

ESL BENELUX

Provincial Championship

Season I - Rulebook

PROVINCIAL CHAMPIONSHIP

Welcome

This document is one of the most important features of a tournament, namely the rulebook. This document will explain everything you need to know concerning this first edition of the Benelux Provincial Championship. We advice everyone and it's also an obligation to all participants of this tournament to have read and agreed with the following pages of information. This rulebook is the fundament of the tournament. Without rules there's no tournament and no competition

This rule book is the combined effort of hard work, lots of experience and the continuous desire for perfection combined with the feedback from the players themselves along the past months/years of esl, and hence it is a fundamental ingredient to our tournament and a guide for the gaming community by the gaming community.

We hope that after reading this booklet you will get a better understanding of how our tournaments work and hopefully understand how important it is to us to strive for perfection and how we try to achieve that goal.

Regards,

The ESL Benelux admin team

PROVINCIAL CHAMPIONSHIP

Contents

1. Definitions.....	6
1.1 Participants.....	6
1.2 Basic provincial team information.....	6
1.3 Team Positions.....	6
1.3.1 Team manager.....	6
1.3.2 Team captain.....	6
1.3.3 Player.....	6
1.4 Time zone.....	6
1.5 Season.....	7
1.6 Playday.....	7
1.7 Penalties.....	7
1.8 Tournament Direction.....	7
1.9 Games.....	7
1.10 No-show.....	7
1.11 Wildcard.....	7
2. General.....	10
2.1 Validity of the rules.....	10
2.2 BPC 2009 admin team.....	10
2.3 Rule modifications.....	10
2.4 Non-disclosure of internal information.....	10
2.5 Code of conduct.....	10
2.6 Additional agreements.....	10
2.7 Game broadcasts.....	10
2.8 Alcohol and drugs prohibition.....	11
2.9 Communication.....	11
2.9.1 Players' forum.....	11
2.9.2 E-Mail.....	11
2.9.3 Internet Relay Chat (IRC).....	11
2.10 Conditions of participation in the BPC.....	11
2.10.1 Age restriction.....	11
2.10.2 Provinciality.....	11
2.10.3 Particulars.....	12
2.11 Player accounts.....	12
2.11.1 General.....	12
2.11.2 Player photo.....	10
2.11.3 Game accounts.....	10
2.12 Team accounts.....	10
2.12.1 General.....	10
2.12.2 Player change, new players.....	10
2.12.3 Player announcements for new season.....	10
2.12.4 Contract conditions.....	10
2.13 Prize money system.....	11
2.14 Penalties impact on prize money.....	11
2.15 Barrage for dropping out from the BPC.....	11
2.16 Beginning of a match.....	11
2.17 Match statements.....	12
2.18 Rescheduling.....	12
2.19 Wildcards.....	12
2.20 Match Start, punctuality, delays and no-show.....	13
2.21 Protests.....	13
2.22 Penalty Catalogue:.....	13

3. Competition mode.....	14
3.1 BPC Season I.....	14
3.2 Main round.....	14
3.3 Relegation.....	14
3.4 Finals.....	14
3.5 Replacement of participants attending the finals... ..	14
3.6 Seedings and drawings.....	14
3.7 Ranking.....	14
4. Counter-Strike specific rules.....	15
4.1 Definitions.....	15
4.1.1 Offence.....	15
4.1.2 Defence.....	15
4.1.3 Match.....	15
4.1.4 Half.....	15
4.1.5 Round.....	15
4.1.6 Result.....	15
4.1.7 Overtime.....	15
4.2 Match procedure.....	15
4.2.1 Map choice.....	15
4.2.2 Starting side.....	15
4.2.3 Server search.....	15
4.3 Match Media.....	16
4.3.1 Aequitas.....	16
4.3.2 Procedure for non-working Aequitas.....	16
4.3.3 Demos.....	17
4.3.3.1 Point of View (player).....	17
4.3.3.2 Cheat accusation (timetable).....	17
4.3.4 Screenshots.....	17
4.3.4.1 Score screenshots.....	17
4.4 Client settings.....	17
4.4.1 CVAR.....	17
4.4.2 Illegal script and bind examples.....	18
4.4.3 A3D sound.....	18
4.4.4 Graphic card drivers or similar tools.....	18
4.4.5 32 Bit rule.....	18
4.4.6 Custom files.....	18
4.5 Server settings.....	18
4.5.1 Leaving the server.....	19
4.6 Map pool.....	19
4.7 In-game rules.....	19
4.7.1 Shield.....	19
4.7.2 Exploiting bugs.....	19
4.7.2.1 Warm up - Map check.....	19
4.7.2.2 Bug using.....	19
4.7.2.3 During the match.....	19
4.7.3 Map specific bugs.....	20
4.7.4 Server and player crash procedures.....	22
4.7.5 Overtime.....	22
4.8 Penalty catalogue Counter-Strike.....	22

