



# ESL Proximus Championship Rulebook

*Season 2 - Winter 2019*

## Introduction

This is the official ruleset for the second season of the “**ESL Proximus Championship**”, which will span between August 2019 and December 2019. These rules apply to the players throughout all stages of competition, including but not limited to the qualifiers, promotions, group stages and playoffs and applies to the players, coaches, reserves and any associated managerial staff.

Failure to adhere to these rules may be penalized as outlined. It should be noted that the tournament administrators have the final word, and have the power to decide on any circumstances that are not outlined by this document, and in extreme cases may overrule the rulebook in order to preserve fair play and sportsmanship.

This competition has been designed as a premium product to help bolster the competitive community within Belgium and associated nations, and we hope that all participants, spectators and members of press will enjoy the competition and endeavour to make it a fair, fun and exciting competition for all involved.

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# 1 Definitions

## 1.1 Participants

An ESL Proximus Championship participant is a team or player that is participating in the ESL Proximus Championship competition. Any member of a ESL Proximus Championship team is a participant of that team only, and is locked to that team regardless of whether or not the player had played for said team.

## 1.2 Team Sheet

This is a complete listing of all the players, organizers and managers that are registered to the team in the specific competition and has to be created by all teams that are part of the ongoing season. When a team wants to add a new player, organizer, manager or any other participant to any team, they need to update and submit the team sheet before adding the player.

## 1.3 Team Positions

This describes the positions allowed in an ESL team account during the ESL Proximus Championship.

### 1.3.1 Team Manager

The team manager must be at least 18 years old. The team manager is responsible for the day to day running of the team, such as writing match statements, updating and maintaining the roster, and in general being the contact person of the team towards the ESL. This person is responsible for keeping himself and the team updated with regards to rules and regulations around the ESL Proximus Championship. The team manager is eligible to play for the team in matches, providing he is indicated as a "Player" on the team on the Team Sheet.

### 1.3.2 Team Captain

The team captain is the in game leader of the team. The team captain is the only person in the team allowed to protest, make a comment or in general communicate about issues during the progress of the match. This person is the spokesperson of the team while the match is being played.

### 1.3.3 Organizer

The organizer is a member of the organization that has assistant roles to the team manager and team captain, and may deal with the day to day business delegated by his team manager or team captain, for example match arranging, writing statement or otherwise dealing with day to day operation of the team.

### 1.3.4 Player

The player has no further rights in the team other than to be able to play for the team. The player has no specific rights when it comes to interacting with admins, opposing team members or in any other duties involving managerial tasks for the team.

### 1.3.5 Honorary Member, Inactive, Trial or Team Owner

Honorary, inactive and trial members, including honorary team owners, are not allowed on the ESL Proximus Championship team sheet or in the team account on the ESL website.



## **1.4 Time Zone**

The ESL website will display the times of matches according to the timezone each user has specified in the account settings. Users that are not logged into the website will have times displayed to them from the GeoIP location. We recommend being logged into the website when finding out your match times.

## **1.5 The Season**

The season starts in August 2019 and will end in December 2019.

## **1.6 Region**

The ESL Proximus Championship is restricted to residents of Belgium, The Netherlands and Luxembourg.

## **1.7 Penalty Points**

### **1.7.1 Definitions and Scope of Penalty Points**

Penalty points are given for rule violations within the ESL Proximus Championship, they may be either Minor or Major penalty points dependant on the incident in question.

#### 1.7.1.1 Minor Penalty Points

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

#### 1.7.1.2 Major Penalty Points

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

#### 1.7.1.3 Assigned Penalty Points

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

#### 1.7.1.4 League Bans and Penalty Points Outside the ESL Proximus Championship

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

#### 1.7.1.5 Penalty Point Based Disqualification Threshold

When a team or player has reached a total of two (2) major penalty points, the team will be disqualified from further participation in the ESL Proximus Championship and the license will be withdrawn. Ten (10) minor penalty points are equal to one (1) major penalty point.

## **1.8 Live Matches**

The term “Live Matches” refers to matches that take place in a public location, during events, in the ESL Benelux Studio or matches broadcast on official ESL channels.

## **1.9 Disciplines**

The games currently used within this season of the ESL Proximus Championship are as follows:

- League of Legends by Riot Games
- Counter-Strike: Global Offensive by Valve

### 1.10 Tournament Organization

The ESL Proximus Championship is organized by the Benelux division of the ESL. The Benelux department of ESL is operated by ESL Benelux B.V.

ESL Benelux B.V.

Grote Houtstraat 176

2011 SZ Haarlem

The Netherlands

<http://play.eslgaming.com/benelux>

## 2 Administration List

Name	Role
Mike "Hyp" Trotta	Tournament Director
Danny "Cherraz" Veth	Head LoL Referee
Christiaan "ShoarmyBunny" van Bruchem	Head CS:GO Referee

## 3 General

### 3.1 Rule Changes

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

### 3.2 Validity of the Rules

If any of the rules in this rulebook are void for any legal reasons in any specific country, the remainder of the rule book remains valid for that country.

### 3.3 Confidentiality

The content of protests, support tickets, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without written consent from an ESL Proximus Championship Tournament Director. If the contents has been shared without consent then this could lead to a team's disqualification, or alternative punishment.

### 3.4 Code of Conduct

All ESL Proximus Championship participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, the ESL Benelux broadcasting team and all members of the ESL Proximus Championship administration. By taking part in the competition players and organizers become role models for the community, and should behave accordingly.

### **3.5 Drugs and Alcohol**

To play a match, be it online or offline, under the influence of any drugs, alcohol, or performance enhancers is strictly prohibited, and may be punished with exclusion from the ESL Proximus Championship.

### **3.6 Betting**

Betting on matches in a league or tournament that you or your team are involved in is strictly forbidden. Betting against yourself or against your own team, or accepting the receipt of a currency derived from a third party's bet on one of your matches, will be punished by disqualification for the team/player taking part in the league/tournament and a world-wide ESL ban lasting six months for the player who arranged the bet.

