



IEM Rio 2022
General Rules

Foreword

This document outlines the general rules that should be followed at all times when participating in an IEM Rio 2022 competition. Failure to adhere to these rules may be penalised as outlined.

It should be remembered that it is always the tournament administration 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 made 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 fair, fun, and exciting for everyone involved.

Yours sincerely,

The ESL administration team

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1 Definitions

1.1 Range of validity

The event is operated as part of ESL by ESL Gaming GmbH.

This rulebook forms a part of the IEM Rio 2022 Ruleset, which is valid for this event, its participants and all matches played within the scope of the event. With their participation, the participant states that they understand and accept all rules.

The IEM Rio 2022 Ruleset is comprised of:

- CS:GO General Rules
- CS:GO Game Specific Rules
- CS:GO Roster Restrictions
- Event Specific Replacement Rules (if applicable)
- CSGO Major Supplemental Rulebook (https://counter-strike.net/csgo_major_supplemental_rulebook)

The rules within the CS:GO Major Supplemental Rulebook supersede all other rules within the IEM Rio 2022 ruleset. Any decisions made will be done so as close to the original rules as possible.

1.2 Participants

An event participant is a team or a player that is taking part in IEM Rio 2022 competitions. Any member of an IEM Rio 2022 team is a participant of that team and is locked to it, regardless of whether or not the person has played for said team. No participant can at the same time be a part of more than one organisation taking part in overlapping ESL competitions (Challenger and Masters level), including but not limited to:

ESL Challenger, Intel Extreme Masters, ESL Pro League, ESL National/Regional Championship or any of those competitions' qualifiers.

If in doubt, please contact a member of the tournament administration team about whether the competition in question poses a conflict.

1.3 Region

For IEM Rio 2022 events, the world is divided into three main regions which are as follows:

- Americas
- Asia
- Europe

The regions can be further divided into subregions, as ESL sees fit.

For a list of all countries and their primary assigned region, see [6.1](#). Exceptions to this list may be made on a per-game basis, where necessary.

1.4 Punishments

1.4.1 Definitions and scope of punishments

Punishments are given for rule violations within ESL events. They may be penalty points, fines, default losses, player/team suspensions or disqualifications, or a combination of these punishments dependent on the incident in question. Participants will be informed about the punishment by email and given a timeframe within which they can appeal the decision. Only the licence-holder or his designated spokesperson are eligible to make appeals.

1.4.1.1 Penalty points

Penalty points may be given for incidents relating to the competition. Every penalty point deducts one percent

(1%) of the overall prize money received by the participant in the competition it is given.

1.4.1.2 Fines

Fines may be given for incidents related to competition matches, and for failures to fulfil obligations that are not directly related to the competition such as press/media appointments, or planned sessions for fan interaction.

1.4.1.3 Bans/suspensions

Bans or suspensions may be given for very severe incidents. They can be awarded either to a participant or an organisation.

1.4.1.4 Disqualification

In the most severe cases of rule violations, participants may be disqualified from the event. Disqualified participants forfeit all prize money accumulated for the competition in question. Furthermore, the organisation and its members get banned until the end of that competition.

1.4.1.5 Additional methods of punishment

In special cases, the tournament administration can define and implement other methods of punishment not directly outlined in the IEM Rio 2022 Ruleset.

1.4.2 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.

1.4.3 League bans and penalty points outside of the IEM Rio 2022

League bans and penalty points outside of the IEM Rio 2022 do not normally apply towards IEM Rio 2022 events, except when the punishment has been awarded for cheating. Some other incidents (e.g. behaviour or fraud) may also be punished, depending on the severity.

1.5 Tournament organisation

The event is organised by ESL. ESL is operated by ESL Gaming GmbH.

ESL Gaming GmbH
Schanzenstr. 23
51063 Köln
Germany
<https://www.eslgaming.com/>

1.5.1 Tournament Administration

Alexander 'crtmN' Nehr	Tournament Director
Carsten 'Storch' Kramer	Director League Operations
Michał 'michau' Słowiński	Senior Tournament Manager CS:GO
Alex 'Huggsy' Benson	Tournament Manager CS:GO
Matthew 'Molive' Olliff	Tournament Manager CS:GO

2 General

2.1 Rule changes

ESL reserves the right to amend, remove, or otherwise change the rules, without prior notice. ESL also reserves the right to make judgments 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.

2.2.1 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 that stays as close as possible to the originally intended effect.

2.3 Confidentiality

The content of email communication, match channels, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without written consent from the tournament administration.

2.4 Additional agreements

The tournament administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between participants. ESL highly discourages such agreements taking place, and such agreements that contradict the IEM Rio 2022 ruleset are under no circumstances allowed.

2.5 Match broadcasting

2.5.1 Rights

All broadcasting rights of ESL are owned by ESL Gaming GmbH. This includes, but is not limited to: IRC bots, shoutcast streams, video streams (e.g. POV-streams), GOTV, replays, demos or TV broadcasts.

2.5.2 Waiving these rights

ESL Gaming 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 the ESL Broadcast Distribution team before the start of the match.

2.5.3 Participant responsibility

Participants cannot refuse to have their matches broadcast by ESL-authorized broadcasts, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by the tournament administration. The participant agrees to make sufficient accommodations so that the broadcasting of matches can take place.

2.6 Communication

The main communication method for IEM Rio 2022 events is email. When contacting participants of IEM Rio 2022 events, the tournament administration will use contact email addresses that have been supplied to them. Where a contact email address is not known, the tournament administration may use the email addresses registered to participants on their ESEA or ESL Play profiles.

