
RULEBOOK

CONTENTS

Preamble	4
1. General	4
1.1 League Administration.....	4
1.2 Validity of the Rules	4
1.3 Local Laws	5
1.4 Confidentiality	5
1.5 Code of Conduct	5
1.6 Communication.....	5
2. League Specifications.....	5
2.1 Home Country/Region	5
2.2 Time Zone	6
2.3 Nicknames.....	6
2.4 Player Accounts	6
2.5 Changes to the Team Accounts.....	6
2.6 Publisher Bans.....	7
2.7 Minimum Age	7
2.8 Mature Content.....	7
3. Prize Money.....	7
3.1 Payment of Prize Money	7
3.2 Prize Money Distribution.....	7
3.3 Withholding of Prize Money.....	9
3.4 Transfer of Prize Money	9
4. Match Procedures	9
4.1 Match Start / Punctuality.....	9
4.2 Request a New Game Server.....	9
4.3 Determining the “Better Seed” for the League Finals	9
4.4 Ranking during the Regular Season.....	10
4.5 Storage and Keeping of Match Media	11

4.6	Interviews	11
5.	League system	11
5.1	Stages	11
5.2	Regular Season.....	11
5.3	Finals – Group Stage.....	13
5.4	Finals – Playoffs.....	13
5.5	Relegation	13
6.	Match Protests	14
6.1	Definition	14
6.2	Contents of a Match Protest	14
6.3	Deadline for Match Protests.....	15
7.	Event Rules.....	15
7.1	Punctuality	15
7.2	Causing Delay	15
7.3	Equipment	16
7.4	Config and Drivers	16
7.5	Clothing.....	16
7.6	Administrators.....	16
7.7	Player Brief	16
7.8	Technical Checklist.....	16
7.9	Team Communication Tool	17
7.10	Media Obligations.....	17
7.10.1	Missing Media Obligations	17
7.11	Stage Matches	18
7.12	Gaming Areas.....	18
7.12.1	Food, Drinks, Smoking and Behavior	18
7.12.2	Removable Media	18
7.12.3	Mobile Phones, Tablets, Cameras or Similar Devices	18
7.12.4	Unused items	19
7.12.5	Internet Access.....	19
7.13	Warm-Up Period	19
7.14	Demos and Replays.....	19
7.15	Demo and Replay Rights	19
7.16	Photo and Other Media Rights.....	19
7.17	Winners Ceremony.....	19
7.18	ESL-provided Areas.....	19
8.	Game Specific Rules Counter-Strike: Global Offensive.....	20
8.1	Game version	20
8.2	Anti-Cheat.....	20
8.3	Map selection procedures.....	20

8.3.1	Map pool	20
8.3.2	Offline Stage	21
8.3.3	Best-of-One (Bo1) Matches	21
8.3.4	Best-of-Three (Bo3) Matches.....	21
8.3.5	Best-of-Five (Bo5) Matches.....	22
8.4	Match settings	22
8.5	Overtimes	23
8.6	Match server.....	23
8.7	In-Game chat.....	23
8.8	Coaching	23
8.8.1	Online Competition	23
8.8.2	Offline Competition	23
8.9	Usage of pause function.....	24
8.9.1	Online Qualifiers	24
8.9.2	Offline Stage	24
8.10	Player Settings.....	24
8.10.1	Configuration Files	25
8.10.2	Scripts	25
8.10.3	Graphics drivers.....	25
8.10.4	Overlays.....	25
8.10.5	Custom Data	25
8.10.6	Device Drivers	25
8.10.7	In-Game nickname.....	25
8.10.8	In-Game item's nametag.....	26
8.11	Match Procedures.....	26
8.11.1	Match Breaks	26
8.11.2	Number of Players	26
8.11.3	Change of Players	26
8.11.4	Match Interruptions	26
8.11.5	Use of Bugs and Glitches	27
8.11.6	New Positions	28
9.	Sanctions.....	28
9.1	General	28
9.2	Penalty Points.....	29
9.3	Breach of Etiquette.....	29
9.4	Misconduct.....	30
9.5	Penalties and Consequences for Leaving the League	31

PREAMBLE

The World Electronic Sports Association (hereinafter "**WESA**") is an esports association with the goal to promote, concert and conduct esports on an international level and to build a global and structured platform for esports, its players and teams. WESA is operating the esports league ESL Pro League (hereinafter referred to as "**League**"). WESA is the exclusive owner of worldwide exploitation rights with regards to audio-visual content as well as any sponsorship and merchandising rights of the League.

WESA has instructed the Turtle Entertainment GmbH (hereinafter "**Turtle**") with the organization and operation of the League. Turtle may delegate its duties to League admins (see Sec. 1.1 below) to be determined by Turtle.

This is the only rulebook which is valid for the League, its participants (hereinafter referred to as "**Team(s)**"), its players (hereinafter referred to as "**Players**") and all matches played in the League.

1. GENERAL

1.1 League Administration

- Turtle shall designate League admins which are responsible for the League administration and the process of the gaming operation. Turtle may change any League admins at any time in its own discretion. Each Team can contact the League admins via email. The current League admins are:
 - Alexander Nehr - Tournament Director – a.nehr@eslgaming.com
 - Michal Slowinski – Specialist League Operations – m.slowinski@eslgaming.com
 - Arkadiusz Jekot – Junior Specialist League Operations – a.jekot@eslgaming.com

1.2 Validity of the Rules

If any provision of the Rulebook is 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.

1.3 Local Laws

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way to stay as close as possible to the originally intended effect.

1.4 Confidentiality

The content of protests, support tickets, discussions or any other correspondence between Teams/Players and the League admins shall be deemed strictly confidential and may only be revealed to Turtle and the WESA and its representative bodies. The publication of such material is prohibited without a prior written approval from WESA's Executive Board (hereinafter "**Executive Board**").

1.5 Code of Conduct

All Teams and Players agree to behave in a sportsmanlike and respectful manner towards other Teams and Players, spectators, the press, the broadcast team, League admins and officials and the Executive Board, including without limitation in accordance with the provisions set out in the Code of Conduct. Being role models is the occupational hazard of a Team or a Player and each Team and Player shall behave accordingly.

