ESL Premiership Autumn Season 2020 Rulebook

This Rulebook outlines the rules that should at all times be followed when participating in the ESL Premiership. Failure to adhere to these rules may be penalised as outlined.

It should be remembered that it is always the League 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 taken in extreme cases, to preserve fair play and sportsmanship. All decisions will be announced to all participants and in extreme cases, will be announced publicly.

We 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.

13th May 2020

13th May 2020

13th May 2020

1. Definitions

1.1 Range of Validity

This is the only valid rulebook for the ESL Premiership, its participants and all maps played within the scope of the ESL Premiership. With their participation, the participant states that they understand and accept all rules.

1.2 Term Definitions

'ESL Premiership' - The name of the league that this rulebook governs.

'Team' - A group of people representing the same brand.

'Map' - A single match of a given game played on a single in-game level.

'Series' - A group or succession of maps played together in a best of 3 or best of 5 format

'Match' - A game contested over a single map or a collection of maps (series).

'Player' - An individual who competes for a team in matches

'Coach' - an individual that advises the Team but can be listed as a substitute at the same time

'Substitute' - The backup players who are part of a Team

'Roster' - A list of everyone associated with the Team: Players, Substitutes, Coach, Manager, Staff etc

'Line-Up' - The 5 players that will be playing in a specific play day

'Starters' - The 5 main players of a Team

'Organisation' - an established brand within esports with a functional structure, which is represented by the Roster.

'Head Referee' - The main person who has overall adjudication and has the final word on all decisions made by the referees if there is ever a dispute or appeal.

'Live Match' - Any ESL Premiership match, whether taking place online or offline

'Defaulted' - Meaning to give favour in score to one party due to lack of opposition or failure to fulfil an obligation/follow the rules.

'No-Show' - Not turning up to a game without giving notice to the Head Referee

'Penalty Point (Major and Minor)' - Penalty points are issued to teams for infractions or breakages of rules. These penalty points result in a deduction of prize money from a season. Accrual of those points can result in further action taken against teams.

'Disqualification' - Removal of a team from the ESL Premiership due to league infractions.

'Tie-Breakers' - When Teams have an equal score and a factor is needed to determine who wins.

'League Points' - Points earned in the league due to the progression of games, e.g winning a match

'Head to Head Points' - Points earned against a specific opponent in a tied score.

'Head to Head Round Difference' - Total round difference between all tied participants.

'Overall Round Difference' - Total round difference between all participants in the league.

'**Overall Rounds Won in Regular time**' - The number of rounds won before overtime

'Game Difference' - The total number of Games won by a Team minus the total number of Games lost by such Team.

'Discord' - A social communication application available on mobile and PC which is used as the official communication platform for the ESL Premiership.

1.3 Participants

An ESL Premiership participant is a captain, starter, substitute or coach that is listed on an ESL Premiership roster. Any participant of an ESL Premiership team is considered to be locked to it regardless of whether or not the person has played in the league. No participant can be part of more than one organization/team taking part in overlapping seasons of ESL professional gaming competitions. This includes, but is not limited to:

- Intel Extreme Masters
- ESL One
- ESL Pro League
- ESL National/Regional Championship or any of those leagues' qualifiers e.g. Mountain Dew League.

If there is uncertainty whether someone is allowed to participate, please raise the issue with the tournament officials as soon as possible.

1.3.1 Locked to the Roster

Participants of an ESL Premiership team are considered locked to that team. This means the team is responsible for the participant. Any penalties for rule infractions made by a participant will be levied against the team as a whole. This does not necessarily include bans.

1.4 Time Zone

The ESL websites (https://play.eslgaming.com and https://pro.eslgaming.com/uk) will display the times of match according to the time zone each user has specified in the account settings. Users that are not logged in will have times displayed in the timezone assigned to them from their Geolocation.

Official league communication will use the following timezones:
- UK - GMT or BST

1.5 The Season

The season is approximately 12 weeks long, which includes the regular season, playoffs, the relegation tournament and the additional qualifier for MDL. Season length may vary.

1.6 Region

The region of the ESL Premiership is Europe. Only participants from the following countries are eligible to participate:

- Albania, Andorra, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czechia, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kazakhstan, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway,

Poland, Portugal, Romania, Russia, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom, Vatican City

1.7 Punishments

1.7.1 Definitions and Scope of Punishments

Punishments are given for rule violations within the ESL Premiership. Punishments may consist of the following:

- Warnings
- Minor or major penalty points
- Default losses
- Player/team bans or disqualification

Dependent on the incident in question, there may often be a combination of punishments issued. Any punishments will be communicated to participants via Discord.

1.7.1.1 Warnings

Official warnings may be given for first offences, at the discretion of the Head Referee. Any repeated offences of the same kind will lead to more severe punishments.

1.7.1.2 Minor Penalty Points

Minor penalty points are given for non-severe rulebook infractions including, but not limited to:

- Failing to submit match lineups by the requested time
- Being late for a match
- Delaying the broadcast
- Use of offensive language against other participants/league staff
- Failing to respect decisions of the tournament administration

Each minor penalty point amounts to a one (1) percent deduction of any prize money a team earns in the tournament.

1.7.1.3 Major Penalty Points

Major penalty points are given for severe rulebook infractions including, but not limited to:

- Deliberately deceiving league staff
- Failing to show up for matches
- Repeated rule-breaking

Each major penalty point amounts to a ten (10) percent deduction of any prize money a team earns in the tournament.

1.7.1.4 Bans

Bans are given for very severe rulebook infractions including, but not limited to:

- Ringing
- Using
- Use of an unregistered player
- Cheating

Bans can be given either to a player or a whole team, depending on the circumstances surrounding the infraction.

1.7.1.5 Disqualification

Disqualifications can be given to teams in very rare circumstances, when deemed appropriate by the Head Referee. Disqualified teams forfeit all accumulated prize money from the tournament in question. In extreme cases, teams and players can also be banned for up to two (2) years from the competition.