2.7 Conditions of participation

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

2.7.1 Age restriction

All participants of an event must be sixteen (16) years of age at the time of the first mandatory day of the competition, including media days and qualifiers.

2.7.2 Regional limitations for participants

A team may not try to qualify for the same event in more than one country or region. Single players as part of a team may do that when allowed by the IEM Rio 2022 Roster Restrictions.

2.7.3 Home country/region

A team's region is determined by the citizenship of the majority of its players. The home region is the region that this country belongs to (see Appendix 1). In case of a tie, the team chooses between the two.

2.7.4 Country/region of qualifiers

Qualifiers for an event, including invitations, are usually restricted to a country, region or sub-region (we will call it region for the rest of the paragraph).

Exceptions to this rule are possible, if ESL decides that there is a valid reason why the participant would be unable to attend all required parts of a qualifier in their home region, or why they should be allowed to play the qualifier in another region.

Any exceptions must be directly requested via email (csgomajor@eslgaming.com) to the tournament administration by the participant for each event individually. Examples of valid reasons may be:

- There are no qualifiers in the home region(s) for the participant and they are willing to travel to the region of the qualifier to play it
- The team is taking part in a competition(s) in a region other than their home region(s) and has matches to play there before and after and in such close proximity to the time of the qualifier(s) in their home region(s) that travelling back for that qualifier(s) would be unreasonable
- The participant is staying in another region for a good reason (esports related) for a prolonged time that spans the time of the qualifier for their home region, and it can be clearly shown that this situation has not been created in order to take part in a qualifier that might be easier to qualify from

If such an exception is granted, the respective region will be considered that participant's home region for the entire event, or until the conditions for the exception expire.

2.7.5 Physical location during online matches

In online matches, the majority of the team have to be playing from the region of the competition or qualifier they belong to. An exception to this rule is only possible by written consent from ESL, and will only be granted when a valid reason is supplied. Any exceptions must be directly requested via email to the tournament administration by the participant for each event individually. Valid reasons may be similar to those outlined in 'Country/region of qualifiers'.

2.8 Sponsor restrictions

Sponsors or partners that are solely or widely known for pornographic, drug use, other adult/mature themes and products or otherwise which could harm esports/ESL's reputation are not allowed in connection with ESL.

2.9 Player details

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

2.9.1 Nicknames

Players are only allowed to use their own official nicknames - without any additions - during ESL matches. Every player that has officially registered their nickname with Valve for sponsored events is required to use the same nickname for all ESL matches. Players that have not registered their nickname for Valve sponsored events may request a nickname change by emailing the tournament administration team. All nicknames must be in line with the IEM Rio 2022 Code of Conduct.

2.9.2 Game account

Participants are required to submit game account information during the roster submission process or ESEA sign up page for the event. Where a participant has submitted a game account for a past event and wishes to use a different game account, they must resubmit their game account information. Unless specifically allowed by the tournament administration prior to the start of a match, participants may not use a different game account to the one submitted for the event.

2.10 Roster submissions

2.10.1 Standards

Roster submissions must include the following information:

- Team name & shorthand
- Team logo (when requested)
- Contact person and details
- Starting lineup
- Substitute players, if applicable
- Country of Citizenship of players
- Steam Workshop autograph item links of players

ESL reserves the right to request additional team information as required.

2.10.2 Team names

Team names may not have any extensions such as “CS team”. They may only consist of the team name and, if allowed, a title sponsor. ESL reserves the right to shorten team names where necessary or appropriate. All team names must be in line with the IEM Rio 2022 Code of Conduct.

2.10.2.1 Title sponsors

ESL may only permit participants of the ESL Pro Tour to include a title sponsor in their team name if they change the name of their whole organisation. Participants need to directly contact ESL to request the name change of their organisation, and ESL may consider it under the following guidelines:

- The application to change the name of the organisation needs to be made by the roster submission deadline of the first tournament that should include the new name. This is usually two weeks before the tournament and will be communicated on a per event basis by ESL
- The organisation needs to officially change their name and include their title partner in the naming of the organisation
- The organisation needs to use their new name in all communications and assets
- The organisation needs to update all their social media channels to their new name
- The organisation needs to use their new name across all games and tournaments they will participate in, not just IEM Rio 2022 events.

Each specific title sponsor can only be included in one organisation participating in the tournament. Only the actual name of the partner may be included; product descriptions or similar are not allowed.

An application to change the name of an organisation to include a title sponsor may only be made once within a twelve (12) month period. ESL reserves the right to deny any application to change the name of an organisation at its own discretion. Participants are advised to reach out to ESL to check if a partner would be eligible to be part

of the name of their organisation.

2.10.3 Changes to the team or roster

Any changes to the team or roster must be approved by the tournament administration before the changes are allowed to be implemented. This includes, but is not limited to:

- Adding or removing players
- Changing the team name
- Changing the team logo

2.11 Event licences

2.11.1 Definition

Before each event, ESL awards an event licence to the participants. In most cases, these are participants that have:

- Been invited to a specific event by the tournament organisation
- Won participation through other tournaments or events

2.11.2 Duration

ESL licences are valid for the event for which they are granted, only.

2.11.3 Team licence

Event licences will be awarded to a legal entity (registered association/organisation, Ltd company, and so on). Any legal entity is only allowed to hold one licence in the same competition. No other legal entity controlled by the same person/people is allowed to hold more than one licence.

