



**Snapdragon**  
**PRO SERIES**  
—  **ESL** — 

**Snapdragon Pro Series**

**Mobile Legends: Bang Bang**

**General Rules**

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# 1. Introduction

This document outlines the General Rules of the Snapdragon Pro Series - Mobile Legends: Bang Bang Season 5 (the **"Competition"**).

It is the responsibility of each individual or organisation participating in the Competition to uphold the values in all applicable rulebooks, whether they are from ESL, a competing organisation, a production entity or independent on-screen talents.

This rulebook applies within the context of the Competition and to any of its affiliated competitions. This rulebook aims at providing and codifying a structured and consistent set of rules and standards enforceable across all levels of competition for everyone and every organisation partaking in the Competition, and in particular the Teams (the term **"Team"** is defined in **Section 2.2** Definition of Participants). Participation in any cup or qualifiers which form a subset of the Competition (herein referred to as **"Stage"**) is conditioned to the acceptance of the following rules and standards (collectively the **"Ruleset"**):

- The rules and penalties contained in this Rulebook, as updated, amended or supplemented from time to time (the **"General Rules"**); and
- The Game Specific Rules outlines the specific and related rules to Mobile Legends: Bang Bang under the Snapdragon Pro Series, amended or supplemented from time to time (the **"Game Specific Rules"**); and
- The Region Specific Rules issued for each Region for each competition part of the Competition, which will be provided or made available in advance by the applicable Tournament Organiser (the **"Region Specific Rules"**); and
- The ["ESL Global Rules"](#) establishing a set of core guidelines that all Players, partners, and employees must follow when participating in activities associated with ESL's products or services, both online and offline (the **"ESL Global Rules"**); and
- The ["FACEIT Terms & Conditions"](#) regulate the use of their gaming platform. Each and any Player must provide accurate information, play fairly, and follow local laws. These rules ensure fairness and compliance for all Players. (the **"Terms & Conditions"**); and
- The Penalty Index referencing and providing a range of Sanction(s) for any violation of the Rules, Game Specific Rules, the Region Specific Rules, the ESL Global Rules or the Terms & Conditions (the **"Penalty Index"**). Any Sanction(s) issued through the Penalty Index will be without prejudice to any other sanction which ESL may decide to issue in case of a breach of the ESL Global Rules or Terms & Conditions

Any capitalised term in the General Rules which is not listed above shall have the meaning ascribed to these terms in the General Rules.

All capitalised terms and definitions in this Rulebook apply to the entire Competition Ruleset.

## 2. Eligibility

### 2.1. Regions

Regions and sub-regions of the Tournament are composed as follows (collectively the “**Regions**”):

- Asia Pacific (“**AP Region**”)
  - MYSG
  - TVCLM
  - ID
  - PH
- Europe, Middle East and Northern Africa (“**EU & MENA Region**”)
  - Turkey (“**Turkey Region**”)
- Latin America (“**LATAM Region**”)
  - North (LAN)
  - South (LAS)
  - Brazil

The full list of countries belonging to each individual region and its sub-region can be found in Appendix A.

### 2.2. Conditions for Participating in the Competition

The following conditions, as well as the conditions set out in the entirety of the Ruleset must be met in order to participate in the Competition. If at any point during the Competition, the Tournament Administration becomes aware that an individual does not meet the eligibility requirements, they will be removed from participating in the Competition and/or prevented from winning a prize.

## Roster Requirements

An eligible Roster would require a minimum of five (5) Players who have met all eligibility requirements set forth in **Section 2** of the General Rules.

Rosters have size limitations as follows:

- Online Stages: Any Stage that is played Online would have its Roster limited to five (5) Players and two (2) Substitutes.
- Offline Stages: Any Stage that is played Offline would have its Roster limited to five (5) Players and one (1) Substitute.

## Age Restriction

All Players must be at least 16 years of age or older by the date of the first match of the Open Qualifiers within your Region in the Season.

Competition dates can be found in **Section 3** of the Region Specific Rules.

If a Player is found to have participated in any matches while under the age of 16, either currently or previously, the entire Team and its members will be disqualified from the season. Additionally, any monetary gains accrued or anticipated during that season will be forfeited.

## Regional Limitations for Participants

Any Team or any Player may not try to qualify for the same Competition from more than one country or region.

## Home Country/Region

A participant's home country is the country where his main place of residence (proven by legal registration or long-term visa in connection with evidence of long-time habitation. Visa's must be valid for 91 or more days to qualify as Long Term) is, or the country the Player holds a valid passport from.

This decision can be made anew for every ESL Competition, but once made it will be final and irreversible for that Competition and the preceding qualifying stages within the same Competition (herein referred to as **"Qualifiers"**).

## Residency Restrictions

All Players must be residents of and be participating from the region they are competing in. More information on Regions and Sub-regions can be found in Appendix A.