To preserve the integrity of the tournament, teams will be disqualified from the tournament upon acquiring thirty five (35) total penalty point deductions.

1.7.1.6 Additional Methods of Punishment

In rare circumstances, the tournament administration may define and implement other methods of punishments.

1.7.2 Combining Punishments

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

1.7.3 Punishments for Repeat Offences

All punishments outlined in this rulebook are applicable for first-time offences. Repeat offences will usually be punished more severely than the initial offence. If repeat offences continue to occur, further measures will be taken against the participant, up to and including disqualification from the tournament.

1.7.4 Punishments and Sanctions Outside the ESL Premiership

Punishments and sanctions outside of the ESL Premiership on the ESEA and ESL Play platform do not normally apply towards the ESL Premiership except when punishment has been awarded for cheating.

Punishments and sanctions given by tournament operators not related to ESL in any way will not be upheld within the ESL Premiership, unless specifically requested by ESIC (Esports Integrity Council).

1.7.5 Punishment Communication

In the case of a suspected rulebook infraction, the connected participants will be notified via Discord of the rule in question, any evidence the tournament administration has in connection to the infraction, and what the possible punishments are. Teams are given 48 hours to respond to the allegations and provide any counter-evidence. After taking into consideration any statements and counter-evidence

supplied by the team, the tournament administration will make a ruling and apply the relevant punishment, if necessary.

2. General

2.1 Rule Changes

ESL reserves the right to amend, remove, or otherwise change these rules, without notice. ESL also reserves the right to make a judgment on cases not specifically covered by, or that go against the rulebook, in order to preserve the spirit of fair competition and sportsmanship.

2.2 Validity of the Rules

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

2.2.1 Local Laws

If any rules or procedures are in conflict with local laws, they will be adjusted in a way that both aligns with local laws and retains their intended meaning.

2.3 Confidentiality

The content of all communications with league staff is deemed strictly confidential. The publication of such material is prohibited without written consent from the Head Referee. Any breach of confidentiality will be reviewed on a case by case basis, with up to ten (10) minor penalty points being assigned for each breakage of this rule.

If confidentiality has been broken, the involved parties are required to remove all confidential material immediately, from all sources. For every 24 hours the material is not removed, the team will receive further punishments. Depending on the intent behind the breach, along with the content of any confidential materials released, ESL reserves the right to disqualify any involved participants from the league.

2.4 Additional Agreements

The tournament administration is not responsible for, nor do they agree to enforce, any unsanctioned agreements made between individual players or teams. The tournament administration does not condone such agreements taking place, and any agreements that go against the ESL Premiership rulebook are acceptable under no circumstances. This includes, but is not limited to:

- Rescheduling ESL Premiership matches
- Playing with a different roster than was communicated to the Head Referee

2.5 Match Broadcasting

2.5.1 Broadcasting Rights

All broadcasting rights for the ESL Premiership are owned by ESL Gaming UK Ltd. This includes, but is not limited to:

● Live streams
● GOTV streams
● TV broadcasts
● YouTube VoDs

2.5.2 Waiving These Rights

ESL Gaming UK Ltd. has the right to award broadcasting rights for one or multiple matches to a third party. In such cases, the broadcast must have been arranged with the tournament administration prior to the start of the match.

2.5.3 Participant Cooperation

Players cannot refuse to have their matches broadcast, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by the tournament officials. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

2.6 Communication

2.6.1 Discord

The official communication method of the ESL Premiership is Discord. Being in the Discord server is the only way for all participants to keep up to date on the day to day running of the ESL Premiership. Discord may also be used for communication during live matches.

Please allow up to twenty four (24) hours to receive a response at any given time. If you have not received a response within twenty four (24) hours, please ensure you have tagged the relevant department or individual. If you still have not received a response within twelve (12) hours of tagging an individual, then please send an email to **premiership.uk@eslgaming.com** and a tournament official will get in touch as soon as possible. If you contact a member of staff outside of the designated Discord channels, your query or request may not be received. Please do not rely on direct messages.

It is mandatory for at least three (3) active players and one (1) staff member (where applicable) to be present in the ESL Premiership Discord throughout the active season.

2.6.2 Email

Email is used as a secondary form of communication during the ESL Premiership. An email will be used to communicate important information such as match schedules, and will mostly be used outside of the active season for the sake of expediency.

2.6.3 Participant Responsibility

Participants are responsible for ensuring that they are in the correct channels within the ESL Premiership Discord server to receive accurate information from the tournament officials. Participants are obligated to use the *#identification* channel in order to be placed in the correct channels. Failure to do so could result in missing out on vital information, which the tournament officials do not take responsibility for.

2.7 Sponsor Restrictions

2.7.1 Mature Content

Sponsors or partners that are widely known for pornography, drug use or any other adult/mature themes and products are not allowed in connection with the ESL Premiership.

2.8 Conditions of Participation in the ESL Premiership

2.8.1 Age Restriction

All participants of the ESL Premiership must be over sixteen (16) years of age. If a player is due to turn 16 during the Premiership season, they may be classed as a substitute but cannot play until the day they reach the required age.

2.8.2 Regional Limitations

All participants must reside within Europe. Coaches and other organisational staff can be from outside Europe but will not be supported by ESL when travelling to ESL Premiership events.

2.8.3 Physical Location During Online Matches

Online matches must be played from the country each participant resides. An exception to this rule may be granted by the Head Referee if the participant has a valid reason to play from another country. Ping from the prospective country will be taken into account when granting the exception.

2.8.4 Residency Requirement

All rosters must consist of three (3) players residing within and playing from the United Kingdom or Ireland. Failure to fulfil this requirement will make the roster ineligible to participate.

