



ESL One Hamburg 2017

Rulebook

Foreword

This document outlines the rules that should at all times be followed when participating in an ESL One competition. Failure to adhere to these rules may be penalized as outlined.

It should be remembered that it is always the administration of the tournament that has the last word, and that decisions that are not specifically supported, or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We at ESL hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Yours sincerely
The ESL One Tournament Administration

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1 Definitions

1.1 Range of Validity

The ESL One is operated as part of the ESL by Turtle Entertainment GmbH.

This is the only rulebook which is valid for the ESL One, its participants and all matches played within the scope of the ESL One. With his participation the participant states that he understands and accepts all rules.

1.2 Participants

An ESL One participant is a team or a player that is participating in an ESL One competition. Any member of an ESL team is a participant of that team, and locked to it regardless of whether or not the person has played for said team. No participant can at the same time be part of more than one organization taking part in overlapping seasons of ESL professional gaming competitions, including but not limited to Intel Extreme Masters, ESL One, ESL Pro League, ESL National/Regional Championship or any of those leagues' qualifiers. If in doubt, please contact an admin if the league in question poses a conflict.

1.3 Time Zone

The ESL website (www.esl-one.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 timezone 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 Region

For ESL One, the world is divided into six regions which are as follows:

- South East Asia
- China
- Commonwealth of Independent States (CIS)
- Europe
- South America
- North America

For a list of all countries and their assigned region, see 7.1 .

1.5 Punishments

1.5.1 Definitions and Scope of Punishments

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

1.5.1.1 Minor Penalty Points

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

1.5.1.2 Major Penalty Points

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

1.5.1.3 Monetary Fines

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

1.5.1.4 Bans/Barrages

Bans or barrages are given for very severe incidents like ringing or use of an unallowed player. They can be awarded either to a player or an organization.

1.5.1.5 Disqualification

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

1.5.1.6 Assigned Penalty Points

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

1.5.1.7 Additional Methods of Punishment

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

1.5.2 Combination of Punishments

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

1.5.3 Punishments for Repeat Offences

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

1.5.4 League Bans and Penalty Points Outside the ESL One

League bans and penalty points outside the ESL One do normally not apply towards the ESL One except when the punishment has been awarded for cheating. Some other misbehaviors like ringing/faking or insults can also be punished, depending on the severity.

1.6 Live Matches

The term "Live Matches" refers to matches that take place in a public location, during events, matches in the ESL-TV studio, or ESL-TV broadcast matches.

1.7 Disciplines

The Game used is:

- Dota 2 by Valve Corporation

1.8 Administration List

| Name | Role |
|---------------------------|---------------------|
| Jonas 'bsl' Alsaker Vikan | Tournament Director |
| Daniel Schulte | Head Referee |
| Johan Godderis | Senior Referee |

2 General

2.1 Rule Changes

The Electronic Sports League (ESL) reserves the right to amend, remove, or otherwise change the rules, without further notice. The Electronic Sports League also reserves the right to make judgment on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

2.2 Validity of the Rules

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any other provision of this rulebook.

2.3 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 ESL One tournament directors.

2.4 Additional Agreements

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

2.5 Match Broadcasting

2.5.1 Rights

All broadcasting rights of ESL One are owned by the Turtle Entertainment GmbH. This includes but is not limited to: IRC bots, shoutcast streams, video streams, replays or TV broadcasts.

2.5.2 Waiving These Rights

Turtle Entertainment GmbH has the right to award broadcasting rights for one or multiple matches to a third party or the participants themselves. In such cases the broadcasts must have been arranged with a head admin before the start of the match. For the necessary contact details please look at point 1.8 and make sure any additional broadcast has been approved before the match in question starts. (<https://play.eslgaming.com/broadcast>)

2.5.3 Player Responsibility

Players cannot refuse to have their matches broadcast by ESL-authorized broadcasts (<https://play.eslgaming.com/broadcast>), nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by an admin. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

2.6 Communication

2.6.1 E-Mail

The main official communication method of the ESL One is email, the ESL One 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 regularly so that no important announcements from the league are missed.

2.7 Conditions of Participation in the ESL One

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

2.7.1 Age Restriction

All participants of ESL One have to be over 16 years of age.