Teams participating in any region must have 3 starting roster Players belonging to that region, this means that if Team A is participating in TVCLM, they would need to have 3 starting roster Players from either Thailand, Vietnam, Cambodia, Laos, or Myanmar. The remaining Players in that Team can be from other regions/countries.

If at any point a Team substitutes a Player, the main roster that is playing any match would still need to consist of 3 Players belonging to the region the Team participates in. Failure to ensure this would result in a penalty or disqualification.

## Player Details

When requested, Players must provide all necessary information, including but not limited to, their full name, contact details, date of birth, address, and photo.

## Definition of Participants

A Roster consists of Player(s) and Substitute(s) (herein referred to as **"Roster"**)

A Team consists of Player(s), Manager(s) & Substitute(s) who are participating in the Competition (herein referred to as **"Team"**).

A Player is an individual who meets all of the eligibility requirements and represents a part of the starting roster in a participating Team (herein referred to as **"Player"**).

A Starter is an individual who represents the main roster of a Team, and is mostly used throughout the Competition, unless for whatever reason is being substituted (herein referred to as **"Starter"**)



A Substitute is an individual who represents a part of the Team, and is used from time to time to replace Players who cannot participate (herein referred to as **"Substitute"**).

A Manager is an individual who represents a Team in a staff or managerial role (herein referred to as **"Manager"**).

A Team Staff is an individual who represents a Team in a staff capacity outside of what was defined above (herein referred to as **"Team Staff"**).

Collectively, the Team(s), Player(s), Substitute(s), Manager(s) and Team Staff(s) are herein referred to as the **"Participants"**.

## 2.3. Devices

During stages of the Tournament which take place online (played from the Players own country and residence) Players are free to use their own mobile devices. Playing with any kind of emulator is strictly forbidden. Teams are required to ensure that their devices are well-prepared and tested for the Competition, including (but not limited to) a fully charged phone battery and stable internet connection.

During the Live Event (Played from the venue provided by the Tournament Administration), ESL will provide the devices that the Participants will use. ESL reserves the sole authority to determine the devices used by Participants at the Live Event.

## 2.4. Video Game Accounts

Each Player and Substitute must have their Video Game (means Mobile Legends: Bang Bang published by Moonton, herein referred to as **"Video Game"**) accounts registered on their respective FACEIT profile. If a Player or Substitute does not have a FACEIT account, a FACEIT account must be created prior to linking Game accounts.

For clarity, only link the User ID, without the Zone ID. An example is provided in the table below.

User ID	Zone ID
324578981	(4013)

## Playing With Wrong Video Game Accounts

Players are not allowed to play with a different Video Game account than the one linked to the Players' FACEIT account.

An incorrect Video Game account may result in temporary removal from the cup/competition until the issue is rectified, or no points will be awarded for Games played with inaccurate information.

Players and Substitutes must own the account which is being used in Mobile Legends: Bang Bang, unless expressly provided with an account by the Tournament Administration.

## Team Names

Team names may not have any extensions such as "ESL Team Name". They may only consist of the Team name and, if allowed, a title sponsor. ESL reserves the right to shorten Team names where necessary or appropriate.

All Team names must be in line with the Code of Conduct, outlined in the ESL Global Rules. ESL may reject Team names that include political, religious or offensive matters or sentiments, as judged by ESL. Teams whose names are shared with that of a brand, company or website must follow the same guidelines as listed in 6.7 Sponsor Restrictions.

If two Teams are sponsored by the same partner, they have to come to an agreement with that partner about which of the Teams keeps the title sponsoring during the whole of the Competition.

## Team Logos

Team logos must not include or incorporate the logo or iconography of brands, Teams, clubs or trademarks not associated with the Team, unless they are a valid title sponsor.

Copyrighted images and content cannot be submitted as a Team logo without verifiable permission from the copyright holder.

All Team logos must be in line with the ESL Code of Conduct listed in the ESL Global Rules. ESL may reject Team logos that include political, religious or offensive matters or sentiments, as judged by ESL.

## Changes to Team or Roster Information

Any changes to the Team or Roster information must be approved by Tournament Administration 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

# 3. General Rules

## 3.1. Range of Validity

The Competition is operated as part of ESL by ESL Gaming GmbH (the “**Tournament Administration**”). These General Rules form a part of the Competition Ruleset, which is valid for this Competition, its participants and all matches played within the scope of the Competition. With their participation, the Participant states that they understand and accept all rules within the Ruleset.

The Competition Ruleset is comprised of:

- [General Rules](#)
- [Game Specific Rules](#)
- Region Specific Rules

- [AP](#)
- [EU & MENA](#)
- [LATAM](#)
- [Penalty Index](#)
- [ESL Global Rules](#)
- [FACEIT Terms and Conditions](#)

## 3.2. Tournament Organisation

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

ESL Gaming GmbH

Schanzenstr. 23

51063 Köln

Germany

<https://www.eslgaming.com>

## 3.3. Governing Language

In the event of any inconsistency, discrepancy, or ambiguity between the English version of this Rulebook and its translations into other languages, the English version shall prevail and be considered the definitive and controlling document. The translations are provided for convenience only and shall not be used to interpret or construe the provisions of the English version.

