



Swisscom Hero League powered by ESL Rulebook

Season Six

This document outlines the rules that should at all times be followed when participating in the Swisscom Hero League powered by ESL 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. What is the Swisscom Hero League powered by ESL?

The Swisscom Hero League powered by ESL (ESLS) is a multigame Esports competition for the geographical region of Switzerland organized by the ESL. Its purpose is to foster the competitive scene in the region by enabling the gamers from different countries to compete, increase their skill and receive visibility while providing high-quality and region relevant entertainment for the fans.

1.2. Range of Validity

Swisscom Hero League powered by ESL (hereinafter "**League**") is operated as part of the ESL by ESL Gaming 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.

1.3. Participants

A League participant is a team or a player that is participating in the League. Any member of an ESLS team is a participant of that team.

1.4. Time Zone

The ESL website 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 timezone assigned to them from their GeoIP location. To be sure, it is recommended to login and enter the correct time zone in the account settings.

1.5. Penalty Points

1.5.1. 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.

1.5.1.1. Minor Penalty Points

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

1.5.1.2. Major Penalty Points

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

1.5.1.3. Assigned Penalty Points

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

1.5.1.4. League Bans and Penalty Points Outside the ESLS

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

1.6. 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:

Benjamin Thompson – Tournament Director – b.thompson@eslgaming.com
Marta Powroźnik – Tournament Administrator – m.powroznik@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 ESLS tournament directors.
Breaking this rule will result in adding 1 Minor Penalty Point to the team/player.

2.4. 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 an 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.

2.5. Prohibited Substances and Methods

2.5.1. Doping

2.5.1.1. Refusing to be tested

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

2.5.1.2. 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/>

2.5.1.3. 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.

2.5.1.4. 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.

2.5.1.5. Alcohol or other psychoactive drugs

To play a match, 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.

2.6. Additional Agreements

The ESLS administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual players or teams. The ESLS highly discourages such

agreements taking place, and such agreements that are contradicting the ESLS rulebook are under no circumstances allowed.

2.7. Match Broadcasting

2.7.1. Rights

All broadcasting rights of ESLS are owned by the ESL. This includes but is not limited to: IRC bots, shoutcast streams, video streams, replays, demos, TV broadcasts and HLTV.

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 participants themselves. In such cases, the broadcasts must have been arranged with the tournament administration with at least 3 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. Email and Discord

The main official communication method of the ESLS are email and Discord. The given email address and Discord need to be checked at least once every 24 hours so that no important announcements are missed.

2.9. Conditions of Participation in the Swisscom Hero League powered by ESL

The following conditions must be met for League of Legends and Counter-Strike: Global Offensive teams in order to participate in the ESLS:

2.9.1. Team License

Teams need to present a Team License with all their players' needed data before the Season starts. This sheet must contain a Team logo, Team name, contact info, player information, game accounts, and other data that the ESLS Administration requests.

2.9.2. Organisations with Multiple Teams

Entities owned or operated by the same person, people, or brand may not contract multiple teams who hold team licences within the same division of the competition.

2.9.3. ESL National Championship Limitations

A player cannot participate in more than one ESL operated National Championship per season. This includes but is not limited to ESL Proximus Championship, ESL Dutch Championship, ESL Meisterschaft, ESL Mistrzostwa Polski, ESL Championnat National, ESL Nordic Nationals and ESL UK Premiership. If in doubt about eligibility, please contact a member of staff.

2.9.4. Residence/Nationality, Age Requirement and Number of Players in a Team

The team roster can hold up to 7 players from any country or nationality, only the lineup composition in a match is restricted.

The required age for Counter-Strike: Global Offensive is 18. For Clash Royale and League of Legends, players must turn 16 before Dec 31 2021 and any player under 16 at time of the tournament must have been released from their parents. In case you need a release form, please contact ESL Admin.

The majority (3 players) of the team in each match has to have Swiss nationality or residency.

2.9.5. ESEA Premium

Each player of the CS:GO teams needs to have an ESEA Premium account.

2.9.6. 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. For Counter-Strike: Global Offensive, players need to use their submitted nicknames as their in game names.