2.9 Player Details

Players are required to provide all necessary information including, but not limited to:

- Full name
- Contact details
- Date of birth
- Address

13th May 2020

- Photo
- Photographic ID

2.9.1 Game Accounts

Every playing participant must have their Steam account linked to their ESEA profile and must provide it to the tournament officials at the start of each season.

2.10 Teams

Slots in the ESL Premiership are owned by the players in each team that played in at least 50% of the games in either the previous season or the relegation/qualification tournament.

2.10.1 Standards

When requested, teams are required to send us all needed information including, but not limited to logos, and social media accounts. An ESL Premiership team must abide by certain standards of quality.

The following information must be provided at the start of the season:

- Relevant team name
- Team logo, in vector format, both dark and light versions (where applicable)

2.10.2 Team Names

The ESL Premiership team name must not have any extensions such as "CS team". It must only consist of the team name and/or a potential name sponsor. To prevent confusion, only names that are not already being used by another team in the same discipline are allowed. Sponsor names may appear on more than one team as long as the main part of the team name differs.

A team's name must not conflict with publisher or ESL sponsor rules. Teams will be contacted with a request of name change if a conflict exists.

2.10.3 Changes in Team Appearances

All changes must be requested forty-eight (48) hours before the start of the next playday in which the team is participating in. Any changes in the team account should be approved by the tournament officials before the changes are allowed to take place. This includes but is not limited to:

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

Any changes completed without approval of the tournament officials will be revoked, not shown on broadcast and subject to penalties. Approval may only be granted by the Head Referee and must be granted via Discord. If approval is given by anyone else, the Head Referee has the right to revert this change.

2.10.4 Roster Changes

2.10.5 Player Transfer

When any player is added to a team in the ESL Premiership, this is considered a transfer. If a player from an existing ESL Premiership team moves to a different team in the ESL Premiership, this is classed as a transfer for the team that received the player. The only time a move is not classed as a transfer is when a player moves roles within the team.

A player leaving a roster will not grant a team a transfer to replace the player. Substitutes are highly recommended in case a team is out of transfers.

2.10.5.1 Formal Requirements

Before a player can be officially added to the roster, the tournament officials of the ESL Premiership must be formally notified via Email. The required information is all information required for the team sheet which was completed at the start of the season. Seek assistance from tournament officials if you're unsure what should be included.

Failure to notify the ESL Premiership tournament officials with the necessary information before adding the player may be penalised with up to two (2) minor penalty points. After a player is added to the team, the player needs to fill in the GDPR form that was provided at the start of the season. When the information has been given to the tournament officials, this will go through rigorous background checks to ensure the eligibility of the new addition.

2.10.5.2 Player Addition Deadline

During the season, all transfers must be completed forty-eight (48) hours prior to the next tournament game for the player(s) to be eligible to play the following game day. Within forty-eight (48) hours of the tournament game, any transfers wanting to be made will result in five (5) minor penalty points. No transfers can be made after 18:01 GMT/BST on game day.

2.10.5.3 Number of Transfers

Teams are only able to make **two (2) transfers per season** to their roster, this can occur at any point during the season but has to abide by point 2.10.5.2. Once the online portion of the regular season is over all teams are awarded one (1) extra transfer.

When making changes, three (3) **starters must remain on the roster to be an eligible roster.**

2.10.5.4 Extra Transfers

If a team used up all possible transfers and would still like to make additions to the team one (1) major penalty point will be given per player addition.

2.10.5.5 Additional Transfers

If a player is made ineligible by ESL a free additional transfer may be given to a team. This would only be under extreme conditions and it is at the discretion of ESL whether a free transfer will be given.

2.10.5.6 End of Season Transfers

Once the Playoffs have been completed, all teams involved in the Offline Final and Relegation will be awarded one (1) transfer to make.

2.10.6 Team Composition

2.10.6.1 Start of the Season

Teams which have been invited to the ESL Premiership due to their final placement in the qualifier event or the previous season have to consist of at least five (5) main players, and up to four (4) substitute players. At least three (3) of the main players need to have played in at least fifty percent (50%) of the matches of the qualifier or previous season.

Alternatively, the team must have at least two (2) of the players to have played in at least fifty percent (50%) of the matches of the qualifier or previous season and are contracted to a team organisation.

If two (2) teams qualify for the same spot, the team with the highest sum of matches across their players will be invited. In case of a tie between two teams, the spot will be granted to one with more main players at the end of a season. If a player leaves a team, all the matches played by that player before leaving will not be considered into this calculation.

2.10.6.1.1 Replacement Teams

If a team does not accept their invitation to the next season, a replacement team will be called upon. Depending on the time frame that this team is required to join the league, roster requirements may not be enforced upon that team. If the replacement team isn't able to adhere to the rules completely then they may be given less severe penalty points, but still be able to play in the league.

2.10.6.2 During the Season

Three (3) of the five (5) main players need to be members of the team until the end of the season to be allowed to play during that season. If at any point this requirement is not fulfilled, the team may lose its slot in the ESL Premiership.

2.10.6.3 Late Roster Submission

The final date to submit the start of season roster is **23:59 BST on Friday 21st August, 2020**. Any changes made to your team sheet after this cut-off point will be considered mid-season requests and may be allowed/denied based on the Rulebook. Failure to submit before **23:59 BST on 21st August, 2020** may result in a disqualification and a replacement team will be found.

2.10.7 Match Lineup

The team's lineup for every match must consist of a minimum of three (3) starters and a maximum of (2) substitutes, and exactly five (5) players.

This clause does not override clause 2.15.6.

2.10.8 Insufficient Players

If a team for any reason does not have a sufficient number of players to participate in the ESL Premiership match, the team will be awarded a loss with the worst possible result. It is therefore suggested that every ESL Premiership team has substitutes added to the roster to compensate for any player losses during the season. We also recommend registering the Coach as a substitute, they will be unable to play unless they are registered on the roster as a substitute.