5. Counter-Strike: Source specific rules.....	23
5.1 Definitions.....	23
5.1.1 Offence.....	23
5.1.2 Defence.....	23
5.1.3 Match.....	23
5.1.4 Half.....	23
5.1.5 Round.....	23
5.1.6 Result.....	23
5.1.7 Overtime.....	23
5.1.8 Tiebreaker.....	23
5.2 Match procedure.....	23
5.2.1 Meeting point.....	23
5.2.2 Server search.....	23
5.3 Client settings.....	24
5.3.1 Aequitas.....	24
5.3.2 Procedure for non-working Aequitas.....	24
5.3.3 Client Settings - CVAR.....	24
5.3.4 illegal script and bind examples.....	24
5.3.5 Client settings - graphics card drivers or other tools.....	25
5.3.6 Client settings - models.....	25
5.3.7 Client settings – costume files.....	25
5.4 Server settings.....	25
5.4.1 Server settings.....	25
5.4.2 Leaving the server.....	25
5.5 Map pool.....	25
5.6 In-game rules.....	25
5.6.1 Bug using.....	25
5.6.2 Before the match.....	25
5.6.3 During the match.....	26
5.6.4 Map specific bugs.....	26
5.6.5 Server and player crash procedures.....	26
5.7 Match Media.....	26
5.7.1 SourceTV.....	26
5.7.2 Requesting Demos.....	27
5.7.3 Cheat accusation (timetable).....	27
5.8 Offline Matches.....	27
5.8.1 Problems.....	27
5.8.2 Match Start, punctuality and delays.....	27
5.8.3 Settings.....	27
5.8.4 Grand Finals.....	27
5.8.4.1 Map choice.....	27
5.8.4.2 Map choice - Overall Final.....	27
5.8.4.3 Starting side.....	27
5.8.5 Overtime.....	27
5.8.6 Demos.....	27
5.9 Penalty catalogue.....	28
6. Penalty catalogue.....	29
10.1 Violation of the netiquette.....	29
10.1.1 Insults.....	29
10.1.2 Spamming.....	29
10.2 Unsportsmanlike behaviour.....	29
10.2.1 Spamming in-game.....	29
10.2.2 Kicking of players.....	29
10.3 Ringers/Fakers.....	29
10.4 Cheating.....	29
10.5 Game-specific penalties.....	29
Copyright Notice.....	30

1. Definitions

1.1 Participants

An BPC (Benelux provincial Championship) participant can either be a team or a player. Each member of a team, whether he played or not, is considered a participant. A participant is not allowed to be part of multiple BPC 2009 teams in the same game during the course of the BPC 2009.

1.2 Basic provincial team information

A Provincial Team is defined as a group of players who are registered to play for one game. A Provincial Team must at least have 5 players and a Team Captain. The maximum amount of players is 10 (including the team captain), two extra slots can be used for Team Managers and ESL staff. A team can have unlimited players from one clan, while only 3 players from a clan are allowed to play in the same match. When it's not clear if a player is part of a clan the ESL will base its decision on criteria such as current contracts with gaming organizations, official matches in other leagues... It is up to the Team captains to make sure they obey this rule. Not following it may lead to exclusion. So better be warned and know for sure who's in your team!. Team Managers, Team Captains and Provincial Team Players Provinciality is defined by the information shown on their ESL profile. ESL takes the right to ask ID information when there's a doubt. If a Team Captain or Provincial Team Player was born in a different province then he currently lives in, he has to play for his current residence/province.

1.3 Team Positions

The following positions (and no others) can exist within a team.

1.3.1 Team manager/owner

The Team Manager must be at least 18 years old. The manager will act as spokesman for his Provincial Team and is responsible for the team's lineup. He will have the final say in all decisions concerning the Provincial Team, including players, strategies, public announcements and lineups. The Team Manager is not eligible to play for his/her Provincial Team. The Team Manager is responsible for collecting copies of all his/her Provincial Team Players and Team Captains passports. This, combined with his/her own passport, has to be sent to the Benelux provincial Championship admin team. The team manager will usually be a person of the ESL admin staff.