## 3.4. Rule Changes

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

### 3.5. Validity of the Rules

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

The Tournament Administration's decision is final.

### 3.6. Local Laws

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

### 3.7. Additional Agreements

The Tournament Administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between participants. ESL highly discourages such agreements taking place, and such agreements that contradict the Competition Ruleset are under no circumstances allowed.

### 3.8. Live Matches

The term “Live Matches” refers to matches that take place in a public location, during Competitions, matches in a studio, or matches broadcast by ESL or an official partner.

### 3.9. Confidentiality

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

## 3.10. Match Broadcasting

### Rights

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

### Waving these Rights

ESL Gaming GmbH has the right to award broadcasting rights for one or multiple Matches to a third party or the participants themselves. In such cases the broadcasts must have been arranged with the ESL Broadcast Distribution Team before the start of the Match.

### Participant Responsibilities

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

## 3.11. Communication

The main communication method for the Competition is email. When contacting participants of the Competition, the Tournament Administration will use contact email addresses that have been supplied to them.

If a match is broadcasted, additional rules may apply. In this case all participants will be informed of the additional rules.

Where a contact email address is not known, the Tournament Administration may use the email addresses registered to participants on their FACEIT.

## 3.12. Sponsor Restrictions

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

### Mature Content

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

## 3.13. Interviews

For every Game that is broadcast on an ESL-arranged stream, two Players or Team Staff from each Team must be available for an interview before the match. The Team has to provide contact information for an interview upon request. The Players should also be available for a comment after the match.

## 3.14. Video Presentation

In videos (e.g. interviews, feature videos or similar) that happen from an environment not controlled by ESL, the visible surroundings/background should be kept neutral, clean and presentable. If a Team plans to showcase any sponsors, logos or advertisements (e.g. in a background banner or placed items), the planned settings need to be revised and approved by the Tournament Administration beforehand. In any case, obvious promotion of sponsor products (including consumption) is not allowed. Approved Brand logos may never appear bigger than the Players' faces on screen.

## 3.15. Punctuality

### Player Responsibilities

All Players will be expected to be ready to join the Video Game lobby at the time specified by ESL. Readiness includes, but is not limited to, five (5) rostered Players having completed version patching, configuration of in-game settings, and completed rune and mastery pages.

Participating Teams need to be ready and on time for the eligible tournaments in order to participate.

## **Definition of Game & Match**

A Game is a singular map within a series (herein referred to as "**Game**").

A Match consists of multiple Games which makes up a series (herein referred to as "**Match**").

## **Punctuality in Online Matches**

All Matches in the competition should start as stated on the competition page, no changes to the time can be requested. All Teams and Players in a match should be on the server or in the Video Game lobby and ready to go at the latest ten (10) minutes before the match is to start. Each Team should be ready to start the Game thirty (30) minutes prior to their official start time. If any Team is not ready at the scheduled time then they are subject to penalties being applied.

## **Not being Punctual for an Online Match**

Match starts are absolute unless changes have been confirmed by Tournament Administration. After five (5) minutes of the intended start time the Team will receive three (3) penalty points. After ten (10) minutes, the Team will lose 1 Game. After fifteen (15) minutes, the Team is considered a no show and will lose the whole series.

## **No Show**

If a Team is not ready to play fifteen (15) minutes after the official match starting time, the Team will be considered as a no show and will lose the whole series.

## **Disqualification due to no shows.**

## **Punctuality in Offline Matches**

Players are expected to arrive at their designated holding area no later than sixty (60) minutes before their scheduled match start time, unless otherwise explicitly stated by Tournament Administration.



Coaches are expected to arrive at their designated holding area no later than thirty (30) minutes before their scheduled match start time, unless otherwise explicitly stated by Tournament Administration. If a participant knows that they will not be on time to their competition Area, they must notify Tournament Administration at the earliest point possible. Mitigating circumstances and attempts to inform ESL about the lateness and minimise its impact may be taken into account when applying penalties. It is the participant's responsibility to monitor the competition schedule, and any announcements made about changes to it, in order to avoid lateness.

### **Not being Punctual for an Offline Match**

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

### **Repeated Lateness**

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

#### **Match 3 and further incidents: +100%**

In case a participant is considered a repeat offender on multiple occasions, they will be subject to the increased penalties at the start of the next ESL competition they attend. This will be communicated to the participant before their first match.

### **Participants Not Showing**

If a participant is not ready to play by fifteen (15) minutes after the scheduled start of the match, they are considered a no-show. In that case, the participant will be penalised with an additional five (5) penalty points on top of any penalty points accumulated for not being punctual for the match.