This clause does not override clause 2.15.6.

2.10.9 Multiple Contracts

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

2.10.10 Representing Organisations

A team which represents an organisation will be able to change which organisation they represent once during the season. If a team does not want to represent the organisation anymore but does not have one to represent they will be considered ex-'Organisation' but this is not considered as an organisation change limit. If a team does not have an organisation to represent from the beginning of the season they are allowed to change names to represent an organisation up to twice during the season.

2.11 Cheating

2.11.1 Cheat Software

The use of the following programs is considered cheating: Multihacks, Wallhacks, Aimbots, Coloured Models, No-Recoil, No-Flash and Sound changes. These are only examples, other programs or methods may be considered cheats as well.

Players are not allowed to run the following programs: Teamviewer (or any other similar screen sharing program), or Virtual Machines of any kind including but not limited to Hyper-V, VMWare, or VirtualBox. If these programs are detected during a match, the guilty player will be barred from the league for a period defined by the tournament officials.

2.11.2 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).

2.11.3 Methods of Detecting Cheats

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

2.12 Anti-Cheat

2.12.1 ESEA

The ESEA client is mandatory for all players to use for the full duration of all matches without exception, as is a premium ESEA subscription. If a player cannot use the ESEA client then they will not be allowed to take part in the match. Players are required to have ESEA Premium in order to play in the Premiership. At offline events, this rule is usually not applied.

2.13 Prize Money

All prize money will be paid out within ninety (90) days after the end of the ESL Premiership season. If a team does not request the prize money payment within six (6) months after the conclusion of the tournament, ESL reserves the right to refuse payment. The total prize pool amount is £20,000.

- 1st   £8000
- 2nd   £3800
- 3rd/4th   £1900
- 5/6th   £1400
- 7/8th   £800

2.13.1 Prize Deductions Due to Penalty Points

Every penalty point that a participant acquires during a season is penalised with a prize money deduction. The deductions are as follows:

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

The deduction is calculated out of the grand total of prize money awarded to the team at the end of the last stage of the tournament. The deducted prize money will be proportionally added upon the other teams, thus no prize money gets lost through penalty points. It should be noted that a team that received extremely high prize money deductions in total over several tournament stages may be disqualified.

2.13.2 Prize Deductions Due to Monetary Fines

Monetary fines (penalty points) are removed from the winnings of the team in question and distributed to all over teams.

2.13.3 Withdrawal of Prize Money

Prize money must be requested by the official point of contact for the team. As long as the prize money for the ESL Premiership has not been paid out, ESL reserves the right to cancel any pending payment if any evidence of fraud or foul play has been discovered.

2.13.4 Transfer of Prize Money

The prize money will be sent as a bank transfer. Failure to provide sufficient information for the payments to be completed will result in payments not being made and being delayed significantly. The full amount of prize money will be sent to one recipient only. ESL is not responsible for the agreements between teams on the distribution of prize money.

2.14 Leaving the ESL Premiership

2.14.1 Leaving During the Season

If a team leaves the ESL Premiership during a season, the team forfeits all prize money accumulated for the season.

2.14.2 Replacement Teams

If a participant for any reason leaves the ESL Premiership, a replacement will not be introduced. All matches, past and future, that the leaving team would have played/had played will be given as a default win - with the best possible score - to their opponent.

2.15 Match Start

2.15.1 Punctuality

All matches in the ESL Premiership should start as stated by the tournament officials. Any changes in the start time must be approved by the tournament officials and if ESL mandates a change in start times, participants will be informed as soon as possible.

All participants should be ready sixty (60) minutes before the scheduled time for each match. At offline events, we expect every player to be at the tournament area as stated in the Tournament Directors information email to set-up, prepare and solve any technical problems that might occur.

If teams know that they are going to be late for a match, they should inform the ESL Head Referee as soon as possible. Any delays caused by showing up late will lead to penalty points (see clauses 2.15.3 and 2.15.4).

2.15.2 Starting the Match

A match can only be started with strict permission from a tournament official. Starting a game without the permission from a tournament official will result in both teams receiving two (2) minor penalty points.

13th May 2020

2.15.3 Delaying the Match

For delays with players being ready at the start of a match, or between maps or breaks, players will be punished. At fifteen (15) minutes after the scheduled game start time, one (1) major penalty point will be awarded.

2.15.4 No-Show

If a participant is not ready to play by ten (10) minutes after the fifteen (15) minute mark mentioned in rule 2.15.3, it is considered a no-show. In that case, the team will be penalised and lose the match with the worst score possible. The team will also be given five (5) minor penalty points, in addition to the points gained due to 2.15.3.

If the no-show was made aware to the Head Referee at least 72 hours prior to the scheduled game time then teams will be given five (5) penalty points and the match will have defaulted.

2.15.5 Technical Issues

If a technical issue arises when a match should be played a team will be given fifteen (15) minutes to attempt to fix or find an alternative option, the timer will start from when the match should have started. After the fifteen (15) minutes the team will forfeit the map with the worst possible score.

If during a series the team defaults a map they will be given an additional ten (10) minutes to fix the issue. If the problem is not resolved then the team will forfeit the series with the worst possible score.

2.15.6 Mid Game Substitute

If a map has started and a technical issue does arise, a substitute will not be allowed to replace any member of the team, except in exceptional circumstances (for example, there are less than 5 rounds left in regulation time). In these circumstances, when permitted by the tournament official, the team with the issue may use their registered coach as a stand-in player to complete the match. In the case of a team not having a coach, they may use one of their registered substitutes to complete the map, or finish the map 4v5. The game will not be allowed to continue with less than 4 players on each team.