1.6 Communication

The main official communication method of the League is email. The League will use the email that has been provided on the team-sheet at the beginning of the season, and therefore this email address should always be kept updated and checked regularly so that no important announcements are missed.

2. LEAGUE SPECIFICATIONS

2.1 Home Country/Region

A Player's home country is the country where his main place of residence is. The home region is the region that this country belongs to (see List of countries and their assigned league regions as **Appendix 1**). For a Team, this is determined by the home region the majority of the Players belong to. 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. The League Administration remains the right to grant an exception to this rule upon request, as long as the majority of the matches (>75%) is still played out of the respective region.

2.2 Time Zone

The respective times of the matches will be displayed on the ESL website under <http://pro.eslgaming.com> according to the time zone each Team has specified in the account settings. Not logged-in Teams will have times displayed in the time zone assigned to them from their Geo-IP location. To be on the safe side, it is recommended to login and enter the correct time zone in the account settings.

2.3 Nicknames

No sponsor tags are allowed in the nickname on the ESEA Website under <http://play.esea.net>. Furthermore, nicknames are forbidden if they:

- are protected by third-party rights and the user has no written permission to use it
- resemble or if they are identical to a brand or trademark, no matter whether it has been registered or not
- resemble or if they are identical to a real person other than themselves
- use names of WESA or Turtle products
- are nonsense

In addition to the above, any nicknames that are purely commercial (e.g. product names), defamatory, pejorative, offensive, vulgar, obscene, anti-Semitic, inciting hatred, or offending against good manners are forbidden. Using alternative spelling, gibberish or wrong spelling in order to avoid the requirements mentioned above is forbidden.

2.4 Player Accounts

Every Player must have his game account entered in its ESEA member profile under <https://play.esea.net>. This is including but not limited to:

- for Players: SteamID for Counter-Strike: Global Offensive

2.5 Changes to the Team Accounts

Any changes to the Team account must be pre-approved by the Executive Board or the League admins. This includes but is not limited to:

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

Any proposed changes to the Team name, logo, tag or Player nicknames must be requested at least 48 hours before the next scheduled match for the Team/Player at issue. Additionally, if during a Season, an organization drops or loses a majority

of its Players and those Players, with the consent of the League, reconstitute to continue in the League for the remainder of the Season as a new Team, the League shall have the option of requiring such new Team to finish the Season playing under the name “ex-[former team]“ or to create a new Team name and logo.

As for the transfer of Players, the Transfer Regulations apply.

2.6 Publisher Bans

The League administration reserves the right to refuse Players who have standing bans from the game publisher to take part in the League. CSGO VAC bans are specifically honored, but only until 2 years after they have been issued.

2.7 Minimum Age

In order to be eligible to be a member of a Roster and to compete in the League, each Player must be 16 years of age or older by the date of the “Roster Submission Deadline” (as defined in the Transfer Regulations) for the particular Season in which he/she is to compete.

2.8 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 Pro League.

3. PRIZE MONEY

3.1 Payment of Prize Money

Prize money will be determined by WESA. All prize money shall be paid out 90 days after completion of the League finals.

3.2 Prize Money Distribution

The total prizepool is \$750,000 USD per season.

Global Finals - \$600,000	
1	\$250,000
2	\$80,000
3/4	\$40,000
3/4	\$40,000
5/6	\$20,000
5/6	\$20,000

7/8	\$17,000
7/8	\$17,000
9-12	\$15,000
9-12	\$15,000
9-12	\$15,000
9-12	\$15,000
13-16	\$14,000
13-16	\$14,000
13-16	\$14,000
13-16	\$14,000

Regular Season - \$150,000					
Europe - \$60,000		Americas - \$62,000		APAC - \$28,000	
1-4	Finals	1-4	Finals	1-2	Finals
1-4	Finals	1-4	Finals	1-2	Finals
1-4	Finals	1-4	Finals	3-4	\$5,500
1-4	Finals	1-4	Finals	3-4	\$5,500
5-6	Finals	5-6	Finals	5-6	\$4,500
5-6	Finals	5-6	Finals	5-6	\$4,500
7-8	Finals	7-8	\$8,000	7-8	\$4,000
7-8	Finals	7-8	\$8,000	7-8	\$4,000
9-10	\$10,000	9-10	\$7,000		
9-10	\$10,000	9-10	\$7,000		
11-12	\$8,000	11-12	\$6,000		
11-12	\$8,000	11-12	\$6,000		
13-16	\$6,000	13-16	\$5,000		
13-16	\$6,000	13-16	\$5,000		
13-16	\$6,000	13-16	\$5,000		
13-16	\$6,000	13-16	\$5,000		

3.3 Withholding of Prize Money

The Executive Board reserves the right to withhold any pending payment of prize money if any infringements of the provisions set out in this Rulebook or in the WESA Regulations have been discovered.

3.4 Transfer of Prize Money

The prize money will be advanced as a bank transfer or over PayPal as specified by the Team. Failure to provide sufficient information for the payments will result in payments not being made. If a Team has not collected its prize money before the end of the third year after the initial payment date, the prize money shall be forfeited.

4. MATCH PROCEDURES

4.1 Match Start / Punctuality

All matches of the League should start as stated on the website under <http://pro.eslgaming.com/csgo>. Any changes of the time must be accepted by the Executive Board or the League admins. All Teams and Players in a match should be on the server and ready to go at the latest fifteen (15) minutes before the start of the match.

4.2 Request a New Game Server

Teams must report game server issues no later than five (5) minutes before the scheduled start time of the match. Failure to do so will forfeit a Team's right to request a game server change at the Executive Board's discretion.

4.3 Determining the "Better Seed" for the League Finals

Coin tosses are the last resort, so whenever a clear seeding is in place one Team shall be declared as the "better seed". This Team then has the choice about who starts in the map-veto/pick process.

- In offline group stages, the tournament seeding will be used to determine the "better seed".
- In offline playoffs, whenever one Team has his first match in the playoffs, the Team that had the better result in the preceding offline group stage shall be considered the "better seed".

