

Game rules

1. Rules

As part of the TeamLiquid StarLeague 5, this competition is under effect of all rules and decisions associated with the competitive circuit.

1.1. Players

1.1.1. Eligibility

To be eligible to play in the TSL5 competitions and other DreamHack-tournaments, players must be compliant with all requirements established on this rulebook, and any other guidelines associated with the TSL5.

Any suspension applied on DreamHack related products can be extended to all the competitions, and may bar the infractor from competing on TSL5 events. Any player with a standing ban issued by Blizzard for StarCraft II, is ineligible to participate in any competition, and this ineligibility will last as long as Blizzard upholds the ban.

1.1.1.1 Regional Eligibility

The qualifiers will be held in three regions.

The regional qualifiers are open to players according to following terms:

- The Korean server qualifiers are only open to players who are citizens of South Korea or have obtained permanent residency in South Korea. The only exception to this rule is possible when players from SEA & CN consider their connection to their intended server (NA) as unacceptably worse than to the Korean one. In that case, they can instead request to be allowed to play in the Korean server qualifier. This decision is irreversible and exclusive (either/or).
- The North American and EU qualifiers are open to everyone who isn't a Korean citizen. An exception will be made for Korean citizens residing outside of Korea for an extended period of time (more than 6 months)

1.1.2. Requirements

- All players must play with their game account associated with their ESL Play profile. The usage of alternate accounts aka smurf, borrowed accounts, is not allowed.
- Only players that reached age equal or superior to 16 years, 24 hours before the tournament is eligible to participate

- All players to participate in the tournament have to be in Diamond league or above.

1.1.3. Technical Issues

Players are responsible for their own hardware, software and internet connection. Matches will not be rescheduled because of technical issues.

1.1.3.1. Connection*

All players are responsible to have a connection (ping) as good as possible for their region and technical situation. All games have to be hosted on the server that provides the most fair environment - e.g. least ping difference, as well as lowest ping to servers - for both players. If in doubt, please contact an admin.

*Please note this change on May 3, 2020 , to further clarify the original intent of the ruleset.

1.1.4. Unsportsmanlike Behavior

For an orderly and pleasant game, it is essential that all players have a sportive and fair attitude. Breach of this rule will be punished with one to six penalty points.

Every player should represent themselves and their team by participating to the best of their abilities. Anything that falls short of this is considered to be unsportsmanlike and will be penalised depending on the severity of the behaviour as determined by the administration. This includes but is not limited to spamming, insulting, trolling or unsportsmanlike behaviour in general towards other players, teams, casters and the administration team.

1.2. Nicknames and aliases

We reserve the right to edit Nicknames and/or URL aliases, if they fail to comply with the following requirements

Nicknames/aliases are forbidden if they:

- are protected by third-party rights and the user has no written permission
- resemble or if they are identical to a brand or trademark, no matter whether it has been registered or not
- resemble or if they are identical to a real person other than themselves
- resemble or if they are identical to the names of DreamHack, TeamLiquid or ESL Gaming employees

- are nonsense

In addition to the above, any nicknames/team names/aliases that are purely commercial (e.g. product names), defamatory, pejorative, offensive, vulgar, obscene, anti-Semitic, inciting hatred, or offending against good manners are forbidden. Using alternative spelling, gibberish or wrong spelling in order to avoid the requirements mentioned above is illegal. We reserve the right to extend, change, exchange or delete these rules if necessary.

1.3. Tournament rules

1.3.1. Settings for the tournament

All players are expected to follow the given settings and rules. Different agreements between the players, beyond what is stated on the rules, are not allowed and tolerated unless approved by an admin through a protest.

1.3.2. Cup Chat

If a Cup Chat is available during a cup, all attempts to contact an admin, including support or protests, must be made through it. Contact attempts made through other channels including support tickets or protests may not be handled as priority.

Discord is used for communication during the tournament. You'll find the link [here](#).

In game chat channel for all regions: TSL5

1.3.3. No show and walk over

If a player is not ready to play the match after 15 minutes has passed then they should be reported for a no-show to the admin team. The 15-minute countdown starts from the moment both players have progressed to the match, and not at the time stated on the match page. Additional time will then be given by the admin team depending on the circumstances. Delaying the tournament will result in disqualification

In the event of a no-show or walk over by a player, the opponent has the right to enter a 2-0 win for himself.

1.3.4. Forfeit

If a player chooses to forfeit a match, they will forfeit any points and prizes conquered through the competition. A player that chooses to forfeit his match in the competition can be replaced by their opponent in the previous round at admin discretion.