If no such entity exists for the team in question, or the existing entity has never been reported to and accepted by the tournament administration, a restricted licence may be awarded to the team where the team leader or organiser will be the designated contact person. This person will be responsible for keeping the team information up to date. For restrictive licences, the right to the licence can only be sustained for as long as the majority of the players that actively played in the last stage(s) of the event or its qualifiers stay together as a team.

The licence holder or representative is responsible for all actions and commitments of the team. Any changes in the team licence must be reported to and accepted by the tournament administration before they can be implemented. The licence holder decides who the recipient of any prize money won under its licence will be.

2.11.3.1 Multiple teams

It is not allowed for a team to participate in an ESL tournament or qualifier if:

- Another team of the same organisation has been invited or qualified to the main event.
- Another team of the same organisation has been invited or qualified to the closed qualifier.
- Another team of the same organisation has signed up for the same qualifier.

2.11.4 Changing the licence holder

A licence holder can request a transfer of the event licence to another entity, if there is an adequate reason for doing so. It is at the tournament administration's discretion whether or not the reason is deemed adequate.

2.11.5 Withdrawal of licence

ESL reserves the right to withdraw an event licence from any participant(s), if ESL feels that they have not behaved within the guidelines set out by ESL and its governing organisation.

2.11.6 Review of licence

If a licence holder loses over 40% of their starting lineup, ESL can review the licence and, if the licence holder cannot convince ESL about their ability to continue in the event on a similar level of play, possibly withdraw it.

2.12 Prize money

All prize money should ideally be paid out thirty (30) days after the receipt of the invoice, following the conclusion of the last tournament match.

If a participant fails to provide accurate payment information, an invoice or other required documentation (e.g. tax documents), the prize money will not be paid out until a reasonable time after this has been rectified.

2.12.1 Prize deductions due to penalty points

Every penalty point that a participant acquires during an event or its qualifiers is penalised with a one percent (1%) prize money deduction. The deduction is calculated out of the grand total of prize money awarded to that participant at the end of the last part of the competition, including both online and offline prize money, but excluding the part that is meant to compensate for travel expenses (if any). The deducted prize money will be proportionally distributed among the other teams; no prize money is lost through penalty points.

2.12.2 Prize deductions due to fines

Fines are removed from the winnings of the team in question. They are not redistributed to the other participants.

2.12.3 Withdrawal of prize money

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

2.12.4 Transfer of prize money

The prize money will be sent as a bank transfer or PayPal payment, as specified by the licence holder. If a participant has not collected their winnings within one year of the initial payment date the prizes are forfeited.

2.13 Penalties and consequences for leaving the event

2.13.1 Leaving during an event

If a participant leaves during an ongoing event (i.e. between qualifier and the main event, 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, fines may be imposed and all its members may be banned until the end of the main event.

ESL reserves the right to penalise the participant, or organisation, in the next event they participate within three hundred sixty five (365) days. Higher penalties, not being invited, suspensions or similar punishments may also come into effect, especially for very late cancellations, as seen fit by the tournament administration.

2.13.2 Deletion of matches

All matches involving participants that have left a stage of the event after it has started 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 their opponent.

2.14 Match start

2.14.1 Punctuality in online matches

All matches in the event should start as stated in the tournament schedule. Any changes in the time must be

accepted by the tournament administration and, when deemed necessary, by the opposing participant (if rescheduling is generally possible). All participants in a match should be on the server and ready to play, at the latest, ten (10) minutes before the match is scheduled to start. The time may be adjusted by the tournament administration if deemed necessary.

2.14.2 Not being punctual for an online match

If a participant is not on the server ten (10) minutes prior to the scheduled match start time, they can be awarded one (1) penalty point. If they still do not join the server by five (5) minutes before the scheduled match start time, another one (1) penalty point may be awarded. If the participant is still not on the server and ready to play by the scheduled match start time, a further one (1) penalty point may be given, with an additional one (1) penalty point applied every two (2) minutes until fifteen (15) minutes after the scheduled start time of the match, for a maximum of ten (10) penalty points. At that point, the participant will be considered a no-show.

2.14.3 Punctuality in offline matches

Participants are expected to arrive at their designated tournament area no later than fifty (50) minutes before their scheduled match start time, unless otherwise explicitly stated by the tournament administration. If a participant knows that they will not be on time to their tournament area, they must notify the tournament administration at the earliest point possible. Mitigating circumstances and attempts to inform ESL about the lateness and minimise its impact may be taken into account when applying penalties. It is the participant's responsibility to monitor the tournament schedule, and any announcements made about changes to it, in order to avoid lateness.

2.14.4 Not being punctual for an offline match

On the first occasion that a participant fails to arrive at their designated tournament area within the first ten (10) minutes of their expected arrival time, they will receive a warning. After that point, for every five (5) minutes the participant is late, they will receive one (1) penalty point, for a maximum of eight (8) penalty points.

If the lateness continues beyond the scheduled match start time, or if an issue occurs as a result of the late arrival of the participant which delays the match start time such as not yet being ready to play, participants will be awarded one and a half (1.5) penalty points for every two (2) minutes until fifteen (15) minutes after the scheduled start time of the match, for a maximum of twelve (12) penalty points. At that point, the participant will be considered a no-show.