- In online competition, the tournament seeding will be used to determine the “better seed”. Coin toss will be used in case there is no tournament seeding.

4.4 Ranking during the Regular Season

Only the active ranking rule from this Rulebook is valid, not the ranking that is displayed on ESL's or ESEA's websites.

The group stage is played in groups of four with best-of-three round-robin mode. Teams are ranked in order of their (bo3) win-loss difference. If a number of teams are tied by win-loss difference at the end of the group, their ranking order will be decided as described below.

If after any point from 1. to 9., the number of tied participants is reduced or divided into several groups of tied participants, the still tied participants will in each case be compared again starting with the first point.

1. Points amassed between the tied participants (direct match win > direct match loss)
2. Map difference between the tied participants (3:2 maps > 3:3 maps)
3. Number of map wins between the tied participants (3:3 maps > 2:2 maps)
4. Overall map difference
5. Overall number of map wins
6. Round score difference between the tied participants (23:21 > 23:22)
7. Number of round wins between the tied participants (24:22 > 23:21)
8. Overall round score difference (39:31 > 40:33)
9. Overall number of round wins (40:32 > 39:31)

If the above points bring no further differentiation (this can only occur in case of a three-way-tie), overtimes will be played among the tied teams until no ties remain that are relevant for qualification, relegation or seeding. Any other ties will not be resolved by overtimes, but prize money for the shared ranks will be split among the tied teams.

The match order of the overtimes will be determined before the start of the first one. The first match-up is randomly determined. The next match-up will be chosen by the tournament administration based on the nature of the tie and the importance of the ranks (e.g., if the tie happens in a group where only the first place matters and the tie is for ranks 1-3, the second match will be the one with the winner of the first match)

Overtimes will be played on the same map, which will be determined by veto. Order of the map veto process is ABCCBA, and the remaining map is played, it gets randomly determined which team is A/B/C. The sides are randomly determined in the first match, after that, each team has to start on the other side first (which determines the rest of the side choices).

None of the OTs can end as a draw, it then gets continued until a winner is determined. The result of a multi-OT match will always be counted as 4:3 for all ranking purposes.

If after any point from 11.-13. the number of tied teams is reduced or split up into different groups of tied teams, the tiebreaker process will be restarted from point 11.

10. Sort by win-loss difference in the tiebreaker overtimes.

11. Sort by round score difference in the tiebreaker OTs.

12. Sort by number of round wins in the tiebreaker OTs.

If there are still unsolved ties, restart the tiebreaker process from 10.

4.5 In special cases, the tournament direction can rule on a different way to determine the order in an unsolved tie (i.e. coin toss).Storage and Keeping of Match Media

- All match media (screenshots / demos / replays etc.) must be stored by the Team for a minimum of two (2) weeks after each completion of a match. If there is a protest on the match, the records need to be stored by the Team for a minimum of two (2) weeks after the protest has been closed and resolved.

4.6 Interviews

For every game that is broadcast, one Player from each Team must be available for an over-the-phone or skype / Discord interview. The Team has to provide contact information for an interview.

5. LEAGUE SYSTEM

5.1 Stages

- First Stage: Regular Season (online phase, first & second offline group stage)
- Second Stage: Finals
- Third Stage: Relegation

5.2 Regular Season

Europe:

The regular season consists of two stages, the first group stage and the second group stage. The first group stage consists of 16 teams and the second group stage of 8 teams. During the first group stage teams will be split into four round robin groups of four teams each, with the first placed teams directly advancing to the Season Finals. The second and third placed teams will move one to the second group stage while the last placed teams must go into Relegation.

For the second group stage the eight teams from the first stage will be split into two round robin groups of four teams each, with the first and second placed teams directly advancing to the Season Finals.

The groups for the second group stage will be randomly drawn with the following two restrictions:

- Each group must have two second-placed teams and two third-placed teams from the first group stage
- Teams that were in the same group for the first group stage, cannot be in the same group again for the second group stage

North America:

The regular season consists of two stages, the first group stage and the second group stage. The first group stage consists of 16 teams and the second group stage of 8 teams. During the first group stage teams will be split into four round robin groups of four teams each, with the first placed teams directly advancing to the Season Finals. The second and third placed teams will move one to the second group stage while the last placed teams must go into Relegation.

For the second group stage the eight teams from the first stage will be split into two round robin groups of four teams each, with the first placed teams directly advancing to the Season Finals.

The groups for the second group stage will be randomly drawn with the following two restrictions:

- Each group must have two second-placed teams and two third-placed teams from the first group stage
- Teams that were in the same group for the first group stage, cannot be in the same group again for the second group stage

Asia-Pacific

The regular season consists of two stages, the first group stage and the second group stage. The first group stage consists of 16 teams and the second group stage of 8 teams. During the first group stage teams will be split into four round robin groups of four teams each, with the first and second placed teams advancing to the second group stage. The last placed teams must go into Relegation.

For the second group stage the eight teams from the first stage will be split into two round robin groups of four teams each, with the first placed teams directly advancing to the Season Finals.

The groups for the second group stage are predetermined:

- Group 1 consists of the first and second placed teams of the ANZ groups from the first stage
- Group 2 consists of the first and second placed teams of the Greater China & Rest of Asia groups from the first stage

5.3 Finals – Group Stage

The two groups of 8 teams will be played in a double elimination format. The first round of upper bracket matches in each group will be played in a best-of-one format. All matches following that will be best-of-three in both the upper and lower brackets.

Three teams from either group will be in the playoffs. The team that wins the upper bracket final of its group will be named the group winner. The team that loses the upper bracket final will be a group runner up and the team that wins the lower bracket final of its group will move to the playoffs from third place.

Group winners will be seeded directly into the semi finals (second round of playoffs), while group runners up will play 3rd place finishers from the other group in the first round of playoffs.

5.4 Finals – Playoffs

The playoffs are played in single elimination, best-of-three mode. The final match will be played in best-of-five mode.

5.5 Relegation

Europe

The winner of the respective MDL season will directly qualify for the next season of Pro League.