### **3.7 Additional Agreements**

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

### **3.8 Match Broadcasting**

#### **3.8.1 Rights**

All broadcasting rights of the ESL Proximus Championship are owned by ESL Benelux B.V. This includes but is not limited to broadcasts, video streaming, replays, demos, TV broadcasts and HLTV.

#### **3.8.2 Waiving These Rights**

ESL Benelux B.V. has the right to award broadcasting rights for one or multiple matches to a third party or the participants themselves. In such cases the broadcasts must have been arranged with a member of the ESL Proximus Championship team outlined in section two of the document.

#### **3.8.3 Player Responsibility**

Players cannot refuse to have their matches broadcast by ESL-authorized broadcasters, the broadcast can only be rejected by a member of the ESL Proximus Championship team outlined in section two of the document. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

### **3.9 Communication**

#### **3.9.1 Email**

Email is the official communication method of the ESL Proximus Championship. All players will be contacted through the address that is registered on their ESL profile, and therefore this email address should always be kept updated and checked regularly so that no important announcements from the league are missed. Discord is used as a secondary method of communication.

### **3.10 Conditions of Participation in the ESL Proximus Championship**

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

### **3.10.1 Age Restriction**

All participants of the ESL Proximus Championship have to be over 13 years of age before their required arrival at the first offline part of the competition. If in doubt, an admin has to be contacted to confirm eligibility. ESL Benelux B.V. has the right to request Photo ID to prove eligibility. The minimum age to participate in Counter-Strike: Global Offensive is 16 years.

### **3.10.2 Regional Limitations for Participants**

Teams must field a majority roster from the regions specified in section 1.6, with two players being residents in Belgium and or Luxembourg. In the case of League of Legends and Counter-Strike: Global Offensive, teams must always have three players participating within each match from the regions specified in section 1.6, with two players being residents in Belgium and or Luxembourg.

### **3.10.3 Home Country/Region**

A team player's home country is the country where their main place of residence is. For a team, this is determined by the majority of the used lineups. If there is no such majority, a team may have no home country or even no home region. In that case, the team cannot take part in qualifiers restricted to a country or region.

### **3.10.4 Residence/Nationality and Number of Players in a Team**

The team roster can hold a maximum of five players, plus two backup players and any managerial staff as outlined in 1.2. A minimum of three players from the regions specified in section 1.6. must be present, with two players being residents in Belgium and or Luxembourg.

### **3.10.5 Country/Region of Qualifiers**

Qualifiers for the ESL Proximus Championship, including invitations, are restricted to Belgium, The Netherlands and Luxembourg.

### **3.10.6 Home Country/Region on Team Matches**

The majority of the lineup present in a team must have come from a home region specified in 1.6 (Belgium and Luxembourg). If there are any players from the regions outside of the roster limitations in 3.10.4 then the additional players will be considered as disallowed players and will be removed from the roster.

### **3.10.7 ESL National Championship Limitations**

A player cannot participate in more than one ESL operated National Championship per season. This includes but is not limited to ESL Proximus Championship, ESL Dutch Championship, ESL Meisterschaft, ESL Mistrzostwa Polski, ESL Championnat National, ESL Nordic Nationals, ESL UK Premiership and the ESL South East Europe Championship.

If in doubt about eligibility, please contact a member of staff from section 2.

## **3.11 Player Accounts**

### **3.11.1 Standards**

Each participating member must have his personal details entered in his play.eslgaming.com website profile, this includes:

- Real name (must be public)
- Photo

- Place of Residence
- Country
- Birth Date
- Game account information (see 3.11.4)

An individual player may only hold one ESL account; breach of this rule is punishable according to the standard ESL multi-account rule-set.

### **3.11.2 Nicknames**

A change in nickname during a ESL Proximus Championship season must first be notified to the administration for approval before the change can be undertaken. No sponsor tags are allowed in the nickname under any circumstances and the general ESL rules for the choice of nicknames apply. Nicknames cannot be offensive, and should in no way reflect negatively on the ESL Proximus Championship brand.

### **3.11.3 Photo**

The member photo must be a current photo from within the last two years, the member can not have been cut and pasted into the picture, must be clearly recognizable, and it must contain only the member in question.

### **3.11.4 Game Accounts**

Every playing member must have their game accounts entered in their ESL member profile. For League of Legends this would include the player's "LoL Summoner name EUW", for Counter-Strike: Global Offensive this would include the player's "SteamID CS:GO".

#### **3.11.4.1 Playing With Wrong Game Accounts**

No player is allowed to play with a different game account than the one given in their ESL profile. An incorrect gameaccount may lead to a barrage for the player or a rematch being given. If there is not sufficient evidence that a player in question indeed played the match or if an admin of the ESL Proximus Championship explicitly allowed it before the match or series began, a protest for a barrage will not be admitted. Penalties may still be given in either case.

## **3.12 Team Accounts**

### **3.12.1 Standards**

The ESL Proximus Championship team account must be an ESL team account only used for the ESL Proximus Championship and no other tournament. This team account should have no history before entering the ESL Proximus Championship for the first time. If a team is taking part in the ESL Proximus Championship for the second time, the team account that was used the first time has to be used again. An ESL Proximus Championship account must have a relevant team logo entered, and a singular team captain assigned. The team name should be written according to rule 3.12.2. Not all team positions are allowed (compare 1.3).

### **3.12.2 Team Names**

The ESL Proximus Championship team name may not have any extensions such as "CS team". The ESL Proximus Championship team name may hold one sponsor name providing it does not conflict with any ESL Proximus Championship partners, but no product description is allowed. Team names cannot be offensive, and should in no way reflect negatively on the ESL Proximus Championship brand.