2.7.2 Home Country/Region

A team players home country is the country where his main place of residence is or the country he holds a passport from. This decision can be made anew for every ESL One event, but once made it will be final and irreversible for that event and its qualifiers. The home region is the region that this country belongs to (see 7.1). For a team, this is determined by the majority of the used lineups. If there is no such majority, a team may have no home country or even no home region. In that case, the team cannot take part in qualifiers restricted to a country or region.

2.7.3 Residence/Nationality and Number of Players in a Team

The team roster can hold an unlimited amount of members from any country or nationality, only the lineup composition in a match may be restricted, see 2.7.4 and 2.7.5 .

2.7.4 Country/Region of Qualifiers

Qualifiers for ESL One, including invitations, are usually restricted to a country or a region. A team is only allowed to take part in qualifiers for their respective home country or region.

2.7.5 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 ESL One. As many of the players with the wrong home country/region as would have to be replaced to achieve an allowed lineup will be considered disallowed players (see 5.11.4). Which exact players those are is up to the

team.

2.8 Player Details

When requested, players are required to send us all needed information including but not limited to full name, contact details, date of birth, address and photo.

2.8.1 Nicknames

A change in nickname during a ESL One event must first be notified to the administration for approval before the change can be undertaken. No sponsor tags are allowed in the nickname under any circumstances and the general ESL rules for the choice of nicknames apply.

2.8.2 Game Accounts

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

- Steam ID for Dota 2

2.8.2.1 Playing With Wrong Game Accounts

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

2.9 Team Accounts

2.9.1 Standards

The ESL One team account must be an ESL team account only used for the ESL One, and no other tournament. This team account should have no history before entering the ESL One for the first time. If a team is taking part in the ESL One for the second time, the team account that was used the first time has to be used again. An ESL One account must have the following information entered:

- Team Logo, relevant to the team.
- One Team Captain

The team name should be written according to rule 2.9.2 .

2.9.2 Team Names

The ESL One team name may not have any extensions. It may only consist of the team name and/or a potential name sponsor (see 2.11.2). To prevent confusion, only names that are not already being used by another team in the same discipline are allowed.

2.9.3 Changes on the Team Accounts

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

- Adding or removing players
- Changing the team name

2.10 Licenses in the ESL One

2.10.1 Definition

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

- have automatically qualified through an ESL National Championship
- have qualified through ESL One national qualifiers
- have qualified through ESL One regional qualifiers
- have been invited to a specific event by the tournament organization.
- won participation through other tournaments or events that have been organized by ESL.

2.10.2 Duration

ESL One licenses are valid for one ESL One event, only.

2.10.3 Team License

The license in team competitions will be awarded to a legal entity (registered association/organization, Ltd company, and so on). Any legal entity is only allowed to hold one license in the same competition. No other legal entity controlled by the same person/people is allowed to hold another license.

If there is no such entity existent for the team in question or the existing entity has never been reported to and

accepted by the ESL One administration, a restricted license may be awarded to the actual team, where the team leader or organizer will be designated contact person for this team. This person will be responsible for keeping the team in order, and holding the ESL One team account on ESL, but in a such case the right to the license can only be sustained if the majority of the players that actively played in the last stage(s) of the ESL One or its qualifiers stay together as a team.

The license holder or representative is responsible for all actions and commitments of the team. Any changes in the team license must be reported to and accepted by the ESL One administration before it can be followed through. Failure to report any changes in the license, or omitting any needed information about the team may be punished with penalty points or other sanctions.

The License holder is the entity that decides about the recipient of the prize money won under its license.

2.10.4 Changing the Team License Holder

A license-holder can request a transfer of the ESL One license to another entity during an event, if there is an adequate reason for doing so. It is at the ESL One administrators' discretion whether or not the reason is deemed adequate.

After the change of the license holder, the majority lineup restriction will apply for the team in question for a time span indicated by the league direction (no shorter than one ESL One event) from the moment a new legal entity takes over the license from the old one. This restriction is meant as a protection of the players joining a new clan and to prevent clans getting a license for their own, not qualified team.