All 4th placed teams from the first group stage play the first relegation stage (double elimination group). The 1st place team will qualify for the next season of Pro League; the 2nd and 3rd placed teams move on to the second part of the Relegation; the 4th placed team will move down out of Pro League. The second stage (double elimination group) will consist of the two teams from stage one and the 2nd and 3rd placed teams from MDL. The top two teams qualify for Pro League.

Americas

a) North America

The winner of the respective MDL season will directly qualify for the next season of Pro League.

All three 4th placed teams play the first relegation stage (double elimination group) together with the second place of MDL. The 1st placed team will qualify for the next season of Pro League; the other three teams move on to the second part of the Relegation. The second stage (double elimination group) will consist of the three teams from stage one and the third placed team from MDL. The winner qualifies for the next season of Pro League.

b) LatAm

The 4th placed team plays against the winner of the respective LA League season. The winner qualifies for the next season of Pro League.

Asia-Pacific

a) Australia and New Zealand

The two 4th placed teams play a double elimination group together with the top two teams from qualifiers in Australia / New Zealand. The top two teams from this group qualify for the next season of Pro League.

b) Greater China

The 4th placed team plays against the winner of a new qualifier in the region. The winner qualifies for the next season of Pro League

c) Rest of Asia

The 4th placed team plays a double-elimination group with the top 2 from a new SEA qualifier and the winner of the respective Indian Premiership season. The winner qualifies for the next season of Pro League.

6. MATCH PROTESTS

6.1 Definition

A protest is the official communication between the Teams and the League admin regarding any irregularities, infringements or other concerns in the League. A protest may also be filed during a match for things like incorrect server settings and other related issues.

6.2 Contents of a Match Protest

The protest must contain detailed information about why the protest was filed, on which grounds it is filed and when the alleged incident happened. A protest may be declined by the League admin if proper documentation is not presented. A simple “they are cheaters” will not do.

6.3 Deadline for Match Protests

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

- 72 hours after the scheduled starting time of the match
- only at offline events: the beginning of the next match for either of the two Teams (a minimum of 10 minutes has to be kept between two matches by all Teams)
- only at offline events: the end of the event day (departure of the League admins)

7. **EVENT RULES**

7.1 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! Mitigating circumstances and attempts to inform ESL about the lateness and minimize the impact will be benevolently considered. The following penalties apply in the first case (repeat offences will be more severely punished):

- arriving between the requested time and 30 minutes before match start – warning,
- for every 5 minutes later arrival (29-25 / 24-20 / 19-15 / etc.) – one Minor Penalty.

If a participant is not ready to play at the latest 15 minutes after the scheduled time, the tournament administration can decide to award (partial) default losses or disqualify the participant.

7.2 Causing Delay

If the match gets delayed due to late arrival (e.g. because of technical problems that could have been discovered beforehand without the lateness) or because of general misbehavior (e.g. as listed in 4.13.1):

- for every (partial) 5 minutes delay in the match start caused by this (1-5 / 6-10 / 11-15 / etc) – three Minor Penalties.

7.3 Equipment

ESL 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!

All player equipment is subject to the approval of ESL administration. ESL reserves the right to deny the use of any equipment and/or device providing an unfair competitive advantage. Players might be asked to hand in their equipment for additional checks.

7.4 Config and Drivers

All participants have to send in their configs and drivers until a specific deadline set by the tournament direction before the event. If any player or team doesn't send in their configs and drivers they have to manually setup their config on site and play with default drivers.

7.5 Clothing

The players and teams need to ensure that they are all in equal colored clan attire, orderly long trousers and closed shoes (i.e. shorts or flip-flops are not allowed). Any kind of headwear is forbidden. Penalties will be awarded for minor violations of this rule, but in major cases (for example but not limited to offensive content, other team clothing etc.), players will not be allowed to start their matches before the problematic piece of clothing has been replaced. If possible and deemed appropriate by the administration, ESL will provide suitable clothing for the participants that are not dressed according to the rule. The cost of provided clothing will then be subtracted from the prize money paid out to the participants. Any delay caused by change of clothing will be considered the players fault and penalised according to the rules of punctuality.

7.6 Administrators

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

7.7 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.

7.8 Technical Checklist

After completing their 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.

7.9 Team Communication Tool

ESL will provide local TeamSpeak servers for all participants in team games to use as the main voice communication system. The communication on the voice server will be monitored by the tournament referees. ESL reserves the right to record all TeamSpeak communication during the event. No other communication tools are allowed.

7.10 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.

7.10.1 Missing Media Obligations

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

- Not showing up complete and on time for the media day: \$4000 + 5% of the prize money winnings
- Appearing incomplete or too late for a signing session:
 - 1-30% of the lineup missing: \$600 + 0.75% of the prize money winnings
 - 31-50% of the lineup missing: \$800 + 1% of the prize money winnings
 - 51-70% of the lineup missing: \$1000 + 1.25% of the prize money winnings
 - 71-99% of the lineup missing: \$1200 + 1.5% of the prize money winnings
 - 100% of the lineup missing: \$2000 + 2.5% of the prize money winnings
- Appearing incomplete or too late for a press conference:

- 1-30% of the lineup missing: \$360 + 0.45% of the prize money winnings
- 31-50% of the lineup missing: \$480 + 0.6% of the prize money winnings
- 51-70% of the lineup missing: \$600 + 0.75% of the prize money winnings
- 71-99% of the lineup missing: \$720 + 0.9% of the prize money winnings
- 100% of the lineup missing: \$1200 + 1.5% of the prize money winnings

Similar punishments will be applied if other, comparable media obligations are missed. The fines can be reduced if the participant shows up with delay but still early enough to create the required content/have a reasonable session. The fines can be also/further reduced if the participant delivers proof of mitigating circumstances. The decision about that will be made by the administration alone.

7.11 Stage Matches

Each participant is required to play his/their stage matches, if they reach them. This past is an integral component of the tournament and exceptions will not be allowed.

7.12 Gaming Areas

7.12.1 Food, Drinks, Smoking and Behavior

If nothing else has been announced, it is forbidden to bring or eat any food in the tournament areas. Smoking or vaping 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. Exaggerated loud noise and offensive language are forbidden. Participants have to follow the hotel or venue rules in the practice areas. Any violations can be punished with penalty points.