1.3.5. Match Results

Both players are responsible to enter correct results on the ESL website. Therefore, both players should report the match score and upload the replay files to the match page, or provide it to the admin team when requested. If there is a conflict in the match, contact the admin team or open a protest. The decision made by the admin team can also mean that both players are disqualified if there is not enough proof for either player to be the clear winner.

1.3.5.1. Match media

All match media (screenshots, demos, etc) must be kept for at least 14 days. In general, you should upload the match media from a match to the match page as soon as possible. Faking or manipulating match media is forbidden and will result in severe penalties. Match media should be named clearly based on what it is (eg. Ro16 - Me vs IMoGsPrime G1.SC2Replay).

1.3.6. Closed matches

Both players of the match lose their right to file a protest ticket after the match has been closed. A closed match will stay closed in almost every scenario unless ESL representatives deem it needs to be reopened.

1.3.7. Disqualification

To keep the delay during the cup as low as possible we reserve the right to disqualify players from the tournament. This will only be done in cases where a player shows no real effort to get a match done or is even obviously stalling. In severe cases, this can even affect both players.

The disqualification of a player can also be issued for any other case which the admin team evaluates as appropriate and necessary to keep the integrity of the competition.

1.4. In-game

1.4.1. Player drops

If a player drops, the match must continue with the in-game tool "recovery from replay" once contact with the opponent is made. The match is considered "live" when all players find themselves in-game with their timer running.

Any player, on the first occurrence, has 15 minutes from the time of the disconnection to resume playing the series. Failure to do so will lead to map loss followed by match loss.

1.4.2. Re-host

If a situation that is not covered by this document presents itself, and a re-host is required, the players involved in the match must reach out the admin team through the proper channels (in-game Cup Chat, Support or Protest tickets on ESL Play).

In a re-hosted game each player has to choose the same race as they picked in the original game. In case of a race decided randomly by the game, the player should use the same race given.

1.4.3. Pausing the game

If a player pauses a game they must state the reason for the interruption and how long it will approximately last. The game can only be resumed by the player that paused the game after they receive a confirmation from their opponent. Violations of this rule are handled as unsportsmanlike behavior and can lead re-host through the "recovery from replay" feature.

A pause cannot extend the time of 15 minutes without approval by the admin team. Any extension of the pause time must be requested to the admin team for approval, if justifiable.

1.4.4. Observers

Unregistered observers are forbidden by default, exception to this rules are TSL5 admins and people that are explicitly allowed to observe by an admin (e.g. shoutcasters or streamer). Under no conditions is it allowed to play with referees other than those decided by an admin. Admins are allowed to revoke the permissions of Casters and Observers any time when ghosting is suspected.

1.4.5. Surrender

The only way to surrender a match is to using the surrender function in-game. Saying "gg" or similar does not count as surrender. If your opponent types "gg" or similar while you believe they are at a disadvantage, you should continue to play to win, until the game is won, or until they have surrendered.

1.4.6. Illegal Actions

Any actions that result in an unfair advantage are illegal, including the usage of bugs or glitches of any kind. If a player is found to be intentionally using a bug or a glitch in a tournament it will result in a map loss, recurrent violations of this rule will lead to disqualification.

1.4.7 Skins and sprays

Skins and sprays are allowed unless your opponent asks you to turn them off/not use them.

1.4.8 Switching races

Switching races in-between a series is not allowed.

1.5. Casting

Casting an TSL5 match is only allowed with an TSL5 admin approval. In order to be approved, go to the link below.

[Caster Application and Information.](#)

All casters have to take the role of observer when casting. Admins are allowed to revoke the permissions of Casters and Observers any time when ghosting is suspected.

1.5.1. Personal Streaming

Personal Streaming is always allowed if the contrary is not specified by the admin team. If DreamHack or a Community Caster broadcasts a match, personal streaming is not allowed without an admin agreement.

A player who decides to stream his own point of view is the sole responsible for actions against stream sniping. Stream sniping will not be prosecuted as a rule breach.

1.6. Cheating

1.6.1. Accusation of cheating by timetable

Cheating accusations must be done through a protest ticket within 72hrs of the end of a match, and must be followed by the replay file. A timetable should be handed in along with the opening of the protest ticket. An accusation of cheating by timetable will not be executed during a tournament. All timetables which are not in the correct form will be directly declined.

1.6.1.1. Timetable structure

The timetable has to contain the following information:

- Name and account link of the accused player
- The in-game nickname of the player you want to be checked
- Sort, description and the name of the suspected cheat
- Link and name of the video/photo evidence
- Specific times of the demo which look suspicious, along with a reason for each (e.g. why it cannot have been a coincidence, luck, hearing or skill)

1.6.1.2. Example

I have the suspicion that the Player1 cheated against Player2 because he was afraid to lose the match.