2.10.5 Withdrawal of License

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

2.10.6 Review of License

If a license holder loses over 67% of their starting lineup, the league administration can review the license and possibly withdraw it, if the license-holder cannot convince the league administration about his ability to continue in ESL One on a similar level of play.

2.11 Sponsor Restrictions

2.11.1 Mature Content

Sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature themes and products are not allowed in connection to ESL One.

2.11.2 Name Sponsors

Name sponsors can at the same time only sponsor one team per discipline in ESL One for using the same sponsored part of the team name. The sponsored part of the name may only consist of one word, product descriptions are not allowed.

2.12 Player Changes

2.12.1 Switching Teams

A player may play for up to two teams participating in an ESL One qualifier or Main Event. However, he may only switch teams either between Open and Closed Qualifier, or a qualifier and Main Event. Playing for two teams in a Closed Qualifier, for example, is not allowed, even if they participate in different regions.

2.12.2 Open Qualifier

Teams participating in the Open Qualifier for an ESL One event, may add players up until the official starting time of the qualifier, which is usually the time of the first match of the first round. After this deadline, up to two new players may be added until the end of the Main Event, but they are not allowed to play for 24 hours after they joined the team account.

2.12.3 Closed Qualifier

Teams invited to the Closed Qualifier for an ESL One event, may add players up until the official starting time of the qualifier, which is usually the time of the first match of the first round. After this deadline, up to two new players may be added until the end of the Main Event, but they are not allowed to play for 24 hours after they joined the team account.

2.12.4 Main Event

Teams invited to the Main Event for an ESL One event, got invited based on their lineups. After a team got invited, any lineup change may result in the invite being revoked by ESL.

2.12.5 Majority Lineup

If a team is losing or changing a majority of their players at any point after being invited or the beginning of the

Open Qualifier, it is no longer eligible to participate in the current or next stage(s) of the ESL One event, will get a default loss for the remaining match(es) and eventually gets disqualified.

2.12.6 Multiple Contracts

For a player in the ESL One to have a contract or agreement with 2 or more ESL One teams is strictly forbidden, may it be written or oral. If such a contract or agreement is found to be in existence, the ESL reserves the right to bar the player from playing any more matches until the situation has been resolved. If the situation can not be resolved, the ESL One have the right to remove the player or team(s) in question.

2.13 Prize Money

All prize money should ideally be paid out 90 days after the ESL One event in question has been completed, but it may take as long as 180 days for the payment to be completed.

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

2.13.1 Prize Deductions Due to Penalty Points

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

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

The deduction is calculated out of the grand total of prize money awarded to the participant at the end of the offline event in question, including both online and offline won prizes, but excluding the part that is meant to recompensate for travel expenses. The deducted prize-money will be proportionally added upon the other teams, thus no prize-money gets lost.

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.

2.13.2 Prize Deductions Due to Monetary Fines

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

2.13.3 Withdrawal of Prize Money

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

2.13.4 Transfer of Prize Money

The prize money will be sent as a bank transfer or over PayPal as specified by the License holder. Failure to provide sufficient information for the payments to be complete will result in payments not being made. If a participant has not collected their winnings or redeemed the cheque within one year of the initial payment date the prizes are forfeited.

2.14 Penalties and consequences for leaving the ESL One

2.14.1 Leaving During the ESL One

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

The next time that participant plays (or the organization of this team fields a team from the same country) in an ESL One event, the player/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. Also, cancelling an offline stage is considered a more severe offense than cancelling an online stage.

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.

2.14.2 Deletion of Matches

All matches involving teams or solo players that have left a stage of the ESL One before it ended will be reset and deleted. In playoff brackets, the most recent or the next upcoming match (depending on the situation) of the participant will be considered a default win for his opponent.

2.15 Match Start

2.15.1 Punctuality

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

2.15.2 Delaying the Match

Two minor penalty points can be awarded if a participant is not ready to play at the latest 10 minutes before the announced starting times. This penalty gets increased by one additional minor every 5 minutes until 15 minutes after the scheduled start of the match. At that point, the match will be postponed and instead of the delay penalties, a no-show (see 2.15.3) will be awarded. If the match is broadcast by ESL TV or in any other way a live match, three additional penalty points will be awarded for any delay in the match start caused by a team.