2.14.5 Repeated lateness

If a participant is late in more than two matches in the same competition, they will be considered a repeat offender and the standard punishments will be increased as follows:

Match 3 and further incidents: +100%

In case a participant is considered a repeat offender on multiple occasions, they will be subject to the increased penalties at the start of the next ESL competition they attend. This will be communicated to the participant before their first match. The maximum fine amount cannot exceed the amount of prize money that the participant accumulates during the tournament.

2.14.6 Participants not showing

If a participant is not ready to play by 15 minutes after the scheduled start of the match, they are considered a no-show. In that case, the participant will be penalised with an additional 5 penalty points on top of any penalty points accumulated for not being punctual for the match. The tournament administration can decide to award (partial) default losses in the case of a best of series, or disqualify the participant. After a second 15 minute period the opponent will be rewarded with a full match series win. In mitigating circumstances, the match may be rescheduled when appropriate, if the schedule allows it.

2.15 Match procedures

2.15.1 Determining the “better seed”

Whenever a clear seeding can be given, one participant will be declared the “better seed”. This participant then has the choice of who starts the map-veto process.

- In online qualifiers, the tournament seeding (see round one of the upper bracket) determines who has the better seed.
- Pre-event Seeding
 - Coming into the event, all 24 teams are seeded based on the Next Major Slot from the prior Major.
- Stage Seeding
 - Challengers Stage
 - All teams will use their pre-event seed.
 - Legends Stage
 - The top 8 teams will use their pre-event seed.
 - The bottom 8 teams will use their final seed from the Challengers stage (see Mid-stage Seed Calculation).
 - Champions Stage
 - All teams will use their final seed from the Legends stage (see Mid-stage Seed Calculation).
- Mid-stage Seed Calculation
 - For all Swiss matchups (e.g., the Challengers and Legends stage, and Swiss RMR formats), after the initial matches, seed is determined (in order) by:
 1. Current W-L record in the stage
 2. Difficulty Score in the current stage
 3. Initial seeding of the current stage
- Difficulty Score (Buchholz)
 - Each team’s Difficulty Score is tracked for the purpose of tie-breaking.
 - The Difficulty Score is the sum of current wins minus the sum of current losses for every opponent a team has faced. Example:
 - Team A’s prior opponents are 2-0 and 1-1. Team A’s Difficulty Score is 2 (prior opponents have 3 wins total, and 1 loss total, so $3-1 = 2$)
 - Team B’s prior opponents are both 1-1. Their Difficulty Score is 0 (prior opponents have 2 wins and 2 losses in total, so $2-2 = 0$)
 - Therefore, if both Team A and B have the same win-loss record, Team A gets the higher seed because it played against teams that were more difficult to defeat.

If a case is not covered here or still unclear for any reason, contact the tournament administration.

2.16 Match protests

2.16.1 Definition

A protest is the official communication between the parties and an admin to report problems that may have affected the outcome of an official match, or are in the process of affecting them for ongoing matches.

2.16.2 Match protest rules

Protest must contain detailed information about why the protest was filed, how the issue came to be and when it occurred. A protest may be declined if proper documentation is not presented. Only one representative per team is supposed to be involved in the protest process. Insults and flaming are strictly prohibited during a protest and may result in penalty points or the protest being ruled against the insulting party.

2.16.2.1 Deadline for match protests

The deadline for when participants are allowed to issue a match protest is the earliest of the three following:

- Twelve (12) hours after the scheduled starting time of the match
- The beginning of the next match for either of the two participants (a minimum of ten (10) minutes has to be kept between matches by all participants)
- Only at offline events - the end of the event day (departure of the tournament administration team)

2.17 Video presentation

In videos (e.g. interviews, feature videos, camera feeds or similar) that happen from an environment not controlled by ESL, the visible surroundings/background should be kept neutral, clean and presentable. Any plans to showcase sponsors, logos or advertisements (e.g. in a background banner or placed items) need to be approved by ESL beforehand. Obvious promotion of sponsor products (including consumption) is not allowed. Brand logos may never appear bigger than the players' faces on screen.

2.18 Voice communication & recording

The voice communication tool used by ESL is TeamSpeak. Communication during matches is limited to the five players on the server and one coach. Additional personnel may join the communications channel but must be purely passive listeners (i.e. muted at all times). Participants must provide details of a TeamSpeak server when requested, as well as provide full access to tournament administration. Participants will be held accountable for the appearance of the TeamSpeak servers they provide, and any inappropriate behaviour, language or content hosted there may be penalised. ESL reserves the right to enforce the use of one of their servers.

For offline events, ESL will provide and monitor a local TeamSpeak server.

ESL reserves the right to record all communication during the matches. The tournament administration will join the TeamSpeak channel thirty (30) minutes before the start of the match, and will start recording the communications fifteen (15) minutes before the start of the match.

2.19 Camera obligations

When specifically stated, each player in an online event must be able to provide a clean camera feed for broadcast. Every participant needs to activate their camera a minimum of thirty (30) minutes before the start time of the match. Participants may turn off their cameras between maps in a series but must turn them back on a minimum of five (5) minutes before the start of the next map. Failure to provide a clean camera feed for the full duration of the map (including pre-match) will result in the participant being subject to fines. If at any point during the map the camera feed is not provided, it will be considered missing for the entire map. The following fines are standard punishments for each map missed:

Team:

20% of the lineup no camera: \$50 + 0.25% of the prize money winnings
 40% of the lineup no camera: \$100 + 0.5% of the prize money winnings
 60% of the lineup no camera: \$150 + 0.75% of the prize money winnings
 80% of the lineup no camera: \$200 + 1% of the prize money winnings
 100% of the lineup no camera: \$250 + 1.25% of the prize money winnings
 Coach missing: additional \$50 + 0.25% of prize money winnings

If a participant fails to fulfil the camera obligations in more than two matches in the same competition, they will be considered a repeat offender and the standard punishments will be increased as follows:

Match 3: +100%
 Match 4: +200%
 Match 5 and further incidents: +300%

In case a participant is considered a repeat offender on multiple occasions, they will be subject to the increased penalties at the start of the next ESL competition they attend. This will be communicated to the participant before their first match. The maximum fine amount cannot exceed the amount of prize money that the participant accumulates during the tournament.