1.3.2 Team captain

The team captain must be at least 16 years old and must be chosen by the team manager or elected by the players of the team. The information how this happens is mentioned in the newsposts. He will function as an extended arm of the team manager within a team and also in 'in-game' decisions and actions. The team captain is the sole person to make 'in-game' objections to the BPC 2009 match-admins. The team captain is eligible to play in all matches for his or her team.

1.3.3 Player

Each Provincial Team Player must be at least 12 years old unless a higher age is required by law for the specific game, for Counter-Strike 1.6 and Counter-Strike: Source each Provincial Team Player must be at least 16 years old unless a higher age is required by law for the specific game. Each Provincial Team Player must have the citizenship of the region/province that he/she wishes to represent.

1.4 Time zone

The website will show the times in the users' local time, given that the time zone settings are properly configured. The time zone settings can be changed through the website settings in the command center (http://www.esl.eu/eu/benelux/site_settings) while logged in. Non-logged-in users or user who have not set their own time zone will see all times in CET. The official time-zone that should be followed for the Benelux is Europe/Brussels or Amsterdam or Luxembourg

1.5 Season

A season lasts from the first game of the BPC 2009 until the end of the finals, unless else announced in a newspost.

1.6 Playday

The play day begins at 0:01 CET on Monday and ends at 23:59 CET on Sunday of the same week.

1.7 Penalties

Penalties are assigned for rule violations.

Any rule violation that doesn't directly interfere with the competition of the BPC 2009 and doesn't violate fairplay will be punished with a minor penalty.

Any rule violation that directly affects the competition of the BPC 2009 or which is not in line with fair play will be punished with a major penalty.

A participant who receives penalties that will result in a prize (money) reduction of 30% or more will be removed from the ongoing season with all the rules that apply to such a case.

Penalties given within the BPC 2009 only apply for the BPC 2009 and not for the normal ESL leagues and ladders. The only exception to this are penalties given for cheating and severe violations of the code of conduct or fraud which will also be penalized in accordance with the normal ESL system.

Penalty points and barrages of the ESL are not valid for the BPC 2009, except barrages for cheating and severe offences

1.8 Tournament Direction

The BPC 2009 is organized by the Benelux section of the Electronic Sports League (ESL) . The Electronic Sports League is part of Turtle Entertainment GmbH.

Turtle Entertainment GmbH
Siegburger Str. 189
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Germany

The license holder for ESL Benelux is **WSquared Media**

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<http://www.wsquared.nl>

1.9 Games

- Counter-Strike 1.6 by Valve Corporation
- Counter-Strike: Source by Valve Corporation

1.10 No-show

Not showing up for a match, or not having the required number of players available, can lead to a no-show given by the BPC 2009 admin team. For specific times see rules 2.21 and 2.22.

1.11 Wildcard

All participants receive one wildcard for the first stage of the championship. Any rule change regarding this will be announced in a official newspost on the BPC 2009 Portal

2. General

2.1 Validity of the rules

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

2.2 BPC 2009 head admin team

Camille 'qX' Versteeg	Supervisor
Geoffrey 'fwiet' De Bie	Counter-Strike 1.6 headadmin
Remco 'ExoFun' Paans	Counter-Strike: Source headadmin

2.3 Rule modifications

The BPC 2009 admin team reserves the right to change or modify these rules, and in special cases make decisions not covered by these rules to preserve the spirit of fair competition and sportsmanship.

2.4 Non-disclosure of internal information

All texts written in either protest or support tickets or written by the BPC 2009 admin team to members of the BPC 2009 cannot be published without the written permission of the BPC 2009 administration.

2.5 Code of conduct

All participants are asked to behave in an appropriate manner towards other competitors and to any member of the BPC 2009 admin team. Exceptional cases of violation of this rule will be punished with all possible severity.

2.6 Additional agreements

The BPC 2009 admin team is not responsible for additional agreements between players or teams and these agreements are only allowed if they do not violate any of the existing rules. The BPC 2009 Admin team advises against such agreements. The BPC 2009 admin team will not enforce any additional agreements.