2.16 Map pool

- de_dust2
- de_inferno
- de_mirage
- de_nuke
- de_overpass
- de_train
- de_vertigo

2.17 Match Procedures

2.17.1 Lineup

Participants must submit their lineup (list of players for each match) for online events before 17:00 GMT/BST on game day. Submissions can be posted at any point during the season, but it must be specifically specified what roster is being used for what week. Any submissions between 17:01 - 19:00 BST will be classed as late and will result in two (2) minor penalty points. If a lineup has still failed to be submitted after 19:01 GMT/BST and up until the scheduled match start time, an additional three (3) minor penalty points will be assigned. If the scheduled match time has passed and a line up has once again failed to be submitted an additional five (5) penalty points will be assigned.

In the instance that there is a discrepancy between the submitted roster and the roster that is available to play then this will be treated as though no roster was submitted. In the event of an emergency, teams are allowed to change their submitted game day lineup, on one (1) occasion, after the deadline without any penalties, at the discretion of the tournament official.

2.17.2 Determining Seeds at the Start of the Season

Teams are required to submit a self-assessment seed of the rest of the league. Team seeds will be averaged out to create a seeding list. Any anomalies will be highlighted and questioned by the admin.

2.17.3 Map Veto Process

2.17.3.1 Best-of-One (ESL Premiership Online Matches)

During the group stage, the team with the higher seed at the start of the season will choose which team starts the veto. The team who bans first will also choose their starting side on the remaining map. Veto rooms will be made on the Discord, at least 2 days prior to the match day. Vetoes are to be completed by the rule 6.13.1.

2.17.3.2 Best-of-One

- Team A bans a map
- Team B bans a map
- Team A bans a map
- Team B bans a map
- Team A bans a map
- Team B bans a map
- Remaining map is played
- Team A chooses a side

2.17.3.3 Best-of-Three

- Team A bans a map
- Team B bans a map

13th May 2020

- Team A picks map 1
- Team B chooses their starting side side on map 1
- Team B picks map 2
- Team A chooses their starting side side on map 2
- Team A bans a map
- Team B bans a map
- Remaining map is played (knife round for side selection)

2.17.3.4 Best-of-Five

- Team A bans a map
- Team B bans a map
- Team A picks map 1
- Team B chooses their starting side on map 1
- Team B picks map 2
- Team A chooses their starting side on map 2
- Team A pick's map 3
- Team B chooses their starting side on map 3
- Team B picks map 4
- Team A chooses their starting side on map 4
- Remaining map is played (knife round for side selection)

2.17.4 Breaks between Maps at the Live Finals

After each map, a player may take a maximum of ten (10) minutes to join the next game. If a player is late to their desk, they are liable to receive two (2) penalty points. The lobby will wait for a maximum of 20 minutes (Including the 10 minutes already given) before a team will receive a default.

2.17.5 Storage and Keeping Match Media

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

2.17.6 Points

Three (3) points are awarded for a regular time win, zero (0) for a loss. Two (2) points will be awarded for an overtime win and one (1) for an overtime loss and draws are not possible.

2.18 Tournament Officials

The instructions of the tournament officials should always be obeyed and followed. Failure to do so may result in penalty points being given. In extreme cases, failure to follow the decision and orders of the officials can result in disqualification. It depends on the tournament officials discretion as to what punishments are given.

2.19 Reschedules

Rescheduling games by day is not allowed in any circumstances. Rescheduling games with enough prior warning is possible by time. If you wish to reschedule your game you must contact the ESL Head

Referee via your team Discord channel a minimum of two (2) weeks prior to your scheduled game day. The affected parties will be contacted to 'OK' the reschedule, only once the Head Referee confirms the reschedule will it be in effect. All parties will have until 72 hours prior to the affected fixture to confirm a reschedule.

ESL may reschedule matches if there is a conflict of interest between tournaments that affect a number of teams within the league, in order for all teams to be able to participate in all leagues. It is requested that if a player is attending an event that may be a conflict for the ESL Premiership, they should contact a member of staff to inform them of the event.

2.20 Interviews

For every game, one team representative from each team must be available for an interview. To be eligible to interview, the person must be contactable on Discord during game day.

2.21 Photo and Other Media Rights

By participating in the ESL Premiership, all players and other organisational staff grant ESL the right to use 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 they will receive beforehand for reading and have to sign before they start their first match.

3. Tournament Progression

3.1 Group Stage & Playoffs

Eight (8) teams play in a single round-robin format in one (1) group across seven (7) play days. Matches are played in a best-of-one format. Teams are awarded three (3) points for every map win in regulation time, two (2) points for a map win in overtime, one (1) point for a loss in overtime, and zero (0) points for a loss in regulation time.

At the end of the group stage, the first (1st) and second (2nd) placed teams will qualify directly to the playoff Semi-finals.

The third (3rd) to sixth (6th) placed teams will qualify for the Playoff Quarterfinals, where the third (3rd) placed team will pick their opponent from the fifth (5th) and sixth (6th) placed teams. The fourth (4th) placed team will play the remaining team. All playoff matches will be best of three (bo3)

The lowest playoff seeded winning team from the Quarterfinals will go on to play the first (1st) place team in the Semi-final, while the other winner will play against the second (2nd) placed team. The winners of each Semi-final will go on to play each other in a best of five (bo5) Grand Final.

3.1.1 Ties in Standings

In case of a tie in the group stage, the following rules will be applied, in the order they're presented in:

13th May 2020

- Head to head
- Head to head round difference
- Overall round difference
- Head to head rounds won
- Overall rounds won
- Rematch

3.1.2 Rematch

The rematch is played in a best-of-three format.

3.2 Relegations

The two (2) teams that placed 7th and 8th in the group stage will play in the relegation tournament with the top four (4) teams from the ESL Premiership Open Qualifier This will be played as a double-elimination bracket, best-of-three. First and second-placed teams are promoted to the ESL Premiership for the next season.

3.3 Season Finals

The team that placed first (1st) in the group stage will play against the winner of the Playoffs in the Season Final, played offline. This will be a single-elimination Grand Final, best-of-five (5).