2.15.3 Participants Not Showing

If a participant is not ready to play until 15 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 Lineup

Teams have to submit their lineup for offline events before deadline given by tournament administration.

2.16.2 Match Result

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

2.16.3 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

2.17.2.1 Deadline for Match Protests

The latest time that participants are allowed to issue a match protest is the earliest of the three following:

- 72 hours after the scheduled starting time of the match
- The beginning of the next match for either of the two participants (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)

2.17.2.2 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 People 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 offense 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 a remote interview. The team has to provide contact information for an interview in that case. The player should also be available for a comment after the match. Solo players should always be available for pre and post match interviews.

3 Qualification

3.1 Qualification for ESL One

There are usually one or two ways to qualify for an ESL One event:

- Through online qualification
- Through invitation

These are usually pre-distributed regional slots. Each region gets a certain number of slots for an ESL One event, the home region (or country) is usually given at least one additional slot.

3.2 Replacements

If a participant is for any reason unable to compete any more in the ESL One, a replacement will be called up. If this happens before the replacement deadline, the replacement will inherit any financial benefits like paid flights and hotels from the dropped participant.

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

Replacement participants will be considered and contacted to ask whether or not they want to participate. There are several possible types:

3.2.1 Replacement Deadline

A replacement deadline will be set by the tournament administration. Its passing does not mean that there will be no further replacement, but the rules for replacing are different from that point on. If no replacement can be found, the stage may start with one less participant instead.

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

3.2.2 Qualified or Invited Event Group Stage or Playoff Participant

a) Before the replacement deadline

The next in line will replace from the same qualifier, invite list or poll. If no one from the final stage of the same qualifier is available, the qualifiers of the other regions will be considered, starting with the home region.

b) After the replacement deadline

The administration will try to find any replacement by all available means.

4 Event Rules

4.1 Tournament Stages

4.1.1 Group Stage

When tournaments at ESL One offline events are played in groupstage mode, normally the top 50% of the group will be proceeding into the playoffs. Team games group stages are often played in best-of-one mode. Groups of four are always played as double-elimination groups.

4.1.2 Playoffs

The playoffs are played in single elimination, the best-of-mode is usually increased by 2 (bo3) compared to the group stage. The final match will usually have it's best-of-mode increased by another 2 (bo5) compared to all

other rounds of playoffs.

4.1.2.1 Playoffs After Groups of Four

In the case of groups of four participants, the group winners will face the second ranked participant of another group. Two participants from the same group will never be seeded into the same half of the playoff grid.

4.1.2.2 Playoffs after Groups of Six

In the case of groups of six participants, the group winners will have a free win in the first round. Every second ranked participant will face a third ranked participant from another group in the first round. Winner and second from the same group will never be seeded into the same half of the playoff grid. Group third will never be seeded into the same quarter of the grid as someone else from his group.

4.1.2.3 Playoffs after Swiss System of Eight

In the case of a Swiss system of eight participants, participants with 3 wins (4/8) are qualified and participants with 3 losses (4/8) are eliminated. Participants will be seeded into the bracket of four according to their map record, tied participants will be randomly sorted.

4.1.2.4 Playoffs after Swiss System of 16

In the case of a Swiss system of 16 participants, participants with 3 wins (8/16) are qualified and participants with 3 losses (8/16) are eliminated. Participants will be seeded into the bracket of eight according to their map record, tied participants will be randomly sorted.

4.2 Punctuality

We expect every player to be at the tournament area as stated in the tournament directions info mails 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 ESL One just provides monitors and computers. Participants have to bring their own equipment (in particular: Keyboard, Mouse, Mousepad, In-Ear headphones with long enough cables, PS2->USB adapters if needed). Our machines do not support PS2-keyboards! Players have to use in-ear headphones and wear ESL stage headsets on top at all times during the match.

4.4 Clothing

The players and teams need to ensure that they are all in equal colored clan attire, shorts are not allowed. 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. Any kind of headwear is forbidden.

4.5 Gaming Areas

If nothing else has been announced, it is forbidden to bring or eat any food in the gaming areas. Smoking is also strictly prohibited. Players are allowed to have beverages, but only in cups or bottles that have been provided by ESL, and only below the table unless told otherwise. All mobile telephones must be switched off. Exaggerated loud noise and offensive language are forbidden. Any violations can 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 Technical Checklist

After completing his or her setup process the player will sign off on the ESL admins technical checklist. This process exists to ensure the integrity of the system used to compete before the match starts.