2.20 Play area

Only the players on the server and the submitted coach are allowed to communicate within the play area assigned to the participants during matches. During online tournaments, additional personnel, including coaches, must not be present in the area or communicate in any way or enter or exit the area when matches are live. All electronics not provided by the tournament administration are forbidden within the play area, except cameras and devices used solely for communication with the tournament administration.

3 Event rules

3.1 Equipment

ESL always provides monitors, computers, SSDs and noise-cancelling headphones. Participants have to bring their own peripherals (in particular: keyboard, mouse, mousepad, in-ear headphones with long enough cables, sound cards if needed). Our machines do not support PS2-keyboards! All player equipment is subject to the approval of the tournament administration. ESL reserves the right to deny the use of any equipment and/or device if they deem it to be providing an unfair competitive advantage. Participants might be asked to hand in their equipment for additional checks. Participants who want to use more than one piece of the same equipment need to ask the tournament administration for approval.

It is expressly prohibited to attempt to modify any BIOS settings on computers provided by ESL, in tournament or practice areas.

3.2 Config and drivers

All participants must send in their configs and list of required drivers (software names and version numbers) by a specific deadline set by the tournament administration before the event. If any participant doesn't send in their configs and drivers, they may have to manually set up their config on site and play with default drivers. The team will not receive additional time to set up their config manually.

Submitted config folders may only include:

- config.cfg
- autoexec.cfg
- video.txt
- videodefautls.txt
- .txt files of any other settings (launch options, NVIDIA or monitor settings etc.)

3.3 Clothing

The players and teams need to ensure that they are all in equal coloured team attire, 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 (a minimum of \$250 fine), but in major cases (for example offensive content, other team branded 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 tournament administration, ESL will provide suitable clothing for the participants that are not dressed accordingly. The cost of provided clothing will then be subtracted from the prize money awarded to the participants. Any delay caused by change of clothing will be considered the players fault and penalised according to the rules of punctuality.

3.4 Obeying instructions

Instructions given by the tournament administration should always be obeyed and followed. Failure to do so may result in penalty points being awarded.

3.5 Player and tournament brief

The player and tournament briefs are documents that are sent to the participants by mail before the tournament. They are meant as extensions to the rulebook for a specific event and are equally binding.

3.6 Technical checklist

After completing their setup process the player will sign the technical checklist. This process exists to ensure the integrity of the system used to compete before the match starts. Technical pauses caused by problems that should have been noticed if the checklist had been properly followed will be punished with one (1) penalty, as well as any relevant penalties for delays caused. By signing this document, participants confirm that they are ready to start their match as scheduled. Participants may be forced to start the match even if a technical issue arises that would have been resolved during the checklist process.

3.7 Media obligations

If ESL 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. For all matches that are broadcast on ESL arranged streams, participants cannot refuse a request to provide an interviewee. The interviewee must be a player, unless otherwise specifically requested by ESL. The same interviewee cannot be provided for consecutive requests in an event. Most events will have a mandatory media day, where participants will be photographed, filmed and interviewed by ESL for the event presentation. When applicable, participants will receive a media schedule beforehand to be informed about the nature, duration and schedule of any activities of this kind that take more than five (5) minutes. In some cases, participants may be asked to provide assets for use on ESL arranged broadcasts. Failure to provide them on time when requested will be considered a missed media obligation.

3.7.1 Missing media obligations

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

- Not showing up complete and on time for the media day: \$4,000 + 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: \$1,000 + 1.25% of the prize money winnings
 - 71-99% of the lineup missing: \$1,200 + 1.5% of the prize money winnings
 - 100% of the lineup missing: \$2,000 + 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: \$1,200 + 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 tournament administration alone.

3.8 Stage matches

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

3.9 Tournament Areas

3.9.1 Food, drinks, smoking and behaviour

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. Excessively loud noise and offensive language is forbidden.

3.9.2 Electronic devices

It is strictly forbidden to connect or use any electronic devices (e.g. phones, cameras, vaporisers, tablets, hand warmers etc.) on the tournament computers without prior examination and approval from the tournament administrators. Participants are not allowed to bring any electronic devices, cameras or similar devices (e.g. vaporiser) into the tournament area unless permitted by the tournament administration. Such devices have to be handed to tournament administration before the match starts. Participants are not allowed to take photos and/or make any recordings on stage.

3.9.3 Unnecessary 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.

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

3.9.4 Internet access

Internet access on tournament computers is disabled for all participants.

3.10 Warm-up period

A warm-up period of thirty (30) minutes is normally provided before an offline match, although this period may not be guaranteed. Any time spent away from the tournament area during this thirty (30) minute period will still be considered as part of the warm-up period.