7.12.2 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.

7.12.3 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.

Paper versions of documents for tactical purposes are allowed in reasonable sizes and numbers (e.g. a notebook).

7.12.4 Unused items

Items that are not immediately necessary (e.g. clothing that is not being worn, bags etc.) have to be stored out of sight as indicated by ESL.

7.12.5 Internet Access

Internet access on tournament computers is disabled for all participants.

7.13 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.

7.14 Demos and Replays

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

7.15 Demo and Replay Rights

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

7.16 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.

7.17 Winners Ceremony

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

7.18 ESL-provided Areas

Only marketing activities that have been authorized by ESL are allowed in any ESL-provided areas (e.g. tournament areas, practice rooms, hotel rooms etc.).

8. GAME SPECIFIC RULES COUNTER-STRIKE: GLOBAL OFFENSIVE

8.1 Game version

The tournament will use the latest available version of the game client. If the latest available version is considered unplayable due to bugs or extreme balance changes within close proximity by ESL administration, an older version might be used if it's available for rollback. Any update during the event will result in a rollback to the original version (if possible).

8.2 Anti-Cheat

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 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.

8.3 Map selection procedures

8.3.1 Map pool

For the first group stage the League will use the old competitive map pool which consists of the following maps:

- Cache (de_cache)
- Dust2 (de_dust2)
- Inferno (de_inferno)
- Mirage (de_mirage)
- Nuke (de_nuke)
- Overpass (de_overpass)
- Train (de_train)

Starting with the second group stage the League will use the current competitive map pool (Valve Active Duty Map Group) which consists of the following maps:

- Vertigo (de_vertigo)
- Dust2 (de_dust2)
- Inferno (de_inferno)
- Mirage (de_mirage)
- Nuke (de_nuke)

- Overpass (de_overpass)
- Train (de_train)

8.3.2 Offline Stage

Only two selected people from each team can participate in the map selection process. During the map selection process, first statement coming from the team towards the tournament referee will count as ban or pick and it cannot be reverted. Each team has a total of 150 seconds to make all of their picks and bans, which can be split up on the single steps as teams prefer. When the time expires, the remaining picks and/or bans will be randomised by the tournament referee.

For Bo1 matches, map selection process has to be done 10 minutes before scheduled match start. For Bo3 matches, map selection process has to be done 30 minutes before scheduled match start. Map selection process can be done earlier if the tournament administration and both teams agree. The time at which the map selection process is being done does not warrant the exact start time of the match.

8.3.3 Best-of-One (Bo1) Matches

The better seeded team determines if they are either Team A or Team B. Team A starts the process and the order of the ban / pick is as follows:

1. Team A removes one map.
2. Team B removes two maps.
3. Team A removes two maps.
4. Team B removes one map.
5. Remaining map is being played.

The sides on the map are determined by a knife round.

8.3.4 Best-of-Three (Bo3) Matches

The better seeded team determines if they are either Team A or Team B. Team A starts the process and the order of the ban / pick is as follows:

1. Team A removes one map.
2. Team B removes one map.

3. Team A picks one map.
4. Team B picks one map.
5. Team A removes one map.
6. Team B removes one map.
7. The remaining map is played as a decider, if required.

Every team decides sides on the map choice of their opponent. The sides on the last map are determined by a knife round.

8.3.5 Best-of-Five (Bo5) Matches

The better seeded team determines if they are either Team A or Team B. Team A starts the process and the order of the ban / pick is as follows:

1. Team A removes one map.
2. Team B removes one map.
3. Team A picks one map.
4. Team B picks one map.
5. Team A picks one map.
6. Team B picks one map.
7. The remaining map is played as a decider, if required.

Every team decides sides on the map choice of their opponent. The sides on the last map are determined by a knife round.

8.4 Match settings

The following match settings need to be used during the ESL CSGO 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: 2 minutes 30 seconds (mp_halftime_duration 150)
- Break during half time in overtimes: disabled.

8.5 Overtimes

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 sites will be swapped. Teams will continue to play overtimes until a winner has been found.

8.6 Match server

Matches are played on the servers provided by ESL. Teams are required to check all the necessary game aspects (including skins, bugs on load etc.) and network components (latency and server variance) before starting the match. Failure to do so, and to let the match start, will mean that both teams have accepted the state the map is in, and the match might be continued under these conditions.

8.7 In-Game chat

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

8.8 Coaching

8.8.1 Online Competition

Teams are allowed to have one coach connected to the game server. After joining the server, the coaches need to type in game chat “.coach” to move to the coaching position.

8.8.2 Offline Competition

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. Coach is not allowed to communicate in any other way (e.g. shouting) 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. If the violation is repeated the coach will be ousted from the game. The coach forfeits his or her right to coach for the remainder of the match. Warnings are logged by the tournament administrators and may be reviewed for sanction purposes. If the

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

8.9 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).

8.9.1 Online Qualifiers

Teams are limited to two technical pauses and four tactical pauses per Bo1. A technical pause can last no longer than five minutes and each tactical pause can last no longer than thirty seconds. To call a pause, teams have to type “.pause” on the server and then announce the reason for a pause immediately after he paused the match.

8.9.2 Offline Stage

8.9.2.1 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” or “.technical”. 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 and voice communication between players and coaches is forbidden during a technical pause.

8.9.2.2 Timeout

Each team is allowed to invoke a timeout (tactical pause) of 30 seconds up to four times per map. Timeouts can be called 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. Team will not be given additional timeouts in the overtimes, but the unused timeouts can still be used in overtime.

8.9.2.3 Admin Pause

The admin can pause the game from his station or from a player station, when it is required. If for some reason the player pausing does not work, they have to request the admin to do it.

8.10 Player Settings

8.10.1 Configuration Files

All configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. A player may be penalized for wrong settings in any config file, regardless if it is in use, or even stored in the game folder in question. The following commands are forbidden:

- `cl_showpos 1` – the value needs to be set to 0.