2.7 Game broadcasts

All broadcasting rights of BPC Season I matches are owned by the Turtle Entertainment GmbH & WSquared. This includes all forms of broadcasts, i.e. IRC Bots, shout cast streams, video streams, HLTV, ESL Tv, Replays, Demos or TV broadcasts.

Turtle Entertainment GmbH can pass on the broadcasting rights for one or multiple matches to a third party or to the participants themselves. In this case the broadcast must be arranged with a head admin before the match. For contact information see 1.9, Tournament Direction.

A participant cannot refuse to have their matches broadcast, nor can they choose in what way it will be broadcast.

2.8 Alcohol and drugs prohibition

Playing an BPC 2009 match under the influence of alcohol or drugs is not permitted, be it online or offline. Violation of this rule can result in the exclusion from the BPC 2009.

2.9 Communication

2.9.1 Players' forum

In team leagues, each team can appoint up to three (3) people who can represent their team in the special created player advice forum.

The player advice forum is the only official communication platform between the players and the admin team.

All information within this forum is to be kept between the admin team and the participants of the player advice forum. Information or statements placed inside this forum by the admin team are not to be made public (news, public forums, etc.) and teams will be punished depending upon the kind of information and content they make available in the form of penalties or a direct disqualification from the league.

2.9.2 E-Mail

One of the official means of communication on ESL is e-mail. ESL uses the e-mail addresses entered in the users' profile to communicate with the users. All users are therefore asked to use a working e-mail address in their profile and to check the content of their mailbox daily if possible. ESL can not be held responsible for problems arising if e-mail does not arrive because the recipient did not keep his account up to date.

2.9.3 Internet Relay Chat (IRC)

In addition to the players' forum ESL owns a number of internal IRC channels on QuakeNet. To enable quick and easy communication ESL asks all participants to join those channels. The credentials needed to join the channels can be found on the players' forum. (#esl.blx) is the official channel.

2.10 Conditions of participation in the BPC Season I

2.10.1 Age restriction

Each Provincial Team Player must be at least 12 years old unless a higher age is required by law for the specific game.

2.10.2 Provinciality

All participants need to have the Provinciality of the province they are representing except for the Team Manager.

2.10.3 Particulars

Before the start of the first round each player must send his or her full name, nicknam, address, date of birth, place of birth, Provinciality and (if possible mobile) phone number to the BPC 2009 admin team. The team manager has to collect this data for the whole team and must send it to the BPC 2009 administration. The collection of the data will be done with a so called "team sheet". This sheet will be available in the player advice forum and communicated to the team captains. If these requirements are not met, then from the first playday and every playday, until the requirements are met, one minor penalty is given.

2.11 Player accounts

2.11.1 General

Each participant must have an account on the ESL website. In this account a participant has to state his or her personal details, date of birth, current place of residence, as well as his or her "real name". All this information can be hidden from public view, except the "real name". Under special circumstances a team manager might be given the right by the BPC 2009 administration to remove his last name from the public profile. Each participant must upload a decent picture of himself to his or her ESL profile. A participant is not allowed to have more than one account within the ESL. Having more than one account in the ESL will be punished according to the general ESL multi-account rules and can lead to minor penalties in the BPC 2009.

If a participant's account does not correspond to the above requirements, then for every playday until the requirements are met, a minor penalty will be given.

2.11.2 Player photo

The photo must clearly show the face of the player. The photo must always be up-to-date (no childhood pictures), manipulation of the player's appearance on the photo is prohibited.

2.11.3 Game accounts

All players have to enter their gameaccount on their ESL profile. This is the Steam-ID for Counter-Strike 1.6 or Counter-Strike: Source.

2.12 Team accounts

2.12.1 General

For the BPC all teams must create and provide an ESL team account. Normally the esl admin team takes care of this and will explain to the team captain what he has to do. The team must have a team logo. The team name may not have any extensions.

The listing of "honorary" or "inactive" members as well as "team owners" or "orgas" in an BPC team account is not permitted on exception of admin members.

If a team account does not correspond to the above requirements, then for every playday, until the requirements are met, a minor penalty will be given.

2.12.2 Player change, new players

Anyone, who is not in the team account before the start of the BPC season, is considered a new player. A new player has to be added to the ESL team account 24 hours before a match is scheduled. Normally the teams will be locked. Teams who only add up to 6 members to their account are allowed to do additions to their team throughout the season.