2.9.7. Player Accounts

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

2.9.8. Game Accounts

Every playing member must have their game accounts entered in their License sheet.

2.9.8.1. Playing With Wrong Game Accounts

It is not allowed to play with a different game account than the one given in the License sheet. 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 insufficient evidence that a player in question indeed played the match or if an admin of the ESLS 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 ESLS team name may not have any extensions such as "CS team". The ESLS team name may hold 1 sponsor name, but no product description is allowed. A sponsor may only be the namesponsor of one ESLS team in that competition.

2.9.10. Changes on the Team Accounts

Any changes in the team account should be approved by the ESLS 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
- Changing Game accounts

2.10. Licenses in the Swisscom Hero League powered by ESL

2.10.1. Definition

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

- have qualified through ESLS qualifiers
- have been invited to a specific event by the tournament organization.

2.10.2. Duration

ESLS licenses are valid for one ESLS season only.

2.11. Player changes and team line-ups

Teams are only allowed to transfer players among them between the different stages of the tournament as described here.

After the start of the season, all the teams are locked and all changes can be done only by submitting an email.

If a team for any reason does not have the sufficient number of players in the active lineup, the team gets removed and if possible the slot will be redistributed by the tournament administration as they see fit.

2.11.1. Player changes before the start of Season VI

Teams can change 2 players in their lineup in the off-season until the end of the Relegations.

2.11.2. Player changes during the Regular Season

Teams can change 2 players in their lineup until the end of the Regular Season; the deadline for this is 72 hours before the start of their next match. Still, ESL advises teams to have a sufficient number of 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 and possible penalty points.

2.11.3. Player changes after the Regular Season

Teams can change only 1 member of their lineup after the Regular Season. After adding that extra player, it's not possible to add new players; therefore ESL advises teams to have a sufficient number of 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 and possible penalty points.

2.12. Prize Money

All prize money will be paid out 90 days after the ESLS finals have been completed. Prizes are paid out in Euros, with the rate of conversion of the end of the Season Finals.

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

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

2.12.1.1. League of Legends Prize Money

1 st	3000 CHF
2 nd	1000 CHF
3 rd	500 CHF
4 th	500 CHF

2.12.1.2. Counter-Strike: Global Offensive Prize Money

1 st	5000 CHF
2 nd	3000 CHF
3 rd	1000 CHF
4 th	1000 CHF

2.12.1.3. Clash Royale Prize Money

1 st	1500 CHF
2 nd	800 CHF
3 rd	350 CHF
4 th	350 CHF

2.12.2. Withdrawal of Prize Money

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

2.12.3. 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 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 ESLS and is removed before the replacement deadline, a replacement might be called up. Replacement participants will be considered and contacted to ask whether or not they want to participate.

2.13.1. Replacement Deadline

Replacements will only be entered into ESLS 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 Swisscom Hero League powered by ESL

2.14.1. Leaving during any stage

If a participant leaves the ESLS during an ongoing event, the participant forfeits all prize money accumulated for the event that stage belongs to.

The next time that participant plays (or the organization of this team fields a team from the same country) in an event of the same or next season, the player and/or organization will be penalized with between five (5) minor penalties and one (1) major penalty for that event, depending on the reasons and timing of the cancellation. Please note that pulling out from the Playoffs is considered a more severe offense than leaving during the Regular Season. Higher penalties, bars, suspensions or similar sanctions may also come into effect, especially on very late cancellations, according to what the tournament administration sees fit.

If a participant leaves or gets disqualified from the ESLS during an ongoing stage, the tournament direction may prohibit the team/player to play in the next editions of the championship.

2.14.2. Deletion of Matches

All matches involving teams or solo players that have left a stage of the ESLS before it ended will be reset and deleted. In Playoffs 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 ESLS during an ongoing stage, all its members get banned until the end of the main event and possible for future events depending on the reason for disqualification.

2.15. Match Start

2.15.1. Punctuality

All matches in the ESLS should start as stated, any changes in the time must be accepted by the opposing party and administrators. All participants in a match should be on the server and ready to go at the latest 15 minutes before the match is to start.