3.11 Photo and other media rights

By participating in the event, all players and other team members grant ESL the right to use any photographic, audio or video material on their website or for any other promotional purpose. Additionally, each player must sign two copies of a release form that they will receive beforehand for reading. These must be signed before they start their first match.

3.12 Winners ceremony

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

3.13 ESL provided areas

Participants have to follow the hotel or venue rules in the practice areas. Only marketing activities that have been authorised by ESL are allowed in any ESL provided areas (e.g. tournament areas, practice rooms, hotel rooms etc.).

4 Rule violations, punishments and ESIC

ESL and its competitions are part of ESIC, the Esports Integrity Commission. This means that all rules and regulations of ESIC apply to all ESL tournaments. You can look them up on their website at <https://esic.gg/>. The following sub-paragraphs are meant to give you an idea of what things are forbidden. For more detailed information, please visit the ESIC website.

4.1 Code of conduct

Every participant has to behave with respect towards the representatives of ESL, press, viewers, partners and other players. The participants are requested to represent esports, ESL, and their sponsors honourably. This applies to behaviour in-game, on TeamSpeak and also in chats, messengers, comments and other media. We expect players to conduct themselves according to the following values:

- Compassion: treat others as you would be treated.
- Integrity: be honest, be committed, play fair.
- Respect: show respect to all other humans, including teammates, competitors, and event staff.
- Courage: be courageous in competition and in standing up for what is right.

Participants must not engage in harassment or hate speech in any form. This includes, but is not limited to:

- Hate speech, offensive behaviour, or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
- Stalking or intimidation (physically or online).
- Spamming, raiding, hijacking, or inciting disruption of streams or social media.
- Posting or threatening to post other people's personally identifying information ("doxing").
- Unwelcome sexual attention. This includes, unwelcome sexualized comments, jokes, and sexual advances.
- Advocating for, or encouraging, any of the above behaviour.

Please refer to the [AnyKey Keystone Code](#) to learn more about good sporting behaviour. Refer to the [ESIC Code of Conduct](#) for detailed conduct rules and penalties.

Violation of this Code of Conduct will result in penalty points. In the case of repeat or extreme violations, penalties may include disqualification, mandatory training sessions or banning from future ESL events.

4.2 Cheating

4.2.1 Cheat software

Any use of software that could be considered cheats is strictly forbidden. The tournament administration reserves the right to specify what is considered a cheat.

4.2.2 Information abuse

Communication during the match with people not involved in the match is strictly forbidden, the same is true for using information about your game from other external sources (e.g. streams).

4.2.3 Punishments for cheating

When cheating during an event is uncovered, the result(s) of the match(es) in question will be voided. The participant will be disqualified, forfeit their 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.

4.2.4 Methods to detect cheating

ESL reserves the right to use different methods to inspect participants and their equipment, with or without prior notice. One of these is the use of metal detectors on participants entering the stage. Participants are not allowed to refuse these inspections.

4.3 Doping

4.3.1 Refusing to be tested

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

4.3.2 List of prohibited substances and methods

The List of Prohibited Substances and Methods created by the Esports Integrity Commission (ESIC) is valid for the ESL tournaments. The list can be found here: <https://esic.gg/codes/esic-prohibited-list/>

Any unsanctioned use of these substances is considered doping.

4.3.3 Prescribed medication

If participants 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 competition (deadline in local time). They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.

4.3.4 Punishments for doping

Mild cases of doping will be punished with a warning and possibly 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 participant is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least twenty four (24) hours, the participant 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.

4.4 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 [5.3.2](#), 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.

4.5 Betting

No players, team managers, staff or management of attending organisations 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 matches or the competition in general. Any betting or gambling against your own organisation's matches will lead to an immediate disqualification of the organisation and a minimal ban of 1 year from all ESL competitions for all persons involved. Any other violation will be penalised at the sole discretion of the tournament administration.

4.6 Competition manipulation

Offering money/benefits, making threats or exerting pressure towards anyone involved with ESL 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.

4.6.1 Punishments for competition manipulation

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

4.7 Match fixing

Using any means to manipulate the outcome of a match for purposes that are not sporting 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.

4.7.1 Punishments for match fixing

When match fixing is uncovered in the ESL, the result(s) of the match(es) in question will be voided. The participant will be disqualified, forfeit their 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 fine is also possible.

4.8 Limitations for issuing punishments

Punishments can be issued for a limited amount of time after the incident that is being punished takes place. In cases of cheating and match-fixing, this duration is set to ten (10) years. For infractions like ringing, faking, lying about legally relevant personal information (name, age, nationality, residency, ...), the duration is set to five (5) years. Smaller infractions may expire earlier.

4.9 Publisher or ESIC bans

ESL reserves the right to refuse players who have standing bans from the game publisher to take part in ESL tournaments.

Any ESIC bans will be honoured and translated into ESL bans.

CS:GO VAC bans are specifically honoured, but only for two (2) years after they have been issued.

4.10 Breach of netiquette

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

4.10.1 Public behaviour

All participants shall abstain, at all times, from poor, undesirable, or negative behaviour towards anybody involved with the competition in any way.

All participants shall abstain, at all times, from any action or inaction that brings anybody involved with the competition in any way into public disrepute, contempt, scandal, ridicule or harms the public relations or commercial value of any involved party. This includes derogatory comments aimed at ESL, its partners or products in interviews, statements and/or social media channels.

4.10.2 Insults

All insults occurring in connection with ESL will be punished. This primarily applies to insults during a match but also on any ESL owned or affiliated platforms. Insults on messenger programs, email or other means of communication will be punished if they can be linked to ESL 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 disqualification of the participant. Depending on the nature and severity of the insult the penalty will be assigned to the player or to the team.