### **3.12.3 Changes on the Team Accounts**

Any changes in the team account should be approved by the ESL Proximus Championship administration before the changes are allowed to take place by submitting an ESL support ticket. This includes but is not limited to:

- Adding or removing players
- Changing the team name

## **3.13 Licenses in the ESL Proximus Championship**

### **3.13.1 Definition**

Before each tournament, ESL awards the ESL Proximus Championship license to the participating teams, or individuals. In most cases, these are participants that have qualified through ESL Proximus Championship, or offered a direct invite into the competition.

### **3.13.2 Duration**

ESL Proximus Championship licenses are valid for one ESL Proximus Championship event, only.

### **3.13.3 Team License**

If a team qualifies to the ESL Proximus Championship, the licence will be awarded to the legal entity that the team represents (including but not limited to the registered association or organisation, Ltd company). If the team does not represent a legal entity, or the existing entity has not been reported to the ESL Proximus Championship administration, a restricted license may be awarded to the actual team, where the team leader or organiser will be designated as the contact person for this team. This person will be responsible for keeping the team in order, and maintaining the ESL Proximus Championship team account. The restricted license belongs to the team leader, but a majority roster must be maintained across each stage of the competition. If the team leader leaves the team, then it is down to ESL to decide whether the team can continue within the competition.

The license holder or representative is responsible for all actions, and commitments of the team. Any changes in the team license must be reported to and accepted by the ESL Proximus Championship administration before it can be followed through. Failure to report any changes in the license, or omitting any needed information about the team may be punished with penalty points or other sanctions. The License holder is the entity that decides about the recipient of the prize money won under its license.

### **3.13.4 Changing the Team License Holder**

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

Once the change of license holder has been made, the majority roster from the original team license must be maintained for the remainder of the current stage. At least one team member from the previous license must be maintained until the end of the season. This restriction is meant as a protection of the players joining a new team/organization and to prevent teams/organisations getting a license for their own, not qualified team.

### **3.13.6 Withdrawal of License**

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

## **3.14 Player Changes**

### **3.14.1 Adding a New Player during the ESL Proximus Championship**

At a time designated by an ESL Proximus Championship Official(s) [player edition deadline] before the start of each Split, each Team must submit their Roster (Licence Sheet). Teams must submit an Eligibility Licence sheet. If a Team Manager intends to modify the Roster, the Team Manager must submit requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such change, at the earliest possible date and time. A Team will not be allowed to start a Player for the first week of the respective Split that is not on the Roster that was declared on this date.

After the player edition deadline every new member in the account is counted as a new player. The maximum amount of new players any team can add during a season of the ESL Proximus Championship is four. Any player can only switch to another ESL Proximus Championship participant once per season, meaning that over the span of a season no player can play for more than two different teams in the ESL Proximus Championship.

Rosters will be locked at week 6. Meaning that on the 6<sup>th</sup> match week teams are allowed to add a new player, as long they request the change 48 hours before match start. Locked rosters are thus used during the remainder of the tournament (week 6, week 7 and Playoffs).

Before a player can be officially added to the roster, a support ticket to the administrators of ESL Proximus Championship must be submitted. This ticket should contain:

- Nickname
- Game Account
- Link to the player's ESL profile
- Full name
- Previous team history since the beginning of this ESL Proximus Championship season

A player change needs to be requested 48 hours before a matches start time, failure to adhere to this rule will result in the player being ineligible for participation.

After a player is added to the team, the team management also needs to update and resubmit the ESL Proximus Championship Team Sheet that holds all the vital information about the players. The old ESL Proximus Championship Team Sheet will be deemed invalid, when any member changes have been made. If a team for any reason does not have the sufficient number of players to participate in an ESL Proximus Championship match, the team will receive a default loss and one (1) major penalty point.

### 3.14.2 Multiple Contracts

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

### 3.14.3 Lineup Restriction between Group Stages and Playoffs

Each team has to maintain the majority roster from the Group Stages to the Playoffs.

## 3.15 Prize Money

All prize money should ideally be paid out 45 days after the conclusion of the ESL Proximus Championship season, but it may take as long as 90 days for the payment to be completed. The licence holder will claim their prize funds via web form that will be emailed to the winning teams. All teams that receive prize money should be a registered company, otherwise ESL Benelux will be unable to transfer the prize money.

### 3.15.1 Prize Deductions Due to Penalty Points

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

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

The deduction is calculated out of the grand total of prize money awarded to the participant at the end of the offline event in question, including both online and offline won prizes, but excluding any expenses that are to be provided by ESL Benelux. It should be noted that a team that received extremely high prize money deduction in total over several of the tournament stages, may be disqualified.

### 3.15.2 Withdrawal of Prize Money

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

### 3.15.3 Transfer of Prize Money

The prize money will be sent via bank transfer as specified by the License holder. Failure to provide sufficient information for the payments to be complete will result in payments not being made. If a participant has not collected or redeemed their winnings within three months of the conclusion of a season, then the winnings are forfeited.

### 3.15.4 Prize Money Distribution (Playoffs)

Placement	League of Legends	CS:GO
1st Place	€ 5000	€ 5000
2 <sup>nd</sup> Place	€ 2500	€ 2500



3 <sup>rd</sup> Place	€ 1250	€ 1250
4 <sup>th</sup> Place	€ 1250	€ 1250

## 3.16 Penalties and consequences for leaving the ESL Proximus Championship

### 3.16.1 Leaving During the ESL Proximus Championship Season

If a participant leaves the ESL Proximus Championship during an ongoing event the participant forfeits all prize money from the season.

If the participant cancels their attendance after the Group Stages, then the team or legal entity will receive one (1) major penalty point during the next season of their participation. Higher penalties, bars, suspensions or similar sanctions may also come into effect, especially on very late cancellations, according to what the tournament administration sees fit.

### 3.16.2 Deletion of Matches

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

## 3.17 Match Start

### 3.17.1 Punctuality

All matches in the ESL Proximus Championship should start as stated on the website, any changes in the time must be accepted by the opposing party and administrators, even if rescheduling is generally possible. All participants in a match should be on the server and ready to go at the latest ten (10) minutes before the match is to start. Failure to be in the server or match lobby by this point will be seen and treated as a match delay (please see 3.17.2).