Tournament Administration can decide to award (partial) default losses in the case of a best of series, or

disqualify the participant. After a second fifteen (15) minute period the opponent will be rewarded with a full match series win. In mitigating circumstances, the match may be rescheduled when appropriate, if the schedule allows it.

## 3.16. Match Protests

### Definition

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

### Match Protest Rules

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

### Deadline for match protests

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

- Twelve (12) hours after the scheduled starting time of the match
- The beginning of the next match for either of the two participants (a minimum of ten (10) minutes has to be kept between matches by all participants)
- Only at offline stages - the end of the Competition day (departure of the Tournament Administration members)

### 3.17. Prize Money

All prize money should ideally be paid out 90 business days after the ESL Competition in question has been completed and the prize redemption documentation has been received by ESL, but it may take as long as 180 business days for the payment to be completed. Teams who do not submit the filled out and completed prize redemption documentation within 30 days after receiving the documentation, will forfeit the prize.

### 3.18. Prize Deduction Due to Penalty Points

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

- For every penalty point a 1% 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 last part of the competition in question, including both online and offline won prizes, but excluding the part that is meant to compensate for travel expenses (if any). 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 deduction in total over several of the competition stages may be disqualified.

### 3.19. Prize Deductions Due to Monetary Fines

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

Tournament Administration at its sole discretion and for any reason, may increase or reduce the monetary fines issued during the Competition if it deems it necessary.

### 3.20. Withdrawal of Prize Money

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

In case of a disqualification, the Player/Team automatically forfeits the prize money won in the Season.

### **3.21. Transfer of Prize Money**

The prize money will be sent as a bank transfer. Failure to provide sufficient information for the payments to be complete will result in payments not being made. If a participant has not collected their winnings within 30 days of the initial payment date the prizes are forfeited.

### **3.22. Prize Pool Distribution**

For specific information on Prize Pool Distribution, please refer to the Competition/Region Specific Rules.

### **3.23. Punishments**

#### **Definitions and scope of punishments**

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

#### **Penalty points**

Penalty points may be given for incidents relating to the competition. Every penalty point deducts one percent (1%) of the overall prize money received by the Team in the competition it is given. More information about this can be found in Appendix B.

#### **Monetary fines**

Monetary fines may be given for incidents related to competition matches, and for failures to fulfil obligations that are not directly related to the competition such as press/media appointments, or planned sessions for fan interaction. Where the amount of monetary fines accrued exceeds the total

prize money earned from a Competition, an additional invoice will be sent to the participant to clear the remaining amount.

## **Bans/suspensions**

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

## **Disqualification**

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

## **Additional methods of punishment**

In special cases, the Tournament Administration can define and implement other methods of punishment not directly outlined in the Rulebook.

## **Punishments for repeat offences**

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

## **Combination of Punishments**

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

## **Punishments for Repeat Offences**

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

## Bans and Penalty Points Outside of ESL

Bans and penalty points outside of ESL do not normally apply towards the Competition except when the punishment has been awarded by the publisher/developer of any given title. Some exceptions may apply at the Tournament Administration's discretion.

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## 4. Event Rules (Offline Specific)

### 4.1. Equipment

ESL always provides the USB Hubs, Power Bricks, Ethernet Cables, Noise-cancelling Headphones, and any of the required cables for the abovementioned equipment. Participants are required to bring their own finger socks if needed. Any Player equipment not listed here is subject to the approval of Tournament Administration. ESL reserves the right to deny the use of any equipment and/or device if they deem it to be providing an unfair competitive advantage. Participants might be asked to hand in their equipment for additional checks.

It is expressly prohibited to attempt to modify or download anything on competition devices provided by ESL, in competition or practice areas.

Players are responsible for damages caused to every ESL provided equipment, monetary compensation is required at the cost of the item found to be damaged, at the Players expense.

### 4.2. Clothing

The Players and Teams need to ensure that they are all in equal coloured Team attire, long trousers and closed shoes (i.e. shorts, flip-flops and foam clogs e.g. crocs clogs are not allowed). Any kind of

headwear is forbidden.

Penalties will be awarded for minor violations of this rule (a minimum of \$100 monetary fine), but in major cases (for example offensive content, other Team branded clothing etc.), Players will not be allowed to start their matches before the problematic piece of clothing has been replaced. If possible, and deemed appropriate by the Tournament Administration, ESL will provide suitable clothing for the participants that are not dressed accordingly.

The cost of provided clothing will then be subtracted from the prize money awarded to the participants. Any delay caused by change of clothing will be considered the Players fault and penalised according to the rules of punctuality.

### **4.3. Obeying Instructions**

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

### **4.4. Player and competition Brief**

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

### **4.5. Technical Checklist**

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

to start the match even if a technical issue arises that would have been resolved during the checklist process.

## 4.6. Coaches During Offline Event

During the ban/pick phase, only two (2) designated Team Staff members, whether it be the Manager, coach, or analyst, is permitted in the gaming area.