4.10.3 Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming by ESL. Spamming on any ESL owned or affiliated platforms will be punished depending on the nature and severity of the offence.

4.10.4 Damaging or soiling

Participants taking action that could or does result in damage or soiling of rooms, furniture, equipment or similar items will be fined. The fine will be based on the cost to restore the item to its original state, handling efforts to fix the issue and damaged reputations with third parties or the public.

4.11 Unsportsmanlike behaviour

For an orderly and pleasant game, it is essential that all participants have sportsmanlike behaviour. The most important and common offences are listed below. However, the tournament administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour.

4.11.1 Ringer/faker

Any participant involved in faking or ringing a player will be suspended for a minimum of two (2) matches and ten (10) penalty points will be awarded per incident.

4.11.2 Playing with a disallowed player

Using a disallowed player results in ten (10) penalty points being awarded and the player will be suspended for a minimum of two (2) matches. In addition to this, the opponent will be offered a rematch. If the tournament 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 bracket, but can happen in other cases as well), a default win will be given to the opponent.

4.11.3 Misleading tournament administration or players

Any attempts to deceive opposing players, the tournament administration, or anyone else related to ESL may be penalised with one (1) to four (4) penalty points.

5 Appendix

5.1 List of countries/territories and their assigned IEM Rio 2022 region

If your country is not listed below or you are uncertain about which country is yours, contact the tournament administration.

Far East Russia	Asia (Rest of Asia)
Ascension Island	Asia (Middle East)
Andorra	Europe
United Arab Emirates	Asia (Middle East)
Afghanistan	Asia (Middle East)
Antigua and Barbuda	Americas (North America)
Anguilla	Americas (North America)
Albania	Europe
Armenia	Europe
Netherlands Antilles	Americas (South America)
Angola	Asia (Middle East)
Antarctica	Americas (South America)
Argentina	Americas (South America)
American Samoa	Asia (Oceania)
Austria	Europe
Australia	Asia (Oceania)
Aruba	Americas (South America)
Åland	Europe
Azerbaijan	Europe
Bosnia and Herzegovina	Europe
Barbados	Americas (North America)
Bangladesh	Asia (Rest of Asia)
Belgium	Europe
Burkina Faso	Asia (Middle East)
Bulgaria	Europe
Bahrain	Asia (Middle East)
Burundi	Asia (Middle East)
Benin	Asia (Middle East)
Bermuda	Americas (North America)
Brunei	Asia (Rest of Asia)
Bolivia	Americas (South America)
Brazil	Americas (South America)
Bahamas	Americas (North America)

Bhutan	Asia (Rest of Asia)
Bouvet Island	Asia (Middle East)
Botswana	Asia (Middle East)
Belarus	Europe
Belize	Americas (North America)
Canada	Americas (North America)
Cocos (Keeling) Islands	Asia (Rest of Asia)
Democratic Republic of the Congo	Asia (Middle East)
Central African Republic	Asia (Middle East)
Republic of the Congo	Asia (Middle East)
Switzerland	Europe
Côte d'Ivoire	Asia (Middle East)
Cook Islands	Asia (Oceania)
Chile	Americas (South America)
Cameroon	Asia (Middle East)
People's Republic of China	Asia (Central Asia)
Colombia	Americas (South America)
Costa Rica	Americas (North America)
Cuba	Americas (North America)
Cape Verde	Asia (Middle East)
Christmas Island	Asia (Rest of Asia)
Cyprus	Europe
Czech Republic	Europe
Germany	Europe
Djibouti	Asia (Middle East)
Denmark	Europe
Dominica	Americas (North America)
Dominican Republic	Americas (North America)
Algeria	Asia (Middle East)
Ecuador	Americas (South America)
Estonia	Europe
Egypt	Asia (Middle East)
Western Sahara	Asia (Middle East)
Eritrea	Asia (Middle East)
Spain	Europe
Ethiopia	Asia (Middle East)
European Union	Europe
Finland	Europe

Fiji	Asia (Oceania)
Falkland Islands	Americas (South America)
Federated States of Micronesia	Asia (Rest of Asia)
Faroe Islands	Europe
France	Europe
Gabon	Asia (Middle East)
United Kingdom	Europe
Grenada	Americas (North America)
Georgia	Europe
French Guiana	Americas (South America)
Guernsey	Europe
Ghana	Asia (Middle East)
Gibraltar	Europe
Greenland	Europe
The Gambia	Asia (Middle East)
Guinea	Asia (Middle East)
Guadeloupe	Americas (North America)
Equatorial Guinea	Asia (Middle East)
Greece	Europe
South Georgia and the South Sandwich Islands	Americas (South America)
Guatemala	Americas (North America)
Guam	Asia (Rest of Asia)
Guinea-Bissau	Asia (Middle East)
Guyana	Americas (South America)
Hong Kong	Asia (Central Asia)
Heard Island and McDonald Islands	Asia (Oceania)
Honduras	Americas (North America)
Croatia	Europe
Haiti	Americas (North America)
Hungary	Europe
Indonesia	Asia (Rest of Asia)
Republic of Ireland / NorthernIreland	Europe
Israel	Asia (Middle East)
Isle of Man	Europe
India	Asia (Rest of Asia)
British Indian Ocean Territory	Asia (Rest of Asia)
Iraq	Asia (Middle East)
Iran	Asia (Middle East)