3.4 Additional Prizes

The team placing first (1st) and winner of the ESL Premiership (or winner of Finals) will be awarded a spot in both the Climber Cup (qualifier to the Mountain Dew League Relegations) and EPEC, (ESL Pro European Championship) aligned with the ESL Pro Tour, dependant on their current standing within the ESL Competitive circuit..

4. Offline General Rules

4.1 Equipment

ESL only provides monitors, computers and tournament headsets. Participants must bring their own peripherals and in-ears to events. They can also bring their own headsets for warm-up. Players must bring the following equipment:

- Keyboard
- Mouse
- Mousepad
- In-ear Headphones
- Mouse Bungee (Optional)

13th May 2020

ESL reserves the right to deny the use of any equipment if they have evidence that it would cause an unfair competitive advantage if it were allowed.

4.2 Clothing

Each player needs to ensure that they are in equal coloured team attire. Shorts are strictly prohibited. Failure for a player to bring such attire may result in ESL providing suitable clothing for that participant. The cost of the clothing will then be subtracted from the total prize money paid out to the participants. Any kind of headwear is forbidden.

4.4 Player Guide

The player guide is a document that will be sent to the participants by email before the tournament starts. It is meant as an extension to the rulebook for specific offline events and it is equally binding.

4.5 Technical Checklist

After completing their setup process, players will sign off on the ESL tournament officials technical checklist. This process exists to ensure the integrity of the systems used to compete before the match starts. It is required to complete the checklist and to properly ensure that the play area is suitable for tournament play.

4.6 Team Communication Tool

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

4.7 Media Obligations

If the league decides that one (1) 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 ESL staff members for the event presentation. The participants will receive a media day schedule beforehand to be informed about the nature, duration and schedule of any activities of this kind that take more than five (5) minutes.

4.8 Stage Matches

Each participant is required to play their stage matches. Exceptions may only be granted if substantial evidence (e.g. a medical certificate) proving a disability that prevents a player to play on stage is provided.

4.9 Gaming Areas

4.9.1 Food, Drinks, Smoking and Behaviour

If nothing else has been announced, it is forbidden to bring or eat any food in the gaming areas. Smoking is also strictly prohibited. Players are allowed to have beverages, but only in cups or bottles that have been provided by ESL, and only below the table unless told otherwise. Exaggerated loud noises and offensive language are forbidden. Any violations can be punished with a warning, after which, one (1) penalty point per offence.

4.9.2 Removable Media

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

4.9.3 Electronic Devices

Participants are not allowed to have on their person any electronic devices of any kind unless approved by the Tournament Director. Mobile phones and watches will be collected by the tournament officials approximately thirty (30) minutes prior to the start of the game. Participants are forbidden to publicise any photos or videos of the arena before the public has arrived or before the broadcast has started.

4.9.4 Unused Items

Items that are not immediately necessary (e.g. bags, hats and coats etc.) have to be stored out of sight and away from the player desks as indicated by the tournament officials.

4.9.5 Internet Access

Internet access on tournament computers is disabled for all participants during live matches.

4.10 Warm-Up Period

A warm-up period of thirty (30) minutes is normally provided before a live match, although this period might not be guaranteed.

4.11 Timeouts

Each team may call up to four (4) tactical timeout per map:

- The players must pause in-game on their own
- The coach may instigate the pause
- Coaches may talk to the team during the timeout
- Timeouts can be stacked and all four (4) can be used at once
- Players cannot take their headsets off or leave their seats

13th May 2020

4.12 Technical Issues

The tournament officials can pause the game when it is required. The players can also pause the game during freeze time if an issue arises. Round restores won't occur if there has been damaged dealt in that round or at the beginning of a round unless there is a clear technical issue. Once the round has been restored at the start of a round, each team must buy the exact equipment they bought before the restore.

4.12.1 Communication During Technical Pauses

During a pause, headsets must stay on. Unless the tournament officials instruct the participant otherwise, any form of communication is not allowed and includes but is not limited to:

- Typing to each other
- Talking to each other
- Using hand signals

4.13 Lineup Changes

Lineup changes are only allowed between maps. The player will not receive additional time to set-up compared to the time it would have taken with the original player.

4.14 In-game Nickname

Each player has to use the name they submitted or had submitted on behalf of their team representative at the start of the season. The name submitted must perfectly match the players ESEA Nickname. Failure to comply with this will result in one (1) penalty point for every map it is incorrect. If a player cannot make a name change due to a barrage, then a penalty of two (2) penalty points will be given for not having the correct name.

4.15 Behaviour on Stage

Players and coaches are not allowed to look at any screens in the arena that may provide them with an advantage in the game. Penalties will be given to teams that do not follow this rule.

4.16 Tournament Headsets

Players and coaches are strictly not allowed to remove their headsets until the game has completed or instructed to do so by an admin. Failure to comply with this rule will result in penalties.

4.17 Confirmation of Lineup

The list of players and coaches participating at offline events will be locked one (1) week before the arrival date for players.

4.18 Submitting Travel

Players will be contacted via email, not Discord, regarding any travel or external activities required for the ESL Premiership.

4.18.1 Booking Travel

ESL will cover six (6) people to travel to the Premiership Finals. Once travel is booked and the player has agreed on a method of travel, this will not be rebooked. We will offer a maximum of three (3) methods of transport to the event, if none of these methods is suitable for a player, then they have to get their own way to the event.

4.18.2 Traveling from outside the UK

Only two (2) members of the Team will be covered if travelling from Europe. No bookings will be made for anyone outside of Europe.

5.   Game-Specific Rules

5.1 Game Server

The game server will be provided by ESL and only official settings will be permitted.

5.2 Game Settings

5.2.1 Item Name Tags

Name tags that are in breach of the Code of Conduct are explicitly not allowed. Failure to comply with this will result in one (1) penalty point for every map it is incorrect.