Teams are required to contact the tournament administration if they are unsure on the validity of a command and its value. A team may be penalized for having forbidden commands in their configuration file, regardless if it was in use.

8.10.2 Scripts

All scripts are illegal except for buy, toggle, demo scripts. A team may be penalized for having forbidden scripts in their configuration file, regardless if it was in use.

8.10.3 Graphics drivers

Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating paragraph.

8.10.4 Overlays

All kinds of overlays which will show the usage rate of the system in any way in-game (e.g. Nvidia SLI display, Rivatuner Overlay) is forbidden. Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

8.10.5 Custom Data

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

8.10.6 Device Drivers

Using device drivers to pre-install / pre-script illegal macros on the player's devices (keyboard, mice, sound cards) is forbidden and may be punished under the cheating paragraph. Tournament officials reserve the right to request any piece of gear used by the players for inspection.

8.10.7 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.

8.10.8 In-Game item's nametag

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

8.11 Match Procedures

8.11.1 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, team will also get an extended break (at least 15 minutes) between map 3 and 4. The exact times will be communicated by the tournament administration. There are no breaks at half times.

8.11.2 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.

8.11.3 Change of Players

Only players that are part of the team can be substituted in. The opposing team and tournament administration has to be informed beforehand.

8.11.3.1 Changes in online competition

During online competition, lineup changes can be made at any point of the match if there is a proper reason (i.e. connection problems). If necessary, the game can be paused for the change. The delay caused must not exceed 5 minutes and excessive changes/abuse of this rule are forbidden.

8.11.3.2 Changes in offline competition

During offline competition, lineup changes are only allowed in between maps. The player will not receive additional time to set up compared to the time it would have taken with the original player.

8.11.4 Match Interruptions

If a match is interrupted for reasons beyond the control of the participants (e.g. server or player crash), the tournament administration will restore the round using the CSGO's backup & restore feature, but in some scenarios may decide to replay the round or even a whole match.

- If the issue takes place during the first minute of the round, before any damage has occurred and the opponent or referee has been immediately notified, the round will be restored.
- If the issue takes place during a round and after the damage has been made and the outcome of the round can still be determined (e.g. a single player has dropped but others remain), then the round will not be replayed or restored. The round will continue to be played and will count. Special exceptions can be made if the damage dealt was ruled insignificant e.g. accidental team mate damage dealt at the start of the round or damage dealt to the opposing side by the team that was affected by the crash.
- If the issue takes place during the round, after damage has occurred and the outcome of the round cannot be determined (e.g. due to server crash), the match will be restored to the beginning of the round.
- If the issue takes place during the round, after damage has occurred and the outcome of the round is obvious (e.g. one team is saving with 10 seconds remaining), but it cannot be continued due to for example a server crash, then the round can be awarded.

The matches will not be stopped and/or rounds will not be restored or replayed in cases where it is clearly a participant's fault (e.g. mis-buying a weapon).

8.11.5 Use of Bugs and Glitches

The intentional use of any bugs, glitches, or errors in the game is forbidden. 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 award rounds, or the match to the opposing team, or to force a rematch. The usage of the following bugs is strictly forbidden, if any bug is used which is not listed here it is up to the admins discretion whether or not a punishment is necessary.

- Moving through clipped areas where the movement is not intended by the design of the map is strictly forbidden (any walls, ceilings, floors etc).
- The bomb may not be planted in a location where it cannot be defused. Planting the bomb in such a way that no one can hear the beeping sound or the planting sound is also forbidden.
- Standing on top of teammates is generally allowed, it is only forbidden, when such actions allow the player to peek over, under and/or through a solid object (e.g. wall, box, ceiling) that should not be allowed according to map design.

- Pixel walking is forbidden. A player will be considered to be pixel walking if they sit or stand on invisible pixels on the map, where there is no visible edge.

It is recommended to check with tournament administration whether or not certain bug or glitch is considered illegal.

The following bugs are explicitly allowed:

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

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

8.11.6 New Positions

If any player or team wants to use a new position which is not commonly known, it's strongly recommended to contact tournament officials to check if that position is allowed before using it in any official match. Players and teams have to consider that it takes time to check new positions and therefore they have to contact tournament officials in a reasonable time frame before an official match.

9. SANCTIONS

9.1 General

- This Rulebook contains specific sanctions, especially penalty points, for infringements of the provisions and rules outlined in the Rulebook. These sanctions are exhaustive. Any other infringements not specifically mentioned in the Rulebook shall be sanctioned in accordance with the Sanctions Regulations.
- Sanctions shall be determined by the league administration and the WESA commissioner at their sole discretion to the best of their knowledge and judgement in an appropriate, proportionate and adequate manner. Notwithstanding the foregoing, decisions regarding severe infringements of the WESA Regulations shall be delegated to WESA's Members' Meeting.
- The league administration shall impose the sanction according to the nature of infringement, the individual culpability, profits generated through the violation, the severity level of the violation, number of previous violations and Team's and/or Player's subsequent behavior (e.g. whether Team cured a violation without undue delay).

- The league administration may increase the sanction as deemed appropriate if an infringement has been repeated. The league administration in cooperation with the WESA commissioner may also reduce the sanction if the Team's or Player's misconduct is less severe and imposition of the sanction outlined in this Rulebook would be inappropriate.
- As for the imposition of sanctions, the appeal and the scope of sanctions, Sec. 2 to 4 of the Sanctions Regulations apply.

9.2 Penalty Points

- Punishments are given for rule violations within the ESL Pro League. They may be either minor or major penalty points, default losses, player/team barrages or disqualification, dependent on the incident in question. 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.
- 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.
- 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.
- 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.
- Minor and major penalty points can be given cumulatively.
- League bans and penalty points gathered in any other ESL or ESEA league or tournament do not apply towards the League except when the punishment has been awarded for cheating. Other misbehaves like ringing/faking or breach of the Code of Conduct can also be punished, depending on the severity of the misbehavior.
- Any deducted prize-money will be proportionally added to the remaining eligible Teams.

9.3 Breach of Etiquette

For an orderly and pleasant game it is essential that all Teams and Players have a sporting and fair attitude. Breaches of this rule will be sanctioned. The most important and most common offences are listed below.