4.8 Player Brief

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

4.9 Media Obligations

If the league decides that one or more players need to be part of interviews (short pre/post match interviews and/or longer interview-sessions), a press conference or an autograph-, photograph- or video-session, then the players cannot deny this and must attend. Most events will have a mandatory media day, where participants will be photographed, filmed and interviewed by the ESL crew for the event presentation.

The participants will receive a media schedule beforehand to be informed about nature, duration and schedule of any activities of this kind that take more than 5 minutes.

4.9.1 Missing Media Obligations

Not fulfilling the media obligations will result in monetary fines. Their range depends on the details. The following are standard punishments for the most common cases:

- Not showing up complete and on time for the media day: 10% of the prize money winnings fine
- Appearing incomplete or too late for any other media/press/fan obligation:
 - 1-30% of the lineup missing: 3% of the prize money winnings fine
 - 31-50% of the lineup missing: 4% of the prize money winnings fine
 - 51-70% of the lineup missing: 5% of the prize money winnings fine
 - 71-99% of the lineup missing: 6% of the prize money winnings fine
 - 100% of the lineup missing: 10% of the prize money winnings fine

The fines can be reduced if the participant shows up with delay but still early enough to create the required content/have a reasonable session. The decision about that will be made by the administration alone.

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 Mobile phones, tablets, cameras or similar devices

Participants are not allowed to bring any electronic devices, cameras or similar devices into the gaming area unless priorly permitted by the head admin. Such devices have to be handed to tournament officials before starting to setup before the first match.

Participants are not allowed to take photos and/or make any recordings on stage and during the opening ceremonies.

4.12 Internet access

Internet access on tournament computers is disabled for all participants.

4.13 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.

4.14 Photo and Other Media Rights

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

Additionally, each player has to sign two copies of a release form that he will receive beforehand for reading and have to sign before he starts his first match.

4.15 Winners Ceremony

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

5 Rule Violations, Punishments and 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 ESL tournaments, including ESL One. 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 more detailed information, please also visit the ESIC website.

5.1 Code of Conduct

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

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

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

5.2 First-time and repeat offences

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

5.3 Cheating

Any and all cheating, including but not limited to map hacks, ghosting, is strictly prohibited.

5.3.1 Punishments for Cheating

When cheating is uncovered in the ESL One, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money, receive twelve (12) (ESL-) penalty points and be banned from all competitions in ESL for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances.

In team competitions, the team will be disqualified from the current event of ESL One.

5.4 Doping

5.4.1 Refusing to be tested

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

5.4.2 List of Prohibited Substances and Methods

The List of Prohibited Substances and Methods created by the World Anti-Doping Agency (WADA) is valid for the ESL One tournaments. The list can be found here:

<http://list.wada-ama.org/>

Any unsanctioned use of these substances is considered doping.

5.4.3 Prescribed medication

If players have an active prescription for a substance on the WADA list, they have to send proof to the tournament administration before the first day of the tournament (deadline in local time). They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.

5.4.4 Punishments for 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 nullification of the results achieved under the influence of the substance, a ban of one to two (1-2) years, forfeiture of the prize money won, as well as disqualification of the participant.

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

5.5 Using 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 linked under 5.4.2, 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.

5.6 Betting

No players, team managers, staff or management of attending organizations may be involved in betting or

gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the ESL One matches or the tournament in general. Any betting or gambling against your own organizations matches will lead to an immediate disqualification of the organization and a minimal ban of 1 year from all ESL competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

5.7 Competition Manipulation

Offering money/benefits, making threats or exerting pressure towards anyone involved with ESL One with the goal of influencing a result of a match is considered competition manipulation. The most common example is offering your opponent money to let you win.

5.7.1 Punishments for Competition Manipulation

When competition manipulation is uncovered in the ESL One, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions in ESL for a duration of between one and two (1-2) years. A monetary fine is possible.

In team competitions, the team will be disqualified from the current event of ESL One.