Team Staff/coaches have to leave the competition Area once ban pick finishes, before the match starts.

## 4.7. Media Obligations

If ESL decides that one or more Players need to be part of interviews (short pre-/post-match interviews and/or longer interview-sessions), a press conference or an autograph, photograph or video session, then the Players cannot deny this and must attend. For all ESL competition matches, participants cannot refuse a request to provide an interviewee. The interviewee must be a Player, unless otherwise specifically requested by ESL. The same interviewee cannot be provided for consecutive requests in a Competition. Most Competitions will have a mandatory media day, where participants will be photographed, filmed and interviewed by ESL for the Competition presentation.

When applicable, participants will receive a media schedule beforehand to be informed about the nature, duration and schedule of any activities of this kind that take more than five (5) minutes. In some cases, participants may be asked to provide assets for use on ESL arranged broadcasts. Failure to provide them on time when requested will be considered a missed media obligation.

## 4.8. Missing Media Obligations

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



- Missing Player Photos
  - 1-30% of the lineup missing: \$100 + 1% of the prize money winnings
  - 31-50% of the lineup missing: \$200 + 2% of the prize money winnings
  - 51-70% of the lineup missing: \$400 + 4% of the prize money winnings
  - 71-99% of the lineup missing: \$600 + 6% of the prize money winnings
  - 100% of the lineup missing: \$1,000 + 10% of the prize money winnings
- Missing Team Logo: \$1,000 + 10% of the prize money winnings
- Not showing up complete and on time for the media day: \$4,000 + 5% of the prize money winnings.
- Appearing incomplete or too late for a signing session:
  - 1-30% of the lineup missing: \$600 + 0.75% of the prize money winnings
  - 31-50% of the lineup missing: \$800 + 1% of the prize money winnings
  - 51-70% of the lineup missing: \$1,000 + 1.25% of the prize money winnings
  - 71-99% of the lineup missing: \$1,200 + 1.5% of the prize money winnings
  - 100% of the lineup missing: \$2,000 + 2.5% of the prize money winnings
- Appearing incomplete or too late for a press conference:
  - 1-30% of the lineup missing: \$360 + 0.45% of the prize money winnings
  - 31-50% of the lineup missing: \$480 + 0.6% of the prize money winnings
  - 51-70% of the lineup missing: \$600 + 0.75% of the prize money winnings
  - 71-99% of the lineup missing: \$720 + 0.9% of the prize money winnings
  - 100% of the lineup missing: \$1,200 + 1.5% of the prize money winnings

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

If any Team has received a significant amount of monetary fines or penalties, the Team may be disqualified from the competition. The decision about that will be made by Tournament Administration alone.

## 4.9. Stage Matches

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

## 4.10. Gaming Areas

### Food, Drinks, Smoking and Behaviour

If nothing else has been announced, it is forbidden to bring or eat any food in the competition Areas. Smoking or vaping is also strictly prohibited. Players are allowed to have beverages, but only in cups or bottles that have been provided by ESL, and only below the table unless told otherwise. Excessively loud noise (e.g. playing music from a speaker) and offensive language is forbidden.

### Removable Media

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

### Unused Items

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

### Use of Devices

All devices provided by ESL must only be used for tournament purposes. Unauthorised use of devices (browsing social media, etc...) will result in one (1) penalty point.

### Electronic Devices

It is strictly forbidden to connect or use any electronic devices (e.g. phones, cameras, vaporisers, tablets, hand warmers etc.) not provided by ESL on the Competition devices without prior examination

and approval from Tournament Administration. Participants are not allowed to bring any electronic devices, cameras or similar devices (e.g.vaporiser) into the Competition area unless permitted by Tournament Administration. Such devices have to be handed to Tournament Administration before the match starts. Participants are not allowed to take photos and/or make any recordings on stage unless permitted by Tournament Administration.

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

## 5. Rule Violations, Punishments, and ESIC

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

### 5.1. Code of Conduct

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

- Compassion: treat others as you would be treated.
- Integrity: be honest, be committed, play fair.
- Respect: show respect to all other humans, including any Participants, viewers, and Tournament Administration.

- Courage: be courageous in competition and in standing up for what is right.

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

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

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

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

## 5.2. Cheating

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

## Cheat Software

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

## 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 Video Game from other external sources (e.g. streams).

## Punishment For Cheating

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

## Methods to Detect Cheating

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

## 5.3. Doping

### Refusing to be Tested

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

### List of Prohibited Substances and Methods

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

## Prescribed Medication

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

## Punishments for Doping

Mild cases of doping will be punished with a warning and possibly penalty points for the participant. Severe cases (i.e. use of drugs containing performance enhancing substances, like Adderall) will be punished with nullification of the results achieved under the influence of the substance, a ban of one to two (1-2) years, forfeiture of the prize money won, as well as disqualification of the participant.