### 3.17.2 Delaying the Match

One (1) minor penalty point will be awarded if a participant is not ready to play at the latest ten minutes before the announced starting times. This penalty gets increased by one additional minor every ten minutes until 20 minutes after the scheduled start of the match. At that point, the match defaulted and a no-show (see 3.17.3) will be awarded. If the match is broadcast by ESL TV or in any other way a live match, two (2) additional minor penalty points will be awarded for any delay.

#### 3.17.2.1 Delaying during back-to-back playing in group stage

One (1) minor penalty point will be awarded if a participant is not ready to play at the latest ten minutes before the announced starting times. This penalty gets increased by two (2) additional minor every ten minutes until 10 minutes after the scheduled start of the match. At that point, the match defaulted and a no-show (see 3.17.3) will be awarded. If the match is broadcast by ESL TV or in any other way a live match, two (2) additional minor penalty points will be awarded for any delay.

### **3.17.3 Participants Not Showing**

If a participant is not ready to play until 20 minutes after the scheduled start of the match, or 20 minutes after the previous match during the group stage (when played back-to-back), it is considered a no show. In that case, the opponent will receive a default win from the administration. In case of a no-show the team is punished with one (1) major penalty point.

## **3.18 Match Procedures**

### **3.18.1 Lineup**

For team games, the lineup must be communicated to the administration and the opponent latest 15:00 the day before the match takes place. Failure to adhere to these rules results in consequences elaborated on in the game specific rules.

### **3.18.2 Determining the higher seed**

Coin tosses are the last resort, so whenever a clear seeding is given, they will be avoided and one participant will be given the higher seed. The higher seed can determine who starts in the champion ban/pick process of the first map or the map veto/pick process. In online cups and qualifiers, the cup seeding (see round one of the upper bracket) determines who has the higher seed.

For group stage matches, teams are required to toss a coin to determine the higher seed via the website <http://cointoss.benhorrigan.com/>. The team on the left side of the match page creates and shares the match link, the team on the right hand side of the match page flips the coin. If the website is not available, a tournament referee will flip a coin instead.

In offline playoffs, whenever one participant has his first match (round one, or round two after a bye in round one), the participant that had the higher group ranking is considered the higher seed. In the offline playoff rounds coin tosses will be utilized. If a case is not covered here or is still unclear for any reasons, contact a member of the ESL Proximus Championship administration team.

### **3.18.3 Match Result**

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

### **3.18.4 Storage and keeping of Match Media**

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

## **3.19 Match Protests**

### **3.19.1 Definition**

A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect server settings and other related issues. A protest is the official communication platform/protocol between the parties and a game admin.

## 3.19.2 Match Protest Rules

### 3.19.2.1 Deadline for Match Protests

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

- 72 hours after the scheduled starting time of the match
- The beginning of the next match for either of the two participants
- Only at offline events: The end of the event day (departure of the administration team)

### 3.19.2.2 Contents of a Match Protest

The protest must contain detailed info about why the protest was filed, how the discrepancy came to be and when the discrepancy occurred. A protest may be declined if proper documentation is not presented. A simple “they are cheaters” will not do.

### 3.19.2.3 Persons in a Match Protest

In team matches, only one representative per team is supposed to be writing in the protest, violations can be punished with one (1) minor penalty point.

### 3.19.2.4 Behaviour in Match Protests

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

## 3.20 Results in Rematch

If the rules stipulate that a rematch is to be played, the victim of the incident is to decide whether or not this rematch is actually to be played. If the victim of the offence decides that a rematch is to be played, then the old result is null and void, and only the new result will count in the rankings.

## 3.21 Interviews

For every online match, that is to be broadcast on the ESL network, one player from each team must be available for an interview via skype. Solo players must always be available for pre and post match interviews.

For offline events, all players must be available for media including but not limited to photographs, video interviews and filming for motion graphics.

# 4. Qualification

## 4.1 Qualification into the ESL Proximus Championship Finals

There are (depending on the game) up to three ways to qualify for an ESL Proximus Championship Group Stages:

- Through online qualification
- Through invitation (not always applicable)
- Through partner qualification (not always applicable)

## **4.1.1 League of Legends**

### 4.1.1.1 Online Qualification

Four (4) teams will qualify to the group stages through the Relegations matches.

### 4.1.1.2 Invitation

Four (4) teams, place 1 to 4 of last season, will be placed directly into the group stage.

## **4.1.2 Counter-Strike: Global Offensive**

### 4.1.1.1 Online Qualification

Four (4) teams will qualify to the group stages through the Relegations matches.

### 4.1.1.2 Invitation

Four (4) teams, place 1 to 4 of last season, will be placed directly into the group stage.

# **5. Event Rules**

## **5.1. Playoff stages**

The playoff stages are playing in a Single Elimination format. The semi-final and final stages of the competition are to be played in a Best-of-Three format. All other rounds in the playoff stages (if any are present) are to be played in a Best-of-One format.

For three (3) day events, the playoff stages are played in a Double Elimination format. The semi-final stages of the competition are to be played in a Best-of-Three format, with the grand final being played using a Best-of-Five format. All other rounds in the playoff stages (if any are present) are to be played in a Best-of-One format. This is subject to change due to the nature of the event.

## **5.2 Punctuality**

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

## **5.3 Equipment**

The ESL Proximus Championship provides computers and monitors only. Participants have to bring any additional equipment required to compete, including but not limited to keyboards, mice, headsets and mouse mats. Please note that our systems do not support PS2 connections, and PS2 to USB adapters will not be provided by the event organizers. Other type of controllers such as PS4 or Xbox controllers are permitted, however it is the responsibility of the participant to make sure they are PC compatible. The ESL Proximus Championship administrators reserve the right to provide headphones for event participants.

## **5.4 Clothing**

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

## **5.5 Gaming Areas**

If nothing else has been announced, it is forbidden to bring or eat any food in the gaming areas, with the exception of bottled water. Smoking is also strictly prohibited. All mobile telephones should be switched off. Exaggerated loud noises and offensive language is forbidden, and may be punished with penalty points.