5.8 Match Fixing

Using any means to manipulate the outcome of a match for purposes that are not sportive success in the tournament in question is considered match fixing. The most common example is intentionally losing a match to manipulate a bet on the match.

5.8.1 Punishments for Match Fixing

When match fixing is uncovered in the ESL One, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions in ESL for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances. A monetary fine is possible.

5.9 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 ESL One tournaments.

Also, ESIC bans will be honored and translated into ESL bans.

VAC bans are specifically honored, but only until 2 years after they have been issued.

5.10 Breach of Netiquette

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

5.10.1 Insults

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

5.10.2 Spamming

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

5.10.3 Spamming In-game

Three (3) minor penalty points will be awarded if the chat function in-game is abused towards the goal of annoying the opponent, or generally stir the flow of the play. The all chat functions are there to communicate efficiently with the opponent and the match admins.

5.11 Unsportsmanlike Behavior

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 penalty points. The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

5.11.1 Faking Match results

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

5.11.2 Faking Match media

Match media are all uploads, including but not limited to: Screenshots, Anti-Cheat files, and so on. Faking match media may result in one (1) to four (4) minor penalty points.

5.11.2.1 Cheat Suspicion

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

5.11.3 Ringer/Faker

Any players involved in faking or ringing a player will be barred for 2 matches, also, one (1) major penalty point will be awarded per incident.

This rule often happens in connection with rule 5.11.4, in that case the punishments are cumulated.

5.11.4 Playing with Disallowed Player

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

5.11.5 Misleading admins or players

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

6 Dota 2 Game Specific Rules

6.1 Before the match

All games have to be played with the most up to date version of "Dota 2" by Valve.

6.1.1 Game Mode

Matches are to be played in Captain's Mode.

- Round 1 in groupstage is Bo1.
- Grand Final is played as Bo5.
- All other matches are Bo3.

6.1.2 Pick/Ban and Side

Unless there is a clear seeding, there will be a coin toss in the ingame lobby before the first map of each groupstage match. The winner of the coin toss may choose to pick the side (Radiant/Dire) OR to ban first (fp). This is called Selection Priority. On second map, the other team gets Selection Priority. For the third map there will be another coin toss.

- In the semifinals, the higher seeded team has Selection Priority for first map. There will be a coin toss for the third map.
- In the grand final, a coin toss decides who gets Selection Priority. For third and fifth map there will be coin tosses.

A team may forgo Selection Priority only if the other team accepts.

6.2 During the match

6.2.1 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 no-show.

6.2.2 Coach

A coach is allowed on stage during draft. He is allowed to communicate with the team while on stage,

but has to leave immediately after the draft is complete. He may only enter the stage again once the game is over.

6.2.3 Scripts & Macros

The use of scripts and macros via console commands, config binds, or third party tools is prohibited. Whenever more than one command is issued with a single bind, it is considered illegitimate.

6.2.4 Pause

Any player has the option of pausing and unpausing the game via F9.

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 referee:

- 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 reason deemed valid by tournament referees, it will be considered unfair play. Penalties will be applied by the tournament director.

6.2.4.1 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 heroes.
- Line-of-sight is established between players on opposing teams.
- Setting foot, establishing vision or targeting skillshot ability in opponent's jungle by either team, which includes leaving the river.
- Countdown timer reaches zero (0:00)

6.2.5 Disconnect

If an unintentional disconnection occurs, the game may be paused and the crashed player may reconnect into the game as soon as he is able 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 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 a creep spawn).
- If the game experiences a critical bug at any point during the match that significant 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 Surrender

If either team writes "gg" or "ggwp", the map is immediately lost for them. It is not allowed to cancel the countdown, and if anyone does it anyway, the map is still considered over.

6.3 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 effect on the match, and whether or not he will force a rematch. In extreme cases, the penalty for abusing bugs may be even higher.