2.15.2. Delaying the Match

Two minor penalty points can be awarded if a participant is not ready to start at the declared times. This penalty gets increased by two additional minors 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, they are considered a no-show. If this wasn't announced at least 24 hours before the official start of the match, the participant will be penalized by 4 minors, and will receive a default loss for that match.

2.16. Match Procedures

2.16.1. 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 need 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

2.17.2.1. Deadline for Match Protests

The latest time that participants are allowed to issue a match protest is 72 hours after the scheduled starting time of the match

2.17.2.2. 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.

2.17.2.3. Persons in a Match Protest

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

2.17.2.4. Behaviour in Match Protests

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

2.18. 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. Cameras

2.19.1. Counter-Strike: Global Offensive and League of Legends

3. League system

3.1. League of Legends

From two qualifiers Top 8 teams from each qualifier will be seeded into a 16-team Single Elimination best-of-three bracket. The top 8 teams of this bracket head into Season 6 and the top 2 advance to Season Six Finals.

3.2. Counter-Strike: Global Offensive and Clash Royale

The participants of Season 5 and newly qualified players will be seeded into bo1 Double Round Robin Stage. The top 2 participants of the Regular Season advance to the Playoffs' Round 2 (Semifinals); and places #3 - #6 go to Playoffs' Round 1 (Quarterfinals) from where the top 2 advance to Season Six Finals.

3.2.1. In case of a tie, the following conditions will be taken into account as a tie-breakers:

- Head-to-head score between the tied contestants
- All in all round difference in the League
- Round difference in head-to-head matches

4. Event Rules

4.1. Participation in the offline event

Players are required to be present in the offline event. Only emergencies will excuse absence. If a player does not attend the event, it is required that they have a webcam.

4.2. Punctuality

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

4.3. Equipment

The administration provides computers, monitors and headsets only. For your comfort you're expected to bring with you a pair of in-ears once reaching the playoffs.

Participants have to bring any additional equipment required to compete, including but not limited to keyboards, mice, and mouse mats. Please note that our systems do not support PS2 connections, and PS2 to USB adapters will not be provided by the event organizers. The administration reserves the right to provide headphones for event participants.

4.4. Clothing

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

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 should be switched off. 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 awarded.

4.7. Press Conference/Signing/Photograph/Video Session

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

4.8. Stage matches

Each participant is required to play 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.

4.9. Downloading without permission

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.

4.10. Removable media

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

- 4.11. 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.
- 4.12. Demos and replays
All demos or replays must be immediately uploaded to a networked server or to a USB stick provided by the administration.
- 4.13. Demo and replay rights
The ESL reserves the right to play, and/or upload to the ESL site, all demos that are recorded in an ESL arrangement.
- 4.14. Photo and other media rights
By participating, all players and other team members grant the ESL the right to use any photographic, audio or video material on their website or for any other promotional purpose.
Additionally, each player may have to sign two copies of a release form that he will receive beforehand for reading and have to sign before he/she starts their first match.
- 4.15. Winners ceremony
Participants have to stay in the tournament area for the winners ceremony after the Grand Final, unless permission is given from the tournament administration

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 ESLs 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, Email, Discord or other means of communication will be punished if they can be linked to the ESLs 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 ESLs. 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 will be awarded if the chat function ingame is abused towards the goal of annoying the opponent, or generally stir the flow of the play. 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 AntiCheat 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. Misleading admins or players

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

5.3.9. Cheating

When cheating is uncovered twelve (12) penalty points will be awarded to the player, and six (6) minor penalty points will be awarded to the team of the player. The team will be disqualified from the current season of ESLs 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, NoRecoil, NoFlash and Sound changes.

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

6. Game Specific Rules - Counter-strike: Global Offensive

6.1. Anti-Cheat

The ESEA Client is mandatory for all players to use for the full duration of all matches played online and offline. If a player cannot use the ESEA Client, then they are not allowed to take part in a match. Players are responsible for having their login credentials available to them at the time of the competition and for having their 2-factor authentication setup correctly.