Player link: <https://play.eslgaming.com/player/xxxxxxxxx>. In-game nick: IMoGsPrime#0001

Cheat: Auto Splitter, Maphack

Replay file link: Must be uploaded within the tournament platform, on the match page or on the protest itself. External links won't be accepted.

03:16 - He a-moves towards my side of the map, and without vision split all his marines when they are about to get hit by my banes.

05:34 - Another miraculous bio split with barely no information from where my banes will be splitting, nor while being focused on then on camera!

07:13 - I do a long run-by on his 4th and a bane drop on his main while he is pushing on my side of the map. While fighting my queens and mutas he splits the scvs on the main without moving his camera from the battle!

09:22 - He intercepts my mutas going to his base with preemptive bio split to cover the only 2 bases that I'm attacking

12:03 - He keeps splitting his bioball when going against my banes, wave after wave with an APM spike of 5000!

13:45 - In my natural he splits the marines from luker shots, without detection, and even before the lurkers fire.

2. Penalty points and barrages

In general, players can receive up to 6 penalty points per match, unless a single violation has a higher punishment. Where a player receives penalty points for multiple violations, the penalty points are added together.

2.1. Barrages

Players that receive barrages during a cup related to following violations are not allowed to continue the cup:

- Cheating
- Fake and multi-account
- Ringing
- Unwanted contents & behavior
- Underage barrages

2.2 Bypassing barrages and penalty points

Bypassing barrages and penalty points due to the creation of new accounts is a violation of the Terms of Service, and it is strictly forbidden. Existing penalty points/barrages will be transferred, barrages which result out of it may remain. Further sanctions may be applied for players in case of recurrence.

2.1.1. Game Specific Penalty Point Catalog

Rule violation	Number of penalty points
General	
Settings	
Forbidden scripts/Macros	Player: 2, 4, 6 / Team: 2 - 4
Custom files	Player: 3; Team: 2
Match media	
Missing, incomplete replays	Player / Team: 1

Missing matchmedia with cheat suspicion

Player / Team: 6

Faked matchmedia

Player / Team: 6

3. System rules

Competition format:

Double Elimination with no third place match.

Discord is used for communication during the tournament. You'll find the link [here](#).

In game chat channel for all regions: TSL5

All qualifiers start at 7pm of the qualifier time zone

- 7pm KST for the Korean qualifiers,
- 7pm CEST for the european qualifiers
- 7pm EDT for the American Qualifier.

All matches that are set to begin after midnight are automatically scheduled to the next play day of that qualifier, starting at 4 pm.

Series size:

- All rounds in the qualifier are Best of Three (Bo3)

Slots distributed per qualifier:

		Region	Slots	Region	Slots			Slot breakdown	Q1	Q2	Q3
Round 1	April 24th	EU1	3	KR1	3			KR	3	3	2
	April 25th	EU1		KR1				NA	3	2	2
								EU	3	2	-
Round 2	April 27th	NA1	3	KR2	3						
	April 28th	NA1		KR2							
								Note:			
Round 3	May 1st	EU2	2	NA2	2			Earns winner first round bye			
	May 2nd	EU2		NA2							

Round 4	May 4th	NA3	2	KR3	2							
	May 5th	NA3		KR3								

Map Veto:

- Every tournament game will be played on maps from the tournament map pool only.
- The map choice is based on veto:
- Both players will remove a map from the map pool for as long as necessary until only the maximal required number of maps (= best-of-mode) remains. These are the maps used for the match.
- Now both players pick a map from the remaining maps for as long as maps remain, determining the order of maps to be played.
- Veto order for BO3 will be following: ABBA BAC
- A coin flip executed by the admin team determines who decides to go first
- Maps are played in the order they were picked, the remaining map is played last, if needed

Map Pool:

- Eternal Empire LE
- Ever Dream LE
- Golden Wall LE
- Nightshade LE
- Purity and Industry LE
- Simulacrum LE
- Zen LE

Lobby settings:

- Category: Melee
- Mode: 1v1
- Game Duration: Infinite
- Game Speed: Faster
- Locked Alliances: Yes
- Game Privacy: Hide Match History

Observers & Referees:

TSL5 Admins should receive the role of “Referee” according to the lobby functionalities. All broadcasters must use the “Observer” role.

Custom Mods:

All matches of a tournament must make use of the WCS Gameheart Custom Mod on its latest version.

4. General rules

By participating in a DreamHack tournament on ESL Play you also agree to follow the ESL General rules for the platform. The rules can be found [here](#).