– Insults

All insults occurring in connection with the League will be punished with one (1) to six (6) minor penalty points. This primarily applies to insults during a match but also on the ESL (on all ESL gaming websites) or ESEA website under <https://play.esea.net> (forums, match comments, Player guest books, support and protest tickets, etc.). Insults on IRC, IM programs, E-mail or other means of communication will be punished if they can be linked to the League.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties to be imposed under the regime of the Sanctions Regulations.

Depending on the nature and severity of the insult the penalty will be either assigned to the Team or to the Player.

– Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the League. Spamming on ESL and ESEA websites (forums, match comments, Player guest books, support and protest tickets, etc.) will be sanctioned with one (1) to six (6) minor penalty points.

– 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. All chat functions are there to communicate efficiently with the opponent and the League admins.

9.4 Misconduct

The attempt to mislead League admins or other Players, using false information, or in any other way deceive other Players or Teams will be sanctioned as follows.

– Faking Match media

Faking match media may result in one (1) to four (4) minor penalty points. When cheating is suspected, and the match media in question has been faked, six (6) minor penalty points will be awarded.

– Ringer/Faker

Any Players involved in faking or ringing a Player will be banned for two (2) matches, also, one (1) major penalty point will be awarded for the Team per incident. This rule often happens in connection with the rule “Playing with a Disallowed Player”, in that case the punishments are cumulated.

– Playing with a 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.

– Cheating

When cheating is discovered twelve (12) minor penalty points will be awarded to the Team. The Team will be disqualified from the current season of the League and the Player will be banned from the League for two (2) years.

The use of the following programs will result in a cheat ban: Multihacks, Wallhack, Aimbot, Colored Models, No-Recoil, No-Flash and Sound changes.

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

– Delaying the Match

Match starts are absolute unless changes have been confirmed by the Executive Board. Not starting a match as scheduled will result in three (3) minor penalties. For every five (5) minutes the match start is being delayed further, the Team will receive additional three (3) minor penalty points. After 15 minutes the Team is considered as no show.

– No show

If a Team is not ready to play 15 minutes after the official match starting time, the Team will be considered as no show and will receive a default loss. For each default loss a Team is awarded during the season, a total of \$ 750 will be deducted from their total annual earnings. Once a Team receives four default losses during a season, the Team will be disqualified from the League.

9.5 Penalties and Consequences for Leaving the League

– Disqualification

If a Team gets disqualified from a Season of the League (be it during or after that Season), the Team forfeits all prize money accumulated for the whole Season.

- Leaving during an ongoing Stage of a Season

If a Team leaves the League during an ongoing Stage, the Team forfeits all prize money accumulated for the whole Season.

- Leaving between two Stages of an ongoing Season

If a Team leaves between two Stages of an ongoing Season, the punishment will depend on the time of informing the League Administration:

1. More than one week before the end of the Regular Season: The Team only loses their Finals/Relegation slot
2. Less than one week before the end of the Regular Season: The Team will receive one (1) major penalty point and loses their Finals/Relegation slot.
3. Within the first week after the end of the Regular Season: The Team will receive five (5) major penalty points and loses their Finals/Relegation slot.
4. Later: The Team forfeits all prize money accumulated for the whole Season and loses their Finals/Relegation slot.

- Deletion of Matches

All matches involving Teams that have left a season of the League before it ended will be deleted. In playoff brackets the most recent or the next upcoming match (depending on the situation) of the Team will be considered a default win for his opponent.

- Ban for Players

If a Team leaves or gets disqualified from the League during an ongoing season, all its Players get banned until the end of the season.

APPENDIX 1

List of countries/territories and their assigned League regions.

If a country/territory is not listed below or if a Team is uncertain about which country/territory is his, ask the League admin.

Ascension Island	Europe & Africa
Andorra	Europe & Africa
United Arab Emirates	Asia & Australia
Afghanistan	Asia & Australia
Antigua and Barbuda	Americas
Anguilla	Americas
Albania	Europe & Africa
Armenia	Europe & Africa
Netherlands Antilles	Americas
Angola	Europe & Africa
Antarctica	Americas
Argentina	Americas
American Samoa	Asia & Australia
Austria	Europe & Africa
Australia	Asia & Australia
Aruba	Americas
Åland	Europe & Africa
Azerbaijan	Europe & Africa
Bosnia and Herzegovina	Europe & Africa
Barbados	Americas
Bangladesh	Asia & Australia
Belgium	Europe & Africa
Burkina Faso	Europe & Africa
Bulgaria	Europe & Africa
Bahrain	Asia & Australia
Burundi	Europe & Africa
Benin	Europe & Africa
Bermuda	Americas
Brunei	Asia & Australia
Bolivia	Americas
Brazil	Americas

Bahamas	Americas
Bhutan	Asia & Australia
Bouvet Island	Americas
Botswana	Europe & Africa
Belarus	Europe & Africa
Belize	Americas
Canada	Americas
Cocos (Keeling) Islands	Asia & Australia
Democratic Republic of the Congo	Europe & Africa
Central African Republic	Europe & Africa
Republic of the Congo	Europe & Africa
Switzerland	Europe & Africa
Côte d'Ivoire	Europe & Africa
Cook Islands	Asia & Australia
Chile	Americas
Cameroon	Europe & Africa
People's Republic of China	Asia & Australia
Colombia	Americas
Costa Rica	Americas
Cuba	Americas
Cape Verde	Europe & Africa
Christmas Island	Asia & Australia
Cyprus	Europe & Africa
Czech Republic	Europe & Africa
Germany	Europe & Africa
Djibouti	Europe & Africa
Denmark	Europe & Africa
Dominica	Americas
Dominican Republic	Americas
Algeria	Europe & Africa
Ecuador	Americas
Estonia	Europe & Africa
Egypt	Europe & Africa
Western Sahara	Europe & Africa
Eritrea	Europe & Africa
Spain	Europe & Africa