5.2.2 Overtime

In the case of a draw after all thirty (30) rounds have been played, overtime will be played with six (6) rounds (mp_maxrounds 6) and with 16000 starting money (mp_startmoney 16000). Teams will start overtime on the same side they ended regular time, they will then swap sides every three (3) rounds. Teams will continue to play overtime until a winner has been found; a winner has to win by a two (2) round difference.

5.2.3 Configuration / Start Parameters

The following commands are forbidden:
- mat_hdr_enable

The following start parameters are forbidden:
- +mat_hdr_enable 0/1
- +mat_hdr_level 0/1/2

All other configuration settings are allowed if they do not give an unfair advantage by using them. A player will be penalised for having wrong settings in their config, regardless if it is in use or stored on the PC separately.

5.2.4 Forbidden Scripts

In general, all scripts are illegal except for buy, toggle and demo scripts
- Stop shoot scripts (Use or AWP scripts)
- Centre view scripts
- Turn scripts (180° or similar)
- No recoil scripts
- Burst fire scripts
- Rate changers (Lag scripts)
- FPS scripts
- Anti-flash scripts or bindings (snd_*)
- Bunny hop scripts
- Stop sound scripts

If a team or player isn't sure whether a script is allowed or not, they should contact the tournament officials before using them.

5.3 Use of Bugs and Glitches

5.3.1 List of Bugs and Glitches

- Moving through any walls, or ceilings, are strictly forbidden, also moving through the floor, or anywhere else which were not intended to be a passage
- "Silent planting" (planting the bomb in such a way that no one can hear the beeping)
- Planting the bomb where it cannot be reached or has to be reached by boosting.
- Boosting on teammates over walls and ceilings where the map design doesn't generally allow it
- Tossing throwables under walls
- "Map swimming" and "floating"
- "Pixel walking" (sitting or standing on invisible edges on a map)

5.3.2 New Positions

If any player or team wants to use a new position which is unknown to anyone else or just known to a small part of the community, it is strongly recommended to contact the tournament officials to check if that position is allowed before using it in any official match. Players and teams must consider that it takes time to check new positions and therefore they should contact the League administration in a reasonable timeframe before an official match.

6. ESIC, Rule Violations and Punishments

All penalties are at the discretion of the tournament officials and may be more or less severe than what is specified in this rulebook depending on the circumstances.

13th May 2020

6.1 ESIC

ESL and its tournaments are part of ESIC, the Esports Integrity Coalition. That means all rules and regulations of ESIC apply to ESL tournaments, including the ESL Premiership. You can find more information on their website: http://www.esportsintegrity.com

6.2 Code of Conduct

All ESL Premiership participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, ESL and more. Being a role model is an occupational hazard of being an ESL Premiership player or organizer and we should behave accordingly. Any sort of harassment should be reported to the tournament administration immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, religion. Also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact and unwelcome sexual attention. Similar restrictions apply not only to the participants but every single person involved with the ESL Premiership. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

6.3 General Punishments

6.3.1 Breaking Confidentiality

Depending on the information and platform where the information is leaked, participants are reviewed on a case by case basis with a maximum of fifteen (15) penalty points being assigned.

6.3.2 Refusal of Match Broadcast

Participants cannot refuse to have their match broadcasted.

6.3.3 Providing and Changing Participants Details

6.3.3.1 Providing Incorrect Details

Refer to 2.9 and 2.10 and their subsections for more information on the penalty points applied. If there is proof of faking details, the player may be banned and/or the team disqualified. This will be reviewed on a case by case basis.

6.3.3.2 Providing Details After the Deadline

Participants will receive an official warning if they do not provide details on time. Depending on the details requested, this step may be skipped. If the details are still not provided by the new deadline imposed by the tournament officials, participants will receive penalty points.

6.3.3.3 Details Provided Not Up to Standard

An official warning will be given, with a deadline and request to provide details that meet the league's criteria. If the new details are still not up to standard, the participants will receive penalty points.

6.4 Punishments for Cheating

When cheating is uncovered in the ESL Premiership, the result(s) of the match(es) in question will be voided. The incident will be investigated by ESL and ESIC, and penalties will be levied against the offending player. In extreme circumstances, penalties may also be extended to the team. Penalties range from major penalty points and disqualification to competitive bans.

6.5 Doping

6.5.1 Refusing to be Tested

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

6.5.2 List of Prohibited Substances and Methods

The list of prohibited substances and methods created by ESIC is valid for the ESL Premiership. The list can be found by visiting their website.
http://www.esportsintegrity.com/the-esic-integrity-programme/esic-prohibited-list
Any unsanctioned use of these substances is considered doping

6.5.3 Prescribed Medication

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

6.5.4 Punishments for Doping

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant, this will be reviewed on a case by case basis. Severe cases (i.e. use of drugs containing performance-enhancing substances, like Adderall) will be punished with the nullification of the results achieved under the influence of the substance, a ban of one to two years, forfeiture of the prize money won, as well as disqualification of the participant. If a player is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least 24 hours, the player will still get a ban, but the tournament results will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

6.6 Using Alcohol or Other Psychoactive Drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, 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.

6.7 Betting

No players, team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers or provide anyone with any information that may assist

betting or gambling, either directly or indirectly, for any of the ESL Premiership matches or the tournament in general. Any betting or gambling against your own organisation's matches will lead to immediate disqualification of the organization and a minimal ban of one (1) year from all ESL competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

6.8 Competition Manipulation

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

6.8.1 Punishments

When competition manipulation is uncovered in the ESL Premiership, the result(s) of the match(es) in question will be voided. The player 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 monetary fine is possible. In team competitions, the team will be disqualified from the current season of the ESL Premiership.