Each new player in the team must be announced by a support ticket (the date of the support ticket is decisive for the deadline of 24 hours) and also be approved by the headadmins. When ignoring this, a minor penalty will be assigned and the player is not eligible for BPC matches until this announcement has been approved.

If a team cannot participate because of missing players or is unable to regularly play their games, the team can be excluded from the BPC. Each team has to start out with sufficient players in the team in order to be able to compensate for a possible squad withdrawal.

2.12.3 Player announcements for new season

Before the start of the BPC season I, the teams have to announce every player who will play for their team. All players that are added after this deadline are new players - see rule 2.12.2

2.12.4 Contract conditions: The BPC admin team will not interfere with and is not responsible for any legal issues between a player and his or her team.

2.13 Prize money system

Half Life: Counter-Strike 1.6 / Source Tournament Prize Distribution

<http://www.esl.eu/benelux/bpc/news/98079/>

2.14 Penalties impact on prizes

Since for this first edition, there is no money as prize involved. The minor/major penalty system will be a bit different from any other tournament using this system. (EPS/ENC). For each minor penalty received the participants will forfeit 3% of their total acquired prize. For each major penalty received the participants will forfeit 10% of their prize. These prize reductions do not concern other premium tournaments within the ESL such as the ESL Pro Series, the ENC, etc. The reductions are calculated at the end of an BPC Season I and the prizes are redistributed to the other participants of that game of the BP. A disqualification from the league applies independently of the prize reductions.

At the beginning of the season the penalties of each participant are reset to 0.

Should a participant get penalties in any kind or pre BPC Season tournament, the prize money reduction still applies for the rest of the season, however the penalties (minor/major) will be reset to 0.

2.15 Barrage for dropping out from the BPC

A participant who drops out of the current BPC 2009 receives a blockage for the ongoing season. This applies to any kind of drop out, no matter whether it is by his or her own decision or due to a disqualification e.g. because of too many penalties. The BPC 2009 administration reserves the right to bar a participant for more than one season in extreme cases.

2.16 Beginning of a match

All matches within the BPC 2009 begin according to the times displayed on the web site. All changes must be agreed upon with the BPC 2009 administration and if necessary a wildcard needs to be used. The matches have to begin on time at the indicated times. Participants are required to be available before and after the match, see the game specific rules for further details.

2.17 Match statements

Each Teamcaptain or Team manager has to write a statement for his or her match in the BPC 2009. This match statement has to be posted at least 12 hours but no more than 7 days before a match. This statement has to be written and saved as a match pre-report (not as comment in the match). The statement has to be in an adequate quality and should contain around 50 words. Should the statement be missing, not be of an adequate quality or too short the BPC 2009 administration can give one minor penalty.

It is not allowed to edit the statement within 6 hours before the match, as this will change the date and time of the statement and it will no longer be possible to see if the statement has been written in time.

2.18 Rescheduling

All matches are scheduled as a challenged match, so the teams can schedule their own match date and time, but the match date needs to be in the match weeks that are given below. If you can't play in the assigned match week; you'll have to use a wildcard not later than two hours before match time. To reschedule this needs to be requested in a [Protest](#) function of the match. Notice! you'll only get 1 wildcard for the group stages

Matches can be scheduled to the following dates:

Game	Time	Days
Counter-Strike	18:00 - 22:30 CET*	Monday – Friday, Sunday
Counter-Strike: Source	18:00 - 22:30 CET*	Monday – Friday, Sunday

- NOTE – If both parties come to an agreement to play this at a different time or on Saturday, this is possible but should be notified to admins to avoid confusion.

You can only schedule games to days of the same week in which they have been created. The default date depends on the group a team is in.

2.19 Wildcards

The use of a wildcard allows you to reschedule a match after the regular rescheduling deadline has passed. It also allows you to schedule matches to any day and any time in the current play week as well as the following week.

Usage of a wildcard to reschedule a whole match can lead to penalties depending on the time it is used, the amount of penalties can be seen in the table below.

Should there be a no-show from a participant and this participant still has his wildcard, one major penalty and one minor penalty are to be given to this participant and the wildcard will be removed.

If a participant no longer has a wildcard and wants to reschedule, he or she will receive one major penalty for the use of the wildcard. Should there be a no-show from a participant and this participant no longer has a wildcard the participant receives a major penalty and a total of 4 minor penalties.