Ethiopia	Europe & Africa
European Union	Europe & Africa
Finland	Europe & Africa
Fiji	Asia & Australia
Falkland Islands	Americas
Federated States of Micronesia	Asia & Australia
Faroe Islands	Europe & Africa
France	Europe & Africa
Gabon	Europe & Africa
United Kingdom	Europe & Africa
Grenada	Americas
Georgia	Europe & Africa
French Guiana	Europe & Africa
Guernsey	Europe & Africa
Ghana	Europe & Africa
Gibraltar	Europe & Africa
Greenland	Europe & Africa
The Gambia	Europe & Africa
Guinea	Europe & Africa
Guadeloupe	Americas
Equatorial Guinea	Europe & Africa
Greece	Europe & Africa
South Georgia and the South Sandwich Islands	Americas
Guatemala	Americas
Guam	Asia & Australia
Guinea-Bissau	Europe & Africa
Guyana	Americas
Hong Kong	Asia & Australia
Heard Island and McDonald Islands	Americas
Honduras	Americas
Croatia	Europe & Africa
Haiti	Americas
Hungary	Europe & Africa
Indonesia	Asia & Australia
Republic of Ireland / NorthernIreland	Europe & Africa
Israel	Europe & Africa

Isle of Man	Europe & Africa
India	Asia & Australia
British Indian Ocean Territory	Asia & Australia
Iraq	Asia & Australia
Iran	Asia & Australia
Iceland	Europe & Africa
Italy	Europe & Africa
Jersey	Europe & Africa
Jamaica	Americas
Jordan	Asia & Australia
Japan	Asia & Australia
Kenya	Europe & Africa
Kyrgyzstan	Asia & Australia
Cambodia	Asia & Australia
Kiribati	Asia & Australia
Comoros	Europe & Africa
Saint Kitts and Nevis	Americas
Democratic People's Republic of Korea	Asia & Australia
Republic of Korea	Asia & Australia
Kuwait	Asia & Australia
Cayman Islands	Americas
Kazakhstan	Europe & Africa
Laos	Asia & Australia
Lebanon	Asia & Australia
Saint Lucia	Americas
Liechtenstein	Europe & Africa
Sri Lanka	Asia & Australia
Liberia	Europe & Africa
Lesotho	Europe & Africa
Lithuania	Europe & Africa
Luxembourg	Europe & Africa
Latvia	Europe & Africa
Libya	Europe & Africa
Morocco	Europe & Africa
Monaco	Europe & Africa
Moldova	Europe & Africa

Montenegro	Europe & Africa
Madagascar	Europe & Africa
Marshall Islands	Asia & Australia
Macedonia	Europe & Africa
Mali	Europe & Africa
Myanmar	Asia & Australia
Mongolia	Asia & Australia
Macau	Asia & Australia
Northern Mariana Islands	Asia & Australia
Martinique	Americas
Mauritania	Europe & Africa
Montserrat	Americas
Malta	Europe & Africa
Mauritius	Europe & Africa
Maldives	Asia & Australia
Malawi	Europe & Africa
Mexico	Americas
Malaysia	Asia & Australia
Mozambique	Europe & Africa
Namibia	Europe & Africa
New Caledonia	Asia & Australia
Niger	Europe & Africa
Norfolk Island	Asia & Australia
Nigeria	Europe & Africa
Nicaragua	Americas
Netherlands	Europe & Africa
Norway	Europe & Africa
Nepal	Asia & Australia
Nauru	Asia & Australia
Niue	Asia & Australia
New Zealand	Asia & Australia
Oman	Asia & Australia
Panama	Americas
Peru	Americas
French Polynesia	Asia & Australia
Papua New Guinea	Asia & Australia

Philippines	Asia & Australia
Pakistan	Asia & Australia
Poland	Europe & Africa
Saint-Pierre and Miquelon	Americas
Pitcairn Islands	Asia & Australia
Puerto Rico	Americas
Palestinian territories	Asia & Australia
Portugal	Europe & Africa
Palau	Asia & Australia
Paraguay	Americas
Qatar	Asia & Australia
Réunion	Europe & Africa
Romania	Europe & Africa
Serbia	Europe & Africa
Russia	Europe & Africa
Rwanda	Europe & Africa
Saudi Arabia	Asia & Australia
Solomon Islands	Asia & Australia
Seychelles	Europe & Africa
Sudan	Europe & Africa
Sweden	Europe & Africa
Singapore	Asia & Australia
Saint Helena	Europe & Africa
Slovenia	Europe & Africa
Svalbard and JanMayenIslands	Europe & Africa
Slovakia	Europe & Africa
Sierra Leone	Europe & Africa
San Marino	Europe & Africa
Senegal	Europe & Africa
Somalia	Europe & Africa
Suriname	Europe & Africa
South Sudan	Europe & Africa
São Tomé and Príncipe	Europe & Africa
El Salvador	Americas
Sint Maarten	Americas
Syria	Asia & Australia

Swaziland	Europe & Africa
Turks and Caicos Islands	Americas
Chad	Europe & Africa
French Southern and Antarctic Lands	Americas
Togo	Europe & Africa
Thailand	Asia & Australia
Tajikistan	Asia & Australia
Tokelau	Asia & Australia
East Timor	Asia & Australia
Turkmenistan	Asia & Australia
Tunisia	Europe & Africa
Tonga	Asia & Australia
East Timor	Asia & Australia
Turkey	Europe & Africa
Trinidad and Tobago	Americas
Tuvalu	Asia & Australia
Taiwan	Asia & Australia
Tanzania	Europe & Africa
Ukraine	Europe & Africa
Uganda	Europe & Africa
United Kingdom	Europe & Africa
United States of America	Americas
Uruguay	Americas
Uzbekistan	Asia & Australia
Vatican City	Europe & Africa
Saint Vincent and the Grenadines	Americas
Venezuela	Americas
British Virgin Islands	Americas
United States Virgin Islands	Americas
Vietnam	Asia & Australia
Vanuatu	Asia & Australia
Wallis and Futuna	Asia & Australia
Samoa	Asia & Australia
Yemen	Asia & Australia
Mayotte	Europe & Africa
South Africa	Europe & Africa

Zambia	Europe & Africa
Zimbabwe	Europe & Africa