## **5.6 Administrators**

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

## **5.7 Press Conference/Signing/Photograph/Video Session**

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

## **5.8 Stage Matches**

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

## **5.9 Removable Media**

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

## **5.10 Warm-up Period**

A warm-up period of 30 minutes is normally provided before an ESL Live match, although this period may not be guaranteed.

## **5.11 Demos and Replays**

All demos or replays must be immediately uploaded to a networked server or to a USB stick provided by the ESL Proximus Championship administration.

## **5.12 Demo and Replay Rights**

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

## **5.13 Photo and Other Media Rights**

By participating, all players and other team members grant the ESL the right to use any photographic, audio or video material on their website or for any other promotional purpose. Additionally, each player may have to sign two copies of a release form that he will receive beforehand for reading and have to sign before he starts his first match.

## **5.14 Winners Ceremony**

Participants have to stay in the tournament area for the winners ceremony after the Grand Final, unless permission is given from the tournament administration.

## 6 Other Infringements

### 6.1 General

When a player or team has broken one or several rules set forth by the ESL, it will be referred towards this section for the appropriate penalty, where all general punishments are listed and catalogued.

### 6.2 Breach of Netiquette

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

#### 6.2.1 Insults

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

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or to the deletion of the player. Depending on the nature and severity of the insult the penalty will be assigned to the player or to the team in team leagues. In team competitions players may also be barred from playing for one or more match weeks.

#### 6.2.2 Spamming

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

#### 6.2.3 Spamming In-game

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

### 6.3 Unsportsmanlike Behavior

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

#### 6.3.1 Misconduct

The attempt to mislead admins or other players, using false information, or in any other way deceive other participants will be punished as follows.

### **6.3.2 Faking Match results**

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

#### **6.3.2.1 Definition of Match Media**

Match media are all uploads, including but not limited to: screenshots, ESL Wire Anti-Cheat files, demos, models, and so on.

#### **6.3.2.2 Faking Match media**

Faking match media may result in one (1) to four (4) minor penalty points.

#### **6.3.2.3 Extraordinary Circumstances**

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

### **6.3.3 Ringer/Faker**

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

### **6.3.4 Playing with Disallowed Player**

Using a disallowed player results in one (1) major penalty point. The disallowed player will also be barred for two more matches before he/she is eligible to compete. If a disallowed player is used, the other team can demand a rematch. If there is not enough time for a rematch, a default win will be given to the opponent instead.

### **6.3.5 Misleading admins or players**

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

### **6.3.6 Cheating**

When cheating is uncovered twelve (12) minor penalty points will be awarded to the player, and six (6) minor penalty points will be awarded to the team of the player. The team will be disqualified from the current season of the ESL Proximus Championship and the player will be banned from all competitions in ESL for two (2) years. The use of the following programs will result in a cheat ban: Multi-hacks, Wallhack, Aimbot, Coloured Models, No Recoil, No-Flash and Sound changes. These are only examples, other programs or methods may be considered cheats as well.

## **7. Game Specific Rules - League of Legends**

### **7.1 Before the match**

All games have to be played with the most up to date version of "League of Legends" by Riot Games. At offline events, a special tournament server and client may be provided, in which case the used patch will be announced beforehand.

#### 7.1.1 Communications Software

All participants have to use TeamSpeak during the entire time of the tournament, exceptions can be made by a tournament admin. Skype is strictly forbidden. Additional to that, the participants have to use the server provided by the admin team and use the reserved channel for their team. Channels are password protected and limited to five (5) people. If the conditions allow it, the administration will allow a 6<sup>th</sup> person to join the team channel as coach.

It is not allowed to have any other people in the channel during an official match, external people are strictly forbidden on the whole server.

#### 7.1.2 Game Settings

Teams are required to use [tournament codes](#) for all matches, which can be found on all match pages on the ESL website. All tournament codes in the ESL Championship will be configured to the map "Summoner's Rift" and the game mode "Tournament Mode".

Any broadcasted matches require players to be in the role order (from top to bottom) of Top, Jungle, Mid, ADC, Support. The use of placeholders are permitted in the ESL Championship. Failure to adhere to this rule will result in a warning and 3 minor penalty points given. The second time this happens during the season, 1 major penalty point will be given.

#### 7.1.3 Ban/Pick

The team that has the better seeding can choose who starts with the first ban. The team that has the first ban also has the first pick and starts on the left side of the map (left side of the custom game when creating the match). In a Best-of-Three match, the other team will start on the second map. If a third map is required, the team with the better time-coefficient from the first two maps (see rule 7.4.1) decides who starts. If a team lets the timer run out during the pick/ban process, no champion will be banned or a random champion will be picked.

Should there be an interruption to the draft all bans and picks up to the most recent ban or locked in champion must be selected by both teams when the draft is remade.

##### 7.1.3.1 Snake Draft

Draft mode proceeds in a snake draft as follows: Blue Team = A; Red Team = B

Bans: ABABAB

Picks: ABBAAB

Bans: BABA

Picks: BAAB

##### 7.1.3.3 Match sanctioning by the administration

It is not allowed to start and play any matches without an ESL Proximus Championship admin present in the game, unless it is specifically permitted otherwise by the tournament administration. Ignoring this can result in penalties for both teams.

##### 7.1.3.4 Placeholders

The use of placeholders are permitted in the ESL Proximus Championship, however the team choosing placeholders must notify both the tournament administration and the opponent team through the ingame tournament chatroom. Failure to do so can result in a penalty for the offending team.

If one or more placement holder has been declared the draft will continue as normal until all players have locked in a champion. Once the final players have locked in champions the draft must then be remade and players must select the same bans, champions and include the champion(s) declared for the proxy pick(s) in the original draft.

