure you have your timetable(s) ready when you open the protest. Nevertheless the timetable can still be handed in later (as long as it is within the 72h deadline) in case you did not do that along with the opening of the protest.

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