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

## 5.4. Using Alcohol or Other Psychoactive Drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances linked under 8.3.2, is strictly prohibited, and may lead to severe punishment. Moderate consumption of alcohol outside the active Competition hours for a participant is permitted if not in conflict with local/national law.

## 5.5. Betting

No Players, Managers, Team Staff of attending organisations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the ESL matches or the Competition in general. Any betting or gambling against your own organisation's matches will lead to an immediate disqualification

of the organisation and a minimal ban of 1 year from all ESL competitions for all persons involved. Any other violation will be penalised at the sole discretion of the Tournament Administration.

## 5.6. Competition Manipulation

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

### Punishments for Competition Manipulation

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

## 5.7. Match Fixing

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

### Punishments for Match Fixing

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

## 5.8. Limitations for Issuing Punishments

Punishments can be issued for a limited amount of time after the incident that is being punished takes place. In cases of cheating and match-fixing, this duration is set to ten (10) years. For infractions like

ringing, faking, lying about legally relevant personal information (name, age, nationality, residency, etc.), the duration is set to five (5) years. Smaller infractions may expire earlier.

## 5.9. Publisher or ESIC Bans

ESL reserves the right to refuse Players who have standing bans from the Video Game publisher to take part in ESL competitions.

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

## 5.10. Breach of Netiquette

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

## 5.11. Public Behaviour

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

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

## 5.12. Insults

All insults occurring in connection with ESL will be punished. This primarily applies to insults during a match but also on any ESL owned or affiliated platforms. Insults on messenger programs, email or other means of communication will be punished if they can be linked to ESL and the evidence is clear.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in



significantly heavier penalties including the exclusion or disqualification of the participant. Depending on the nature and severity of the insult the penalty will be assigned to the Player or to the Team.

### **5.13. Spamming**

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

### **5.14. Damaging or Soiling**

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

### **5.15. Unsportsmanlike Behaviour**

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

### **5.16. Ringer/faker**

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

### **5.17. Playing with a Disallowed Player**

Using a disallowed Player results in ten (10) penalty points being awarded and the Player will be suspended for a minimum of two (2) matches. In addition to this, the opponent will be offered a rematch. If Tournament Administration decides there is not enough time for a rematch (this will always be the case

in matches in continuous order, like all except the last round of a bracket, but can happen in other cases as well), a default win will be given to the opponent.

## 5.18. Misleading Tournament Administration or Players

Any attempts to deceive opposing Players, Tournament Administration, or anyone else related to ESL may be penalised with one (1) to four (4) penalty points.

## 6. Copyright Notice

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# Appendix A

## Countries / Regions & Sub-regions

Below is a comprehensive list of all eligible countries, their respective Competition region and sub region required to participate in the Competition.

Country	Region	Sub Region
Indonesia	Asia Pacific	ID
Philippines	Asia Pacific	PH
Malaysia	Asia Pacific	MYSG
Singapore	Asia Pacific	MYSG
Cambodia	Asia Pacific	TVCLM
Laos	Asia Pacific	TVCLM
Myanmar	Asia Pacific	TVCLM
Thailand	Asia Pacific	TVCLM
Vietnam	Asia Pacific	TVCLM
Peru	Latin America	South (LAS)
Bolivia	Latin America	South (LAS)
Chile	Latin America	South (LAS)
Paraguay	Latin America	South (LAS)
Uruguay	Latin America	South (LAS)
Argentina	Latin America	South (LAS)
French Guiana	Latin America	South (LAS)
Mexico	Latin America	North (LAN)
Belize	Latin America	North (LAN)
Costa Rica	Latin America	North (LAN)
El Salvador	Latin America	North (LAN)
Guatemala	Latin America	North (LAN)

Honduras	Latin America	North (LAN)
Nicaragua	Latin America	North (LAN)
Panama	Latin America	North (LAN)
Colombia	Latin America	North (LAN)
Suriname	Latin America	North (LAN)
Venezuela	Latin America	North (LAN)
Ecuador	Latin America	North (LAN)
Brazil	Latin America	Brazil
Turkey	Europe, Middle East & Northern Africa	Turkey
Albania	Europe, Middle East & Northern Africa	
Algeria	Europe, Middle East & Northern Africa	
Andorra	Europe, Middle East & Northern Africa	
Austria	Europe, Middle East & Northern Africa	
Bahrain	Europe, Middle East & Northern Africa	
Belgium	Europe, Middle East & Northern Africa	
Bhutan	Europe, Middle East & Northern Africa	
Bosnia and Herzegovina	Europe, Middle East & Northern Africa	
Bulgaria	Europe, Middle East & Northern Africa	
Croatia	Europe, Middle East & Northern Africa	
Czech Republic	Europe, Middle East & Northern Africa	
Denmark	Europe, Middle East & Northern Africa	
Egypt	Europe, Middle East & Northern Africa	
England	Europe, Middle East & Northern Africa	
Estonia	Europe, Middle East & Northern Africa	
Faroe Islands	Europe, Middle East & Northern Africa	
Finland	Europe, Middle East & Northern Africa	