6.2. Map Pool

The map pool will use the current active duty mapgroup, current as of August 30th, 2019. This selection of maps is determined by Valve and the administration will determine if and when map changes will take effect during a season if needed.

- Dust2 (de_dust2)
- Inferno (de_inferno)
- Mirage (de_mirage)
- Nuke (de_nuke)
- Overpass (de_overpass)
- Ancient (de_ancient)
- Vertigo (de_vertigo)

6.3. Game Settings

The following match settings need to be used during the entirety of the competition.

- Rounds: Best out of 30 (mp_maxrounds 30)
- Round time: 1 minute 55 seconds (mp_roundtime 1.92)
- Start money: \$800 (mp_startmoney 800)
- Freeze time: 20 seconds (mp_freezetime 20)
- Buy time: 20 seconds (mp_buytime 20)
- Bomb timer: 40 seconds (mp_c4timer 40)
- Overtime rounds: Best out of 6 (mp_overtime_maxrounds 6)
- Overtime start money: \$16,000 (mp_overtime_startmoney 16000)
- Round restart delay: 5 seconds (mp_round_restart_delay 5)
- Break during half time for ESEA qualifiers: 2 minutes 30 seconds (mp_halftime_duration 150)
- Break during half time for Challenger level tournaments and above: 3 - 4 minutes
- Break during half time in overtimes: disabled
- Prohibited items: none (mp_items_prohibited "")

6.4. 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 cannot get more than six (6) minor penalties. If three or more players have wrong settings, the team will get a default loss. Admins may under special circumstances decide on a default loss, even if less than three players have forbidden scripts.

6.5. Unintended Uses of the Game Title

The use of any bug, intentionally and/or repeatedly in a game is not permitted. The administration reserves the right to determine when an in-game action is deemed as abuse.

6.6. New Positions

It is heavily recommended to inform the administration team if you intend to use a new position on a map if it's not commonly known in the game. The administration will determine if this position is legal, and will keep the information private to that team until it is used and inform the opposing team. If a new position is used in the competition and the administration is not informed, potential illegal positions will be penalised.

6.7. Custom Data

Players are not allowed to use any form of custom game files during the official matches. Only CS:GO skins are allowed to be changed, but the "Agent" player skins are forbidden. Any other changes, including but not limited to modification of sprites, HUDs, score boards, crosshairs are strictly disallowed.

6.8. Match Procedure (Online)

6.8.1. Match Start Time

Each match start time listed on the competition website, email, or official documentation should be considered an estimate. All participants during a matchday are expected to be online and available fifteen minutes prior to the start of the first scheduled series. Whilst a succeeding match may be scheduled at a specific time, all matches will be on a progressive schedule, and as such, are subject to the conclusion of the match that precedes it.

6.8.2. Joining the Server

All participants are expected to join the match server allocated by the administration no later than ten minutes before the informed starting time of the match. At five minutes before this time, any player who is not present in the match server must be substituted with an available player on the team.

6.8.3. Player Disconnection(s)

Once a round has started, teams are permitted to request a round restart only prior to the first kill of that round. Restarts are only permitted for the following reasons:

- A player, or multiple players have timed out and disconnected from the match server.
- A player, or multiple players have timed out, and are motionless in the match server.
- A player, or multiple players have technical issues and are motionless in the match server.

Once a round has started, if a player disconnect occurs after the first kill of a round has been made, the round will continue until completed. If the disconnected player(s) have not returned when the round has been completed, then the match will be paused at the start of the next round. If a player has not returned after five minutes, the affected team must inform a substitute to join the match server. After two more minutes, the administration will ask the affected team to use the substitute player prepared for the remainder of the match. After this point, the initially affected player will not be permitted to rejoin the match server until the current half has ended.

6.8.4. Leaving the Server

All matches must be completed until one team has been determined as the winner. In the event that a forfeit has occurred after the start of a game, players must only leave the match server once the administration has deemed it possible.

6.8.5. Disrupted Game(s)

If the match server is interrupted, as in the case of a server crash, the match will be restarted using the in-game match medic feature. In the event that a match restart feature is not available, the administration will determine the most appropriate way to restart the match.