Time of rescheduling for playday X	Wildcard	No Wildcard Left
playday X-1	-	-
Monday to Thursday 23:59 CET in the week before the match	-	-
Thursday 23:59 CET in the week before the match to 48 hours before match	1 minor penalty	1 major penalty & 1 minor penalty
48 hours - 24 hours before match	2 minor penalties	1 major penalty & 2 minor penalties
24 hours - 2 hours before match	3 minor penalties	1 major penalty & 3 minor penalties
2 hours before match - 30 minutes after scheduled match start	4 minor penalties	1 major penalty & 4 minor penalties
No-show	wildcard removed & 1 major penalty & 1 minor penalty	2 major penalties & 1 minor penalty

In order to draw a wildcard a participant has to file a match protest. No other forms of drawing a wildcard will be accepted. In the protest the participant has to propose two new dates for the match. The other participant must then answer to the match protest within 48 hours, and a new match date must be negotiated as soon as possible.

A saved wildcard at the end of the regular season will remove the prize money reduction for the worth of two minor penalties.

2.20 Match Start, punctuality, delays and no-show

A match will start at the exact time as stated in the schedule. Participants have to be online and ready to play 10 minutes before the match is scheduled. Not being ready to play at the time the match is scheduled will lead to a minor penalty being given. Another minor penalty will be given if the participant is still not ready to play 20 minutes after the match was scheduled. This rule does not apply if a wildcard is used less than 30 minutes after the scheduled match start.

Should the participant not have shown up after 30 minutes the participant is seen as no-show and penalties according to 2.21 Wildcards will be assigned instead.

2.21 Protests

A protest is an official protest against a match. The protest can only be filed using the protest form on the ESL page. Protests filed by email or IRC are not valid. At most, they can help explain the circumstances. Please see the protest procedure: http://www.esl.eu/eu/faq/protest_rules/

If a participant wants to submit a protest concerning a specific match, the protest needs to be filed within 72 hours after the starting time of the match. Any protest filed after the deadline will be discarded. Continuously filing protests for the sole purpose of getting an advantage out of filing protests will be treated as violation of the code of conduct.

2.22 Penalty Catalogue:

Minor Penalties (3% deducted from prize money(if there's cash – but here this will be applied to the announced prizes)

- Not entering statement or line-ups
- Missing particulars
- Team account general rules not completed
- Not being online 10 (-to match start time) minutes before the match

3. Competition mode

In both of the games; 24 participants will play for honor and of course the prizes for this tournament.

These 24 comes out to the 24 provinces of the Benelux region.

Belgium – 11 provinces

The Netherlands – 12 provinces

Luxemburg – 1 province

All participants for Counter-Strike, Counter-Strike:Source will be divided into 4 groups. Each group will count 6 provinces.

At the end of the group stage. The two top ranked teams of each group will qualify for the next stage of this cup: The play-off stage. Meaning we should see for each game 8 teams in the elimination bracket. The elimination bracket will be a direct elimination. (Survival of the fittest).The final match and the consolation final will be a best of three match.

All matches will be played online. Unless a further announcement would be made regarding an offline event, this first edition of the BPC Is mean to be a test mainly, therefore we'll try to avoid any further complications.

Matches

Each participants receives 3 points for a win, one point for a draw and zero points for a loss.

3.1 Finals

This highlight will be the end of the first BPC season. Per game two teams will qualify for the finals, and the 2 losing teams of the semi-finals will face each other in the consolation final.

3.5 Replacement of participants attending the finals

If a team that qualified for the finals will not be able to attend it with at least 5 players, the team manager must notify a head admin or the Supervisor about this matter at least 72 hours before the finals. Normally both teams will have to agree on a date anyway, but it's possible the admin team sets up a forced play date. (this rule will then only agree if the last mentioned situation applies).

Any notification at a later point will lead to an exclusion from the next BPC season and possible further punishment, if the failure to show at the finals is due to negligence on the player's part, i.e. the player failed to exercise the care which a reasonable or prudent person would exercise in the circumstances that lead to his or her inability to attend the final.

The BPC admin team will decide which team will replace a drop-out, should the need arise.

3.6 Seedings and drawings

The BPC administration reserves the right to seed or to distribute teams into seeding pools for drawings when it is necessary. This includes all kinds of drawings, e.g. the distribution of the teams in groups as well as drawings for possible replacement teams when necessary.

3.7 Ranking

If at the end of the BPC group stage two participants are tied in the rankings with points, the direct match result between the participants will decide about the final ranking. Should that match have ended in a draw, a tiebreaker match will be played, if there needs to be a clear ranking, i.e. it needs to be decided which participant will move to the next competition stage.