France	Europe, Middle East & Northern Africa	
Germany	Europe, Middle East & Northern Africa	
Greece	Europe, Middle East & Northern Africa	
Holy See (Vatican City State)	Europe, Middle East & Northern Africa	
Hungary	Europe, Middle East & Northern Africa	
Iceland	Europe, Middle East & Northern Africa	
Iran	Europe, Middle East & Northern Africa	
Iraq	Europe, Middle East & Northern Africa	
Israel	Europe, Middle East & Northern Africa	
Italy	Europe, Middle East & Northern Africa	
Jordan	Europe, Middle East & Northern Africa	
Kosovo	Europe, Middle East & Northern Africa	
Kuwait	Europe, Middle East & Northern Africa	
Latvia	Europe, Middle East & Northern Africa	
Lebanon	Europe, Middle East & Northern Africa	
Libya	Europe, Middle East & Northern Africa	
Liechtenstein	Europe, Middle East & Northern Africa	
Lithuania	Europe, Middle East & Northern Africa	
Luxembourg	Europe, Middle East & Northern Africa	
Malta	Europe, Middle East & Northern Africa	
Moldova	Europe, Middle East & Northern Africa	
Monaco	Europe, Middle East & Northern Africa	
Morocco	Europe, Middle East & Northern Africa	
Netherlands	Europe, Middle East & Northern Africa	
North Macedonia	Europe, Middle East & Northern Africa	
Northern Ireland	Europe, Middle East & Northern Africa	

Norway	Europe, Middle East & Northern Africa	
Oman	Europe, Middle East & Northern Africa	
Palestinian Territories	Europe, Middle East & Northern Africa	
Poland	Europe, Middle East & Northern Africa	
Portugal	Europe, Middle East & Northern Africa	
Qatar	Europe, Middle East & Northern Africa	
Republic of Ireland	Europe, Middle East & Northern Africa	
Romania	Europe, Middle East & Northern Africa	
Saudi Arabia	Europe, Middle East & Northern Africa	
Scotland	Europe, Middle East & Northern Africa	
Serbia	Europe, Middle East & Northern Africa	
Slovakia	Europe, Middle East & Northern Africa	
Slovenia	Europe, Middle East & Northern Africa	
Spain	Europe, Middle East & Northern Africa	
Sudan	Europe, Middle East & Northern Africa	
Sweden	Europe, Middle East & Northern Africa	
Switzerland	Europe, Middle East & Northern Africa	
Syrian Arab Republic	Europe, Middle East & Northern Africa	
Tunisia	Europe, Middle East & Northern Africa	
Ukraine	Europe, Middle East & Northern Africa	
United Arab Emirates	Europe, Middle East & Northern Africa	
Wales	Europe, Middle East & Northern Africa	
Yemen	Europe, Middle East & Northern Africa	

# Appendix B

## Penalty Index

Below is a comprehensive list of all sanctions, their respective penalties, monetary fines, and suspension periods relating to the Competition. Any Team caught committing an infraction will be subject to a monetary fine, and/or penalty points, or depending on the severity of the infraction, a sanction deemed necessary by, and at the discretion of Tournament Administration.

Type of Infraction	Definition	Minimum		Maximum	
		Fine	Penalty Points	Fine	Penalty Points
<b>Showing up late for Live Matches</b>	All Participants are expected to join the lobby by the scheduled time. If a Team does not have all five (5) Players in the lobby and be ready by the scheduled time, then they will be considered late.	Warning			3
<b>Missing Media Obligations</b>	Not fulfilling the media or comparable obligations will result in monetary fines. Their range depends on the details listed in <b>Section 4.8</b> .	Refer to <b>Section 4.8</b>			
<b>Match Fixing</b>	Shall mean any breach of rules in <b>Section 5.7</b> .	Disqualification, prize money forfeit, and banned from all ESL competitions up to 60 Months			
<b>Match throwing</b>	Match throwing may be the action of purposely avoiding competing at one's best ability outside of the cases of match fixing.	\$1,000 (USD)	5 and/or ESL Game suspension of 6 Months	\$3,000 (USD)	10 and/or ESL Game suspension of 12 Months