Iceland	Europe
Italy	Europe
Jersey	Europe
Jamaica	Americas (North America)
Jordan	Asia (Middle East)
Japan	Asia (Rest of Asia)
Kenya	Asia (Middle East)
Kyrgyzstan	Asia (Rest of Asia)
Cambodia	Asia (Rest of Asia)
Kiribati	Asia (Oceania)
Comoros	Asia (Middle East)
Saint Kitts and Nevis	Americas (North America)
Democratic People's Republic of Korea	Asia (Rest of Asia)
Republic of Korea	Asia (Rest of Asia)
Kuwait	Asia (Middle East)
Cayman Islands	Americas (North America)
Kazakhstan	Europe
Laos	Asia (Rest of Asia)
Lebanon	Asia (Middle East)
Saint Lucia	Americas (North America)
Liechtenstein	Europe
Sri Lanka	Asia (Rest of Asia)
Liberia	Asia (Middle East)
Lesotho	Asia (Middle East)
Lithuania	Europe
Luxembourg	Europe
Latvia	Europe
Libya	Asia (Middle East)
Morocco	Asia (Middle East)
Monaco	Europe
Moldova	Europe
Montenegro	Europe
Madagascar	Asia (Middle East)
Marshall Islands	Asia (Rest of Asia)
Macedonia	Europe
Mali	Asia (Middle East)
Myanmar	Asia (Rest of Asia)
Mongolia	Asia (Rest of Asia)

Macau	Asia (Central Asia)
Northern Mariana Islands	Asia (Rest of Asia)
Martinique	Americas (North America)
Mauritania	Asia (Middle East)
Montserrat	Americas (North America)
Malta	Europe
Mauritius	Asia (Middle East)
Maldives	Asia (Rest of Asia)
Malawi	Asia (Middle East)
Mexico	Americas (North America)
Malaysia	Asia (Rest of Asia)
Mozambique	Asia (Middle East)
Namibia	Asia (Middle East)
New Caledonia	Asia (Oceania)
Niger	Asia (Middle East)
Norfolk Island	Asia (Oceania)
Nigeria	Asia (Middle East)
Nicaragua	Americas (North America)
Netherlands	Europe
Norway	Europe
Nepal	Asia (Rest of Asia)
Nauru	Asia (Rest of Asia)
Niue	Asia (Oceania)
New Zealand	Asia (Oceania)
Oman	Asia (Middle East)
Panama	Americas (North America)
Peru	Americas (South America)
French Polynesia	Asia (Oceania)
Papua New Guinea	Asia (Rest of Asia)
Philippines	Asia (Rest of Asia)
Pakistan	Asia (Rest of Asia)
Poland	Europe
Saint-Pierre and Miquelon	Americas (North America)
Pitcairn Islands	Asia (Oceania)
Puerto Rico	Americas (North America)
Palestinian territories	Asia (Middle East)
Portugal	Europe
Palau	Asia (Rest of Asia)

Paraguay	Americas (South America)
Qatar	Asia (Middle East)
Réunion	Asia (Middle East)
Romania	Europe
Serbia	Europe
Russia	Europe
Rwanda	Asia (Middle East)
Saudi Arabia	Asia (Middle East)
Solomon Islands	Asia (Rest of Asia)
Seychelles	Asia (Middle East)
Sudan	Asia (Middle East)
Sweden	Europe
Singapore	Asia (Rest of Asia)
Saint Helena	Asia (Middle East)
Slovenia	Europe
Svalbard and JanMayenIslands	Europe
Slovakia	Europe
Sierra Leone	Asia (Middle East)
San Marino	Europe
Senegal	Asia (Middle East)
Somalia	Asia (Middle East)
Suriname	Americas (South America)
South Sudan	Asia (Middle East)
São Tomé and Príncipe	Asia (Middle East)
El Salvador	Americas (North America)
Sint Maarten	Americas (North America)
Syria	Asia (Middle East)
Swaziland	Asia (Middle East)
Turks and Caicos Islands	Americas (North America)
Chad	Asia (Middle East)
French Southern and Antarctic Lands	Asia (Oceania)
Togo	Asia (Middle East)
Thailand	Asia (Rest of Asia)
Tajikistan	Asia (Rest of Asia)
Tokelau	Asia (Oceania)
East Timor	Asia (Rest of Asia)
Turkmenistan	Asia (Middle East)
Tunisia	Asia (Middle East)

Tonga	Asia (Oceania)
Turkey	Europe
Trinidad and Tobago	Americas (North America)
Tuvalu	Asia (Oceania)
Taiwan	Asia (Central Asia)
Tanzania	Asia (Middle East)
Ukraine	Europe
Uganda	Asia (Middle East)
United Kingdom	Europe
United States of America	Americas (North America)
Uruguay	Americas (South America)
Uzbekistan	Asia (Middle East)
Vatican City	Europe
Saint Vincent and the Grenadines	Americas (North America)
Venezuela	Americas (South America)
British Virgin Islands	Americas (North America)
United States Virgin Islands	Americas (North America)
Vietnam	Asia (Rest of Asia)
Vanuatu	Asia (Oceania)
Wallis and Futuna	Asia (Oceania)
Samoa	Asia (Oceania)
Yemen	Asia (Middle East)
Mayotte	Asia (Middle East)
South Africa	Asia (Middle East)
Zambia	Asia (Middle East)
Zimbabwe	Asia (Middle East)

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