6.9 Match Fixing

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

6.9.1 Punishments

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

6.10 Publisher or ESIC Bans

ESL reserves the right to refuse players who have standing bans from the game publisher to take part in the ESL Premiership. Also, ESIC bans will be honoured and translated into ESL bans. CSGO VAC bans are specifically honoured, but only until two (2) years after they have been issued.

6.11 Unsportsmanlike Behaviour

For an orderly and enjoyable game, it is essential that all players have a sporting and fair attitude. Breaches of this rule will be punished with one (1) to six (6) minor penalty points, depending on the severity of the breach.

6.11.1 Insults

All insults occurring in connection with the ESL Premiership participants will be punished with six (6) minor to one (1) major penalty points. This primarily applies to insults during a match but also in the ESL Premiership discord server. Insults on social media will be punished if they can be linked to the

ESL Premiership 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 disqualification or banning of the offending player. Depending on the nature and severity of the insult the penalty will be assigned to the player or to the team in team leagues. In team competitions, players may also be barred from playing for one or more match weeks.

6.11.2 Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the ESL Premiership. Spamming in the discord server will result in three (3) minor penalty points being awarded.

6.11.2.1 Spamming Ingame

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

6.13 Punishments in Matches

6.13.1 Late Map Veto

Vetoes must start sixty (60) minutes prior to the scheduled match start time. Failing to attend the map veto by forty-five (45) minutes prior to the scheduled match start time will result in the opposing team receiving their map choice. If both teams fail to complete the map veto, a map will be chosen at random by the ESL Head Referee.

6.13.2 Player Punctuality

For delays with players being ready at the start of a match, or between maps or breaks, players will be punished. At fifteen (15) minutes after the scheduled game start time, one (1) major penalty point will be awarded.

6.13.3 Leaving the Lobby Early

An official warning will be given to any team that leaves a lobby early. The second time it happens in a season, the team will be punished with one (1) minor penalty point, with ascending levels of penalty for each further infraction (i.e., two (2) minor penalty points for the next infraction, three (3) for the one after that, and so on.)

6.14 Punishments in Offline Tournaments

6.14.1 Mistreating Equipment

Participants will be punished with five (5) minor to one (1) major penalty points if they mistreat tournament equipment.

6.14.2 Removing Headsets

If a participant removes his headset without admin approval during a map, they will receive an official warning. If it happens again in the same offline event, the team will lose the round and five (5) minor penalty points will be given.

6.14.3 Inappropriate Behaviour on Stage

Inappropriate behaviour on stage (including insults, using information from screens to get an advantage, etc.) will be penalised with five (5) minor penalty points and a round loss.

6.14.4 Losing or Damaging Equipment

Participants will be fined according to the price of the lost or damaged equipment

6.14.5 Sharing Photos Before the Event Starts

One (1) to three (3) penalty points will be given as punishment to each participant that shares photos of the event before it is officially revealed on stream or the venue is open to the general public.

6.15 Game Punishments

6.15.2 Use of Bugs and Glitches

Using a game mechanic from the unallowed list will lead to instant round loss to the team that uses it. If the team breaks this rule again in the same match, they will lose the map and be punished with three (3) to five (5) minor penalty points.

6.15.3 Round Restarts

Giving an invalid reason for a round restart, or leaving the match before having the approval to do so will lead to instant round loss to the team that uses it. If the team breaks this rule again in the same match, they will lose the map and be punished with three (3) to five (5) minor penalty points.

7. Copyright Notice

13th May 2020

8. Penalty Points Table

An easier way to understand penalty points and locate them. Please see the sections for more details about the reasons for points and other implications.

Rule Book Section	Reason For Points	Amount of Points
2.3 / 6.3.1	Breach of confidentiality	15 Maximum (1 Major, 5 Minor)
2.6.3	Player Responsibility	1 per Game Day (1 Minor)
2.9.2	Appropriate Ingame Nickname	1 each map (Minor)
2.10.5.1	Formal Requirements	2 (Minor)
2.10.5.2	Player Addition Deadline	15 Maximum (1 Major, 5 Minor)
2.10.6.3	Late Roster Submission	2 (Major)
2.15.1	Punctuality	See '2.15.2,2.15.3'
2.15.2	Delaying the Match	6 (Minor)
2.15.3	No-Show	10 Maximum (1 Major)
2.17.1	Lineup submission	10 Maximum (1 Major)
2.17.4	Breaks between Maps	2 (Minor)
2.17.5 / 6.13.3	Leaving the Lobby Early	1 per disconnect (minor)
4.9.1	Food, Drinks, Smoking and Behaviour	1 per offence (Minor)
4.15	Ingame Nickname	1 per map (Minor)
5.2.1	Item Name Tags	1 per map (Minor)
6.3.2	Refusal of Match Broadcast	10 (1 Major)
6.3.3.1	Providing Incorrect Details	3 Maximum (Minor)
6.3.3.3	Details Provided Not Up to Standard	3 Maximum (Minor)
6.5.4	Punishments for Doping	Reviewed case by case
6.11	Breach of Netiquette	10 Maximum (1 Major)
6.11.1	Insults	10 Maximum (1 Major)

6.11.2	Spamming	Reviewed case by case
6.11.3	Spamming Ingame	3 (Minor)
6.12	Unsportsmanlike Behaviour	6 Maximum (Minor)
6.13.2	Player Punctuality	6 Maximum (Minor)
6.14.1	Mistreating Equipment	10 Maximum (1 Major)
6.14.2	Removing Headsets	5 (Minor)
6.14.3	Inappropriate Behaviour on Stage	5 (Minor)
6.14.5	Sharing Photos Before the Event Starts	3 Maximum (Minor)
6.15.2	Use of Bugs and Glitches	5 Maximum (Minor)
6.15.3	Round Restarts	5 Maximum (Minor)

Amendments

Version 1.01 - Date
Addition to rule 'xx.x': xxx

Version 1.02 - Date
Amendment of rule 'xx.x': xxx

13th May 2020