	Examples of match throwing include but are not limited to: losing purposely to obtain a lower seed or rank, purposely losing to dodge an opponent in a competition bracket, etc. Overall, the intention behind forbidding match throwing is to provide a consistent minimum level of competitiveness and entertainment throughout the Competition Season.				
<b>Cheating</b>	Cheating is defined as any in-game or out-of-game technique that would provide an unfair advantage to a Player. This includes but is not limited to the use of third-party software, any form of tampering with the Game's code or servers, any gathering of information obtained from watching the match's broadcast while playing it (stream sniping) etc...	\$2,000 (USD)	10 and/or ESL Game suspension of 12 Months	\$5,000 (USD)	Lifetime ESL Game suspension
<b>Ringer/faker use</b>	Usage of a ringer or faking to be a Player may be constituted by having a Player not part of a Team playing instead of one of the Players signed in the roster of said Team.	10 penalty points and 2 match suspension			
<b>Betting on matches</b>	Placing any bet on any aspect of a Competition competition, whether using money, virtual currency, or anything with monetary value. This type of infraction often culminates with the infraction of	\$1,000 (USD)	5 and/or ESL Game suspension of 6 Months	\$3,000 (USD)	10 and/or ESL Game suspension of 12 Months



	match-fixing.				
<b>Bug exploit</b>	A bug exploit may be constituted, when a bug or in-game exploit known and flagged by Tournament Administration, or commonly known as a bug exploit, is used during the competition.	Warning	\$1,000 (USD)	5 and/or ESL Game suspension of 6 Months	
<b>Breach of competition protocol</b>	Breach of competition protocol is defined as any breach of a match and competition process of a match as established in the Specific Rules of a competition as per <b>Section 4.3</b> of this Rulebook. This may include: requesting or causing unjustified pauses or delay to a match, noncompliance with clothing policy, not sharing online competition results with admins in a timely manner when requested, etc...	Warning	\$1,000 (USD)	Match forfeit	
<b>Unauthorised communication during a match</b>	Unauthorised communications may include any communication between Players and/or Team Staff outside of authorised timeframes. Authorised timeframes are defined by the Tournament Administration in <b>Section 2.25.3 and Section 2.25.4</b> of the Game Specific Rules.	Warning	N/A	Game forfeit	
<b>Noncompliance with referee instructions</b>	Self-explanatory type of infraction	Warning	\$1,000 (USD)	Match forfeit	

<b>Sponsorship violation</b>	Act of displaying any logo, name or distinctive sign of unauthorised brand indicated in <b>Section 3.12</b> of the Rulebook.	Warning		\$5,000 (USD)	3 and/or ESL Game suspension of 3 Months
<b>Inability to show up to match</b>	Self-explanatory type of infraction	Match forfeit		\$5,000 (USD)	10 and/or ESL Game suspension of 6 Months
<b>Breach of eligibility requirements</b>	Shall mean any breach of <b>Section 2</b> of the Rulebook.	\$5,000 (USD)	Impacted Player suspended as long as necessary	\$10,000 (USD)	Lifetime ESL Game suspension
<b>Player addition outside of roster change windows</b>	Shall mean any breach of the Roster Change rule outlined in the Specific Rules of the Competition.	\$5,000 (USD)	10	\$10,000 (USD)	ESL Game suspension of 3 Months
<b>Breach of confidentiality</b>	Shall mean any breach of <b>Section 3.9</b> .	Depending on the nature of the confidential information shared			Lifetime ESL Game suspension
<b>Minor misconduct</b>	May include any of the following prohibited behaviour: <ul style="list-style-type: none"> <li>Any actions or statements which may be found offensive and related to age, physical appearance, social origin, political or other opinions.</li> <li>Any language or content deemed illegal, dangerous or threatening</li> </ul>	Warning		\$5,000 (USD)	10 and/or ESL Game suspension of 6 Months

	<ul style="list-style-type: none"> <li>Any conduct which interrupts the general flow of the competition, sustained disruption of discussion, or continued one-on-one communication after requests to cease</li> <li>Illegal possession, use, or distribution of alcohol or drugs, steroids or other performance enhancing substances;</li> <li>Lack of respect and provocation, including verbal insults or insulting gesture or defamation</li> </ul> <p>Depending on the nature of the prohibited conduct, a minor may qualify as a Major misconduct or constitute a criminally prosecuted activity enforced by the local police authorities.</p>				
<b>Major misconduct</b>	<p>Any of the following prohibited behaviour qualifies as Major misconduct:</p> <ul style="list-style-type: none"> <li>Any actions or statement which may be found offensive and related to gender identity and expression, sexual orientation, disability or mental illness, ethnicity, nationality, skin colour, religion</li> <li>Impersonation of any Players, Managers, admins or ESL employee</li> </ul>	\$5,000 (USD)	20 and/or ESL Game suspension of 12 Months	Depending on the nature of the Major misconduct	Lifetime ESL Game suspension

	<ul style="list-style-type: none"> <li>• Theft-related crimes such as burglary, robbery or larceny</li> <li>• Deliberate intimidation, actual or threatened physical violence against another person</li> <li>• Stalking, harassment, inappropriate physical contact, unsolicited sexual attention</li> </ul> <p>Depending on the nature of the prohibited conduct, a Major infraction may also be considered a criminally prosecuted activity enforced by the local police authorities.</p>				
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ESL Game specifically defines the Video Game in question during any particular ESL competition that a Participant competes in (herein referred to as “**ESL Game**”).