#### 7.1.4 Adjusting Runes and Masteries

Players may create and adjust rune pages as they like between games. As soon as a tournament draft is started it is forbidden to edit your rune page. Adjusting masteries is still allowed. Player's may not exit out of tournament draft mode after/during bans & picks to make



runes or other changes. One (1) minor penalty point will be awarded as penalty for dropping out without a valid reason, e.g. it wasn't possible to trade a champion after bans & picks.

#### 7.1.5 Champion Trades

Teams must complete all Champion trades before the 20-second mark during the Trading Phase, or will be subject to penalties.

#### 7.1.6 Lineup

Teams failing to adhere to rule 3.18.1, communicating their line-up with administration and their opponent before 15:00 the day before the match, will result in the following punishment:

- Posting the line-up between 15:00 and 15:59 – loss of 1 ban
- Posting the line-up between 16:00 and 16:59 – loss of 2 bans
- Posting the line-up between 17:00 and 17:59 – loss of 3 bans
- Posting the line-up between 18:00 and 18:59 – loss of 4 bans
- Posting the line-up after 19:00 – loss of all bans

#### 7.1.7 Side

Teams must be finished choosing their side before 12:00 at the match day. Failure to do so will result in a penalty of one (1) penalty point.

#### 7.1.8 Side

All matches have to be played with five players per team (5vs5), other constellations are not allowed. If a team fails to show up with enough players, the match will count as no-show.

## **7.2 During the match**

#### 7.2.1 Player disconnect

After the disconnect of a player the game will continue. He has to return as soon as possible back to the game and continue playing.

#### 7.2.2 Pause

##### 7.2.2.1 Syntax

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

##### 7.2.2.2 Reasons for pause

Pause may be invoked by either a tournament admin or a player when there are technical issues that could put a team at a disadvantage. Tournament admins can order the pause of a match for any reason. During the offline playoffs tournament admins are allowed to execute a pause command on any player station. Players can pause the match at any time, but must signal a tournament admin immediately after the pause to identify the reason. If the situation clearly requires the game to be paused and any player is aware of it, he is supposed to invoke it as quickly as possible. Below are examples of accepted reasons for a player issued pause, but an acceptable reason is at the sole discretion of a tournament admin:

- After one or more players have disconnected from the game due to any form of network disconnect or computer crash. (e.g. "Player has disconnected" message appears on screen.)
- Hardware malfunctions (e.g. monitor, peripheral, etc)
- Physical disruption of the player (e.g. fan interference, table or chair breakage)

The game will not resume until clearance from an admin is issued and all players are notified and are ready at their stations. If a player pauses or unpauses the game without permission or reason deemed valid by tournament admins, it will be considered unfair play. Penalties will be applied by a member of the administration team.

#### 7.2.2.3 Pause Duration

In any case a pause should never take longer than ten minutes, but it may not be ended before the admins signals to.

#### 7.2.2.4 Unpausing

The game will not resume until all players are ready and team captains confirm in all chat that their teams are ready. If a player unpauses the game without notifying the opponent team it will be considered unfair play and penalties will be applied by the tournament official.

### 7.2.3 Game Restart

A game can be restarted only at the discretion of a member of the administration team. Below are examples of acceptable reasons for a game restart, but an acceptable reason is at the sole discretion of the administration team.

- If a player notices that their rune, mastery, or GUI settings have not applied correctly between the game lobby and match, they can pause the game to adjust these settings. If the settings cannot be correctly adjusted, then the game must be restarted if the pause was initiated before Game of Record occurred (see 7.2.3.1).
- If an admin determines that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events such as minion spawn).
- If the game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics.
- If an admin determines that there are environmental conditions that are not conducive to fairness (e.g. noise, weather, venue, player conditions).

#### 7.2.3.1 Game of Record

A game of record ("GoR") refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GoR status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. After the establishment of GoR, game restarts will be allowed only under limited conditions. Examples of conditions which establish GoR:

- Any attack or ability is landed on minions, jungle creeps, structures or enemy champions.
- Line-of-sight is established between players on opposing teams. EXCEPTION: GoR is not established if line-of-sight is established through use of the Summoner spell "Clairvoyance" within the opponent's base.
- Setting foot, establishing vision or targeting a skillshot ability in the opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
- Game timer reaches two minutes (2:00).

#### 7.2.4 Draws

In case a match is becoming a stalemate the admins can call for a time limit. After this time limit is over the team that destroyed the most buildings (according to the score screen) wins.

##### 7.2.4.1 Completion of the match

The match as a whole has to be finished. It is not allowed to disrupt a match between maps without the permission of the tournament administration. If a player refuses to start the remaining map/maps he will be counted as not having showed up and receive the according penalties for a no-show.

#### 7.2.5 Change of players during matches

Only players that are part of the team can be substituted in. The opposing team has to be informed beforehand and the substitution can only happen between two maps.

### **7.3 After the Match**

#### 7.3.1 Match media

Both teams have to see to it that at least one accurate screenshot of the ban/pick results and of the map results for every map is uploaded on the ESL website. The screenshot does not have to be uploaded if the map information has already been automatically uploaded by the ESL game integration.

### **7.4 LoL Ranking**

If no other rule has been announced for any stage of the ESL Proximus Championship, this is the rule to be used. Not the visible ranking on the ESL website but the active ranking rule from the ruleset valid for a match is binding. The ranking is primarily decided with regards to the number of points that a participant has amassed during that stage of a season. A participant will earn 3 points for winning a match and 0 points for losing a match. The below ranking priority will come into effect if 2 or more participants are on equal points. If at any point, the number of tied participants is reduced, or divided into several groups of tied participants, the still tied participants will in each case be compared again starting with the first point.

1. Points amassed between the tied participants ('Mini-League')
2. If a team fulfils the criteria for point 1, a new Mini-League will be counted for the remaining teams, if any. This process will continue until either all teams are placed or if the remaining teams are indistinguishable.

If after point 1 and 2 the teams are indistinguishable, a decider match or matches have to be played, in an attempt to separate the participants in question. This match will be played in the week before the final at a to be determined time. In special cases, the tournament direction can rule on a different way to determine the order in an unsolvable tie (i.e. coin toss).