6.8.6. Overtime

In case of a draw after all 30 rounds have been played, an overtime will be played in best out of 6 mode (mp_maxrounds 6) and with \$16,000 start money (mp_startmoney 16000). For the start of the overtime teams will stay on the side which they played the previous half on, during half-time sides will be swapped. Teams will continue to play overtimes until a winner has been found. Before every second overtime, starting from the first (first, third, fifth...), there will be a regular half time break with a duration being defined in point 6.8.7.

6.8.7. Match breaks

Teams will have at least 10 minutes of a break between matches and 8 minutes between maps in best-of-three and best-of-five matches. In best-of-five matches, teams will also get a break (at least 20 minutes) between map 3 and 4. The exact times will be communicated by the tournament administration. There are at least 2,5 minutes technical breaks at half times after which players have to be back at their PC's.

6.8.8. Usage of pause function

The pause function can be used at any time, but it will only come into effect during freeze time (immediately if used during freeze time, else at the beginning of the next freeze time).

6.8.8.1. Online qualifiers using the ESEA system

Teams are limited to four tactical pauses and two technical pauses. A tactical pause lasts 30 seconds. A technical pause can last no longer than five minutes. To call a pause, teams have to type ".pause" on the server and then announce the reason for a pause immediately after they paused the match.

6.8.8.2. Online tournaments

6.8.8.2.1. Technical pause

If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The technical pause function can be called by typing ".tech". The player has to announce the reason before or immediately after they paused the match.

6.8.8.2.2. Timeout

Each team is allowed to invoke a timeout (tactical pause) of 30 seconds up to four times per map. Timeouts can only be called by players via the in-game vote system (ESC → Call Vote → Call Tactical Timeout). Teams are allowed to take all four timeouts at once by calling them all individually once the previous timeout expires. Teams will not be given additional timeouts in the overtimes, but the unused timeouts can still be used in overtime.

6.8.8.3. Offline tournaments

6.8.8.3.1. Technical pause

If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The technical pause function can be called by typing “.tech”. The player has to announce the reason before or immediately after he paused the match. During a technical pause, headsets have to stay on. Unless the referee instructs the match participant otherwise any form of communication including but not limited to text, voice or any form of sign communication between players and coaches is forbidden during a technical pause.

6.8.8.3.2. Timeout

Each team is allowed to invoke a timeout (tactical pause) of 30 seconds up to four times per map. Timeouts can be called by players via the in-game vote system (ESC → Call Vote → Call Tactical Timeout). Teams are allowed to take all four timeouts at once by calling them all individually once the previous timeout expires. Teams will not be given additional timeouts in the overtimes, but the unused timeouts can still be used in overtime.

6.8.8.3.3. Admin pause

The admin can pause the game from his station or from a player station, when it is required. Communication is only allowed to tournament administration.

6.8.9. Coaches

6.8.9.1. Online tournaments

Teams are allowed to have one coach connected to the game server. After joining the server, the coaches need to type in the game console “coach t” or “coach ct” to move to the coaching position. Coaches are required to check if the coach functionality is working as intended after the match has started.

If the tournament is being played using the ESEA match system, the command changes to .coach and the player must be joined in the right team to do it.

6.8.9.2. Disconnections during a round

Should a coach disconnect during a round, teams are obligated to wait until they can call a technical pause in order to facilitate the coach to rejoin without risk of causing a disruption to the ongoing round.

6.8.9.3. Offline tournaments

Teams are allowed to have one coach behind the team during the official matches. During the match, the coach will be connected to the voice communication system and will only be allowed to talk to the players during the tactical pauses and half times. The coach is not allowed to communicate in any other way, including but not limited to shouting or non-verbal communication, with players outside of the specified time windows.

Any coach found to be in breach of the communications restrictions outlined in this section will receive one (1) warning from the referees. This warning stays in place for the duration of the event. If the violation is repeated or grave enough, the coach will be ousted from the game. The coach forfeits their right to coach for the remainder of the match. The administration team will pause the match for the duration of the removal and this pause is considered to be equal to a technical pause for communication purposes.