7 Appendix

7.1 List of countries and their assigned ESL One regions

If your country is not listed below or you are uncertain about which country is yours, see 2.7.2 or ask an admin.

| | |
|----------------------------------|------------------------------------|
| Ascension Island | Europe |
| Andorra | Europe |
| United Arab Emirates | South East Asia |
| Afghanistan | South East Asia |
| Antigua and Barbuda | North America |
| Anguilla | North America |
| Albania | Europe |
| Armenia | Commonwealth of Independent States |
| Netherlands Antilles | North America |
| Angola | Europe |
| Antarctica | South America |
| Argentina | South America |
| American Samoa | South East Asia |
| Austria | Europe |
| Australia | South East Asia |
| Aruba | North America |
| Åland | Europe |
| Azerbaijan | Europe |
| Bosnia and Herzegovina | Europe |
| Barbados | North America |
| Bangladesh | South East Asia |
| Belgium | Europe |
| Burkina Faso | Europe |
| Bulgaria | Europe |
| Bahrain | South East Asia |
| Burundi | Europe |
| Benin | Europe |
| Bermuda | North America |
| Brunei | South East Asia |
| Bolivia | South America |
| Brazil | South America |
| Bahamas | North America |
| Bhutan | South East Asia |
| Bouvet Island | South America |
| Botswana | Europe |
| Belarus | Commonwealth of Independent States |
| Belize | North America |
| Canada | North America |
| Cocos (Keeling) Islands | South East Asia |
| Democratic Republic of the Congo | Europe |

| | |
|--------------------------------|-----------------|
| Central African Republic | Europe |
| Republic of the Congo | Europe |
| Switzerland | Europe |
| Côte d'Ivoire | Europe |
| Cook Islands | South East Asia |
| Chile | South America |
| Cameroon | Europe |
| People's Republic of China | South East Asia |
| Colombia | South America |
| Costa Rica | North America |
| Czechoslovakia | Europe |
| Cuba | North America |
| Cape Verde | Europe |
| Christmas Island | South East Asia |
| Cyprus | Europe |
| Czech Republic | Europe |
| Germany | Europe |
| Djibouti | Europe |
| Denmark | Europe |
| Dominica | North America |
| Dominican Republic | North America |
| Algeria | Europe |
| Ecuador | South America |
| Estonia | Europe |
| Egypt | Europe |
| Western Sahara | Europe |
| Eritrea | Europe |
| Spain | Europe |
| Ethiopia | Europe |
| European Union | Europe |
| Finland | Europe |
| Fiji | South East Asia |
| Falkland Islands | South America |
| Federated States of Micronesia | South East Asia |
| Faroe Islands | Europe |
| France | Europe |
| Gabon | Europe |
| United Kingdom | Europe |
| Grenada | North America |
| Georgia | Europe |
| French Guiana | Europe |
| Guernsey | Europe |
| Ghana | Europe |
| Gibraltar | Europe |
| Greenland | Europe |

| | |
|--|------------------------------------|
| The Gambia | Europe |
| Guinea | Europe |
| Guadeloupe | North America |
| Equatorial Guinea | Europe |
| Greece | Europe |
| South Georgia and the South Sandwich Islands | South America |
| Guatemala | North America |
| Guam | South East Asia |
| Guinea-Bissau | Europe |
| Guyana | South America |
| Hong Kong | South East Asia |
| Heard Island and McDonald Islands | South America |
| Honduras | North America |
| Croatia | Europe |
| Haiti | North America |
| Hungary | Europe |
| Indonesia | South East Asia |
| Republic of Ireland / NorthernIreland | Europe |
| Israel | Europe |
| Isle of Man | Europe |
| India | South East Asia |
| British Indian Ocean Territory | South East Asia |
| Iraq | South East Asia |
| Iran | South East Asia |
| Iceland | Europe |
| Italy | Europe |
| Jersey | Europe |
| Jamaica | North America |
| Jordan | South East Asia |
| Japan | South East Asia |
| Kenya | Europe |
| Kyrgyzstan | Commonwealth of Independent States |
| Cambodia | South East Asia |
| Kiribati | South East Asia |
| Comoros | Europe |
| Saint Kitts and Nevis | North America |
| Democratic People's Republic of Korea | South East Asia |
| Republic of Korea | South East Asia |
| Kuwait | South East Asia |
| Cayman Islands | North America |
| Kazakhstan | Commonwealth of Independent States |
| Laos | South East Asia |
| Lebanon | South East Asia |
| Saint Lucia | North America |
| Liechtenstein | Europe |