## 8. Game Specific Rules - Counter-Strike: Global Offensive

### 8.1 Anti-Cheat

ESL Wire Anti-Cheat is mandatory for all players to use for the full duration of all matches without exception. If a player cannot use Wire Anti-Cheat then they are not allowed to take part in a match. At offline events, this rule will usually not be applied.

Important information about Linesman, which have to be followed as well, can be found on the following website: <http://www.esl.eu/eu/wire/linesman/>

### 8.2 Match Procedure

#### 8.2.1 Map pool Qualifiers.Group Stages and Finals

The map pool includes the following maps:

- de\_vertigo
- de\_dust2
- de\_nuke
- de\_inferno
- de\_mirage
- de\_overpass
- de\_train

#### 8.2.2 Map choice

The higher seed always determines who starts the ban/pick process. Every team decides sides on the map choice of their opponent. On the last map (bo1 on the only map) the sides are determined by a kniferound.

#### 8.2.3.1 Best-of-One Matches

Ban A - 2 Bans B - 2 Bans A - Ban B - remaining map is being played.

#### 8.2.3.2 Best-of-Three Matches

Ban A - Ban B - Pick A - Pick B - Ban A - Ban B - remaining map is being played as decider map, if required.

#### 8.2.3 In-Game item's nametag

Players are not allowed to use nametags on in-game items which violate the code of conduct. If a player uses such a nametag during an official match the team will receive three (3) minor penalties for each match.

#### 8.2.4 Number of Players

All matches have to be played with five players per team (5vs5), other constellations are not allowed. If a team fails to show up with enough players, the match will count as no-show.

#### 8.2.5 Lineup

Teams failing to adhere to rule 3.18.1, communicating their line-up with administration and their opponent before 15:00 the day before the match, will result in a penalty of one (1) penalty point.

### 8.2.6 Veto

Teams must be finished doing the veto before 15:00 at the match day. Failure to do so will result in a penalty of one (1) penalty point

### 8.2.7 Dropping of Players

- If a player drops before the first kill in the first round of a half, then the half will be restarted.
- If a player drops after the first kill have been made and has not returned when the round has been decided, then the match will be paused at the start of the next round.
- If a player drops and the opponent has been notified before any damage has occurred during that round, then the round will be restarted
- If a player has not returned, or cannot be replaced within 10 minutes after the pause has started, then the team with the dropped player may forfeit the match at admins discretion.

### 8.2.8 Change of Players during matches

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

#### 8.2.8.1 Online

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

#### 8.2.8.2 Offline

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

### 8.2.9 Leaving the Server

All matches must be played to the end, failure to do so will be penalized. A match is considered complete when one team has reached 16 rounds on the final map.

### 8.2.10 Continuing a Disrupted Game

If a match is interrupted (e.g. server crash) within the first three rounds of play, then the match should be restarted, if the match is interrupted after the first three rounds of play then the match should be continued where it left off, with these changes in the configuration.

- mp\_startmoney should be set to 5000 for the rest of the half
- The rest of the rounds that have not been played should be played.

However, if the match will be played on an official ESL server the admin can decide to continue the match by using the backup files provided by the game instead of using the above mentioned way.

### 8.2.11 Draws

#### 8.2.9.11 Group Stage

In case of a draw after all 30 rounds have been played, an overtime will be played with mp\_maxrounds 6 and mp\_startmoney 16000. For the start of the overtime teams will stay

on the side which they played the previous half on, during half-time sites will be swapped. Teams will continue to play overtimes until a winner has been found.

#### 8.2.11.2 Group Stage

In case of a draw after all 30 rounds have been played, both teams will receive one (1) point and the match is over.

#### 8.2.11.3 Play-offs

In case of a draw after all 30 rounds have been played, an overtime will be played with mp\_maxrounds 6 and mp\_startmoney 16000. For the start of the overtime teams will stay on the side which they played the previous half on, during half-time sites will be swapped. Teams will continue to play overtimes until a winner has been found.

### 8.2.12 Usage of pause function

#### 8.2.12.1 Technical Pause

If a player has a problem that prevents him from playing on, he is allowed to use the pause function ("!pause"). The pause function can be used at any time but it will only come into effect during freeze time (immediately, if used during freeze time, else at the beginning of the next freeze time). The player has to announce the reason before or immediately after he paused the match. If no reason is given, the opponent may unpause the game and continue playing. Unpausing or pausing the game without any reason will lead to penalty points.

#### 8.2.12.2 Tactical Pause / Timeout

Each team is allowed to invoke a tactical pause of 30 seconds up to four times per map. If the ESL Game Integration is being used, the special command "!timeout" has to be used. Otherwise, the "!pause" command has to be used and the team has to announce the tactical pause via chat.

The pause function can be used at any time but it will only come into effect during freeze time (immediately, if used during freeze time, else at the beginning of the next freeze time). If all tactical pauses had already been used on the same map, the admin will unpause the game and continue the game, this behavior will also lead to penalty points.

#### 8.2.12.3 Admin Pause

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

#### 8.2.12.4 Communication during Pause

During a Pause, headsets have to stay on. Unless the admin instructs the match participant otherwise, any form of communication among the team is only allowed during tactical pause.

### 8.2.13 ESEA

All matches during the group stage will be played on ESEA servers. Every team and player are themselves responsible for having an active ESEA premium membership.

## 8.3 Player Settings

### 8.3.1 Configuration / Startparameters

The following commands are forbidden:

- `mat_hdr_enabled`

The following startparameters are forbidden:

- `+mat_hdr_enabled 0/1`
- `+mat_hdr_level 0/1/2`

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

Wrong settings will be penalized with two (2) minor penalties per value and player, but per match a team cannot get more than six (6) minor penalties. If three or more players have wrong settings the team will get a default loss.

Admins may under special circumstances decide on a default loss, even if less than three players have wrong settings.