Teams may be given a preemptive warning in case they have been known to abuse the warnings. In case of a preemptive warning, the first incident will be punished immediately.

Warnings are logged by the tournament administrators and may be reviewed for sanctioning purposes.

If the incident has clearly and relevantly impacted the game, the consequences for the coach and/or the team will be accordingly more severe.

6.8.9.4. Banned coaches

Coaches that have been banned by ESL have the following restrictions applied to them:

- Must not actively or passively communicate with the team starting 15 minutes prior to the official match start up until the end of the match
- Must not be physically present around the team starting 15 minutes prior to the official match start up until the end of the match
- Must not be on the game server during official matches
- Must not be on the official match channel on the Discord server
- Must not be part of the official map veto process nor be in communication with the team during this process

Additional restrictions may be applied as needed by the tournament manager.

6.8.10. Match Etiquette

Matches are to be started in a timely manner. The administration reserves the right to forfeit teams responsible for intentionally delaying the start of a match by more than fifteen minutes after the scheduled start time. The in-game chat (all chat) must only be used for game related discussion. The primary use of the in-game chat is for the teams and administration to communicate. Any form of harassment via the in-game chat is heavily restricted.

6.8.11. Issuing a Protest

Should a participant wish to submit a protest concerning a specific match, player, team, or ruling, the email must be sent within seventy-two hours of the match's initial starting time. Any protest made after the deadline can be discarded at the discretion of the administration. Each protest should only be submitted once. All communication of these matters are required to be conducted through the official communication methods provided - being Discord and/or email. All communication of an ongoing protest must be kept strictly confidential within the participants and the administration.

6.8.12. In-game nickname

Players are only allowed to use their own official nicknames - without any additions - during ESL matches. Every player that has officially registered his nickname with Valve for sponsored events is required to use the same nickname for all ESL matches.

6.8.13. In-game item's nametag

Players are not allowed to use nametags on in-game items which violate the code of conduct.

7. Game Specific Rules - League of Legends

7.1. Before the match

All games have to be played with the most up to date version of "League of Legends" by Riot Games.

7.1.1. Game Mode

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

7.1.2. Ban/Pick

Each match in the tournament is going to be a best-of-three. The team with the higher seed can choose sides for the first match. 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). The other team will choose sides for the second map. If a third map is required, the team with the better time coefficient from the first two maps 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.

7.1.2.1. 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.

7.1.3. Server

Unless specified otherwise, the client and Server used for all matches has to be the official Tournament Realm, or EUW (Europe West).

7.1.4. Placeholders

On EUW (Europe West), placeholders are allowed unless the tournament administration forbids them. In case you have to use placeholders, you are forced to tell this to your opponents and the administrators as soon as possible 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 any uncommon champ to replace that champion. Always explain clearly that the picked champ is a placeholder for another champ (e.g. Annie = Karthus). When the opponents, the administration and the casters 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(s) can be changed. The start in a match with a not picked champions can lead into 2 penalty points for the team of the player and a rematch.

7.2. During the match

7.2.1. 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.

7.2.2. Pause

7.2.2.1. Syntax

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

7.2.2.2. 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/she 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. 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.

7.2.2.3. 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.

7.2.3. 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.

7.2.3.1. 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).

7.2.4. 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.

7.2.4.1. 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/she will be counted as not having showed up and will receive the according penalties for a no-show.

7.3. After the Match

7.3.1. 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 and sent to the admins.

8. Game Specific Rules - Clash Royale

8.1. Before the match

All games have to be played with the most up to date version of "Clash Royale" by Supercell.

8.2. Card limitation

Unless stated otherwise, all cards are allowed. The ESLS administration reserves the right to ban new cards from being played for several weeks.

8.3. Deck changes

Players are allowed to change their decks between the rounds of their matches, they get 1 minute for this between each round.

8.4. Drops and disconnects

Every player is responsible for their own internet connection. Even if a player can't reconnect, their opponent can continue playing the match.

8.5. Format and Clan

All games have to be played in a clan that is assigned to the players by the ESLS administration. Each match needs to be a 1on1 friendly match.

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