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|--------------------------|------------------------------------|
| Sri Lanka | South East Asia |
| Liberia | Europe |
| Lesotho | Europe |
| Lithuania | Europe |
| Luxembourg | Europe |
| Latvia | Europe |
| Libya | Europe |
| Morocco | Europe |
| Monaco | Europe |
| Moldova | Commonwealth of Independent States |
| Montenegro | Europe |
| Madagascar | Europe |
| Marshall Islands | South East Asia |
| Macedonia | Europe |
| Mali | Europe |
| Myanmar | South East Asia |
| Mongolia | South East Asia |
| Macao | South East Asia |
| Northern Mariana Islands | South East Asia |
| Martinique | North America |
| Mauritania | Europe |
| Montserrat | North America |
| Malta | Europe |
| Mauritius | Europe |
| Maldives | South East Asia |
| Malawi | Europe |
| Mexico | North America |
| Malaysia | South East Asia |
| Mozambique | Europe |
| Namibia | Europe |
| New Caledonia | South East Asia |
| Niger | Europe |
| Norfolk Island | South East Asia |
| Nigeria | Europe |
| Nicaragua | North America |
| Netherlands | Europe |
| Norway | Europe |
| Nepal | South East Asia |
| Nauru | South East Asia |
| Niue | South East Asia |
| New Zealand | South East Asia |
| Oman | South East Asia |
| Panama | North America |
| Peru | South America |
| French Polynesia | South East Asia |

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|-------------------------------------|------------------------------------|
| Papua New Guinea | South East Asia |
| Philippines | South East Asia |
| Pakistan | South East Asia |
| Poland | Europe |
| Saint-Pierre and Miquelon | North America |
| Pitcairn Islands | South East Asia |
| Puerto Rico | North America |
| Palestinian territories | South East Asia |
| Portugal | Europe |
| Palau | South East Asia |
| Paraguay | South America |
| Qatar | South East Asia |
| Réunion | Europe |
| Romania | Europe |
| Serbia | Europe |
| Russia | Commonwealth of Independent States |
| Rwanda | Europe |
| Saudi Arabia | South East Asia |
| Solomon Islands | South East Asia |
| Seychelles | Europe |
| Sudan | Europe |
| Sweden | Europe |
| Singapore | South East Asia |
| Saint Helena | Europe |
| Slovenia | Europe |
| Svalbard and JanMayenIslands | Europe |
| Slovakia | Europe |
| Sierra Leone | Europe |
| San Marino | Europe |
| Senegal | Europe |
| Somalia | Europe |
| Suriname | Europe |
| South Sudan | Europe |
| São Tomé and Príncipe | Europe |
| Soviet Union | Europe |
| El Salvador | North America |
| Sint Maarten | North America |
| Syria | South East Asia |
| Swaziland | Europe |
| Turks and Caicos Islands | North America |
| Chad | Europe |
| French Southern and Antarctic Lands | South America |
| Togo | Europe |
| Thailand | South East Asia |
| Tajikistan | Commonwealth of Independent States |

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|----------------------------------|------------------------------------|
| Tokelau | South East Asia |
| East Timor | South East Asia |
| Turkmenistan | Commonwealth of Independent States |
| Tunisia | Europe |
| Tonga | South East Asia |
| East Timor | South East Asia |
| Turkey | Europe |
| Trinidad and Tobago | North America |
| Tuvalu | South East Asia |
| Taiwan | South East Asia |
| Tanzania | Europe |
| Ukraine | Commonwealth of Independent States |
| Uganda | Europe |
| United Kingdom | Europe |
| United States of America | North America |
| Uruguay | South America |
| Uzbekistan | Commonwealth of Independent States |
| Vatican City | Europe |
| Saint Vincent and the Grenadines | North America |
| Venezuela | South America |
| British Virgin Islands | North America |
| United States Virgin Islands | North America |
| Vietnam | South East Asia |
| Vanuatu | South East Asia |
| Wallis and Futuna | South East Asia |
| Samoa | South East Asia |
| Yemen | South East Asia |
| Mayotte | Europe |
| SFR Yugoslavia / FR Yugoslavia | Europe |
| South Africa | Europe |
| Zambia | Europe |
| Zimbabwe | Europe |

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