### 8.3.2 Forbidden Scripts

In general, all scripts are illegal except for buy, toggle and demo scripts.

- Jumpthrow scripts
- Stop shoot scripts [Use or AWP scripts]
- Center view scripts
- Turn scripts [180° or similar]
- No recoil scripts
- Burst fire scripts
- Rate changers (Lag scripts)
- FPS scripts
- Anti flash scripts or binding (snd\_\* bindings)
- Bunnyhop scripts
- Stop sound scripts

If you are not sure if a script is allowed or not, then contact the admin team before you play an official match.

A player may be penalized for forbidden scripts in any config file, regardless if it is in use, or even stored in the game folder in question.

Forbidden scripts will be penalized with two (2) minor penalties per value and player, but per match a team cannot get more than six (6) minor penalties. If three or more players have wrong settings the team will get a default loss.

Admins may under special circumstances decide on a default loss, even if less than three players have forbidden scripts.

### 8.3.3 A3D

The use of A3D (2.0) or any program, driver or interface that simulates A3D (2.0) is strictly forbidden, and will be punishable under the cheating paragraph.

### 8.3.4 Graphics drivers, or similar tools

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

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

### 8.3.5 Color depth

Every player must play with the highest color setting in Counter-Strike (32 bit), if the player is playing in windowed mode then the desktop must also be on 32bit setting.

### 8.3.6 Custom Data

Only steam skins are allowed to be changed, any other changes to sprites, skins, score boards, crosshairs are strictly disallowed, also only the official models are allowed. If a player plays with custom files (not models), then this will be penalized with two (2) minor penalties per player. If a player plays with custom models, then this will be penalized with five (5) minor penalties per player and the opponent of the match may request a rematch.

## **8.4 Use of Bugs and Glitches**

The intentional use of any bugs, glitches, or errors in the game are penalized with six (6) minor penalty points per incident, up to a maximum of eighteen (18) minor penalty points per match. Furthermore, it is up to the admins discretion whether or not the use of said bugs had an effect on the match, and whether or not he will award rounds, or the match to the opposing team, or to force a rematch. In extreme cases, the penalty for abusing bugs may be even higher.

The usage of the following bugs is strictly forbidden, if any bug is used which is not listed here it is up to the admins discretion whether or not a punishment is necessary.

### 8.4.1 Warm-up-map check

Bugs on load have to be checked before the match starts (missing boxes, ladders and so on). Failure to do so, and to let the match start, will mean that both teams have accepted the state the map is in, and the match will be continued under these settings. Protests and complaints regarding such issues will not be adhered to.

### 8.4.2 During the match

- 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 is strictly forbidden.
- „silent planting“ is strictly forbidden (planting the bomb in such a way that no one can hear the beeping)
- To plant the bomb where it is impossible to reach is disallowed. Planting the bomb in a place that you can reach with a boost from a teammate is not part of this rule.
- Standing on top of teammates is generally allowed, it is only forbidden, when such actions allow the player to peek over a wall, or ceiling that should not be allowed according to map design.
- Using flash bugs are strictly forbidden.
- Throwing grenades under walls are forbidden, although throwing grenades and flashes over walls are allowed.



- „map swimming“ or „floating“ is forbidden
- „Pixel walking“ is forbidden (Sitting, or standing on invisible edges on the map).

#### 8.4.3 General

Generally, the use of any bugs in the game is strictly forbidden. (For example: spawn bugs). An exception are the following bugs which are explicitly allowed:

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

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

#### 8.4.4 New Positions

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

### **8.5 Match Media**

#### 8.5.1 Mandatory Demo Recording

All players must record point of view demos of the entire match and keep them for at least 14 days or as long as a protest is open.

##### 8.5.1.1 Requesting Demos

Only admins can request demos. Participant requests for demos are not valid. After requesting a demo, the player in question has 48 hours to upload his demos.

##### 8.5.2 Cheat Accusations

If a team wishes to accuse a player or players of another team of cheating in an ESL Proximus Championship match than a timetable based on the POV demo for each half for each player must be submitted in a protest within 72 hours of the demo being uploaded to the ESL match page.

Each timetable must contain:

1. Download link and name of demo
2. Player name and type of suspected cheat/hack (wallhack, aimbot...)
3. Specific times in the demo which look suspicious, along with a reason for each (I.e. why it cannot have been coincidence, luck, hearing or skill)

##### 8.5.3 Screenshots

Screenshots are only valid as long as all players have the exact same nick as in their ESL profiles, fake nicks or fun nicks may be penalized with one (1) minor penalty per incident.

Failure to provide a screenshot with the correct nicknames in may be penalized according to the missing match media rules.

#### 8.5.3.1 Missing Screenshots

The punishment for missing screenshots is no more than one (1) minor penalty per match.

#### 8.5.3.2 Score Screenshots

Both teams are responsible for taking a score screenshot of the end of each half and uploading them to the match page.

### **8.6 CS:GO Ranking**

If no other rule has been announced for any stage of the ESL Proximus Championship, this is the rule to be used. Not the visible ranking on the ESL website but the active ranking rule from the ruleset valid for a match is binding. The ranking is primarily decided with regards to the number of points that a participant has amassed during that stage of a season. A participant will earn 3 points for winning a match, 2 points for winning a match after Overtime, 1 point for losing a match after Overtime and 0 points for losing a match. The below ranking priority will come into effect if 2 or more participants are on equal points. If at any point, the number of tied participants is reduced, or divided into several groups of tied participants, the still tied participants will in each case be compared again starting with the first point.

1. Points amassed between the tied participants ('Mini-League')
2. Round difference between the tied participants ('Mini-League')
3. Number of round wins between the tied participants ('Mini-League')
4. Overall round difference
5. Overall number of round wins

If after all 5 points the teams are indistinguishable, a decider match or matches have to be played, in an attempt to separate the participants in question. In special cases, the tournament direction can rule on a different way to determine the order in an unsolvable tie (i.e. coin toss).

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