If more than two participants have equal points and map score difference, the direct matches between the tied teams will count. Should this still tie, the participants will play a tiebreaker. If participants tie again in points and map score, the process of a tiebreaker match will be repeated until a clear ranking has been established.

4. Counter-Strike specific rules

4.1 Definitions

4.1.1 Offence

The offence is the team that is attacking the targets.

4.1.2 Defence

The Defense is the team that protects the targets which are being attacked by the Defence.

4.1.3 Match

Each team plays one half of a map as Offence and one as Defense. A match will be played on one map in the group stages and on three maps in the final matches (grand final and consolation final).

4.1.4 Half

A half consists of one 15 round map session. Two halves are a map. Three maps are a match in the Final matches (see 4.1.3)

4.1.5 Round

One 1:45 - minute cycle.

4.1.6 Result

The team which reaches the limit of 16 rounds first on a map wins this map. A team which wins two maps first, wins the match.

4.1.7 Overtime

Should both teams win 15 rounds on a map then overtime will be played. Overtime is played in a maxrounds 5 format with startmoney 10000.

4.2 Match procedure

4.2.1 Map choice

Maps in the group stages are picked by the BPC admin team. You can find this map on your matchpage. In the BO3 matches; the loser of the first map will pick the second map and the loser of the second map will pick the third map if needed. No map may be played more than once in a single game.

4.2.2 Starting side

The choice about which side to start with is made by the team that wins a knife round before the start of the actual map.

4.2.3 Server search

The teams have to agree on a server at least 24 hours before the match's starting time.

If they, for some reason, do not agree on a server, they have to meet with the match admin in IRC 60 minutes before the match is due to start. The match admin will contact the teams in #esl.blx.bpc and tell them the channel where to discuss that topic. They have to make sure that they are present at that time! If one team do not show up at least 45 minutes before the starting time, the match admin will select a server

without them. This decision might be to their disadvantage, so they should be there! The server selection starts by suggesting servers. The teams might suggest servers from outside their country as they might have a more equal ping for both teams. The match admin will suggest servers himself, too, if available.

If no server is found within 45 minutes, 15 minutes before the game is starting, the match admin will choose one of the suggested servers that provides the most equal conditions for both teams in his opinion. This decision will be final. However the admin can decide on a two-server-match, if there is a big difference in the conditions for one team. Then the match will be played on two different servers where both teams have a disadvantage on either one of the servers.

It might be helpful if some or all players are online at that time to help server testing. The server choice won't be changed if it turns out, that the server selected has a bad ping for one player of the team, later.

4.3 Match Media

4.3.1 Aequitas

Every player must use Aequitas for the entire duration of the match.

Each player must upload the Aequitas file (the ZIP created by Aequitas) without reminder, within 24 hours of the end of the match. The player and their team are responsible for the upload, meaning he or she has to check if the files are complete and working.

Missing, not working, incomplete or modified Aequitas files must be reported by the other team in a protest and will be punished with 1 major penalty for the team. A period of 48 hours will then be given to replace the files in question. Should the Aequitas files be replaced with the correct ones the penalty will then be reduced to 1 minor penalty. If the files of the winning team are still not complete after the period of 48 hours the admins can decide to replay parts of or the entire match. A replay of the map will be given, if a player had no Aequitas running during a map they won, in the case a player just had no Aequitas running on a map they lost, then they will just get penalty points.

4.3.2 Procedure for non-working Aequitas

If the website is offline then Aequitas will not work. This is the only situation where it is possible to play without Aequitas. It is responsibility of the player to ensure that Aequitas works for them.

Should Aequitas not work for a player, the player must take a screenshot of the error message, upload it and report it to the admin team as soon as possible. Only the head admin can give out the permission to play a single match without aequitas if needed. Further instructions of the head admin has to be followed.

Once in game, each player not using Aequitas will have to take smoke and model screenshots. If a player reconnects during the duration of the match, he needs to make new screenshots and upload all of them. All media needs to be uploaded to the Europea Nations Championship website within 24 hours of the end of the match.

The model screenshot needs to include the following things: 1 Terrorist model, 1 CT model, netgraph, primary or secondary weapon.

Missing, not working, incomplete or modified Screenshots must be reported by the other team in a protest and will be punished with 1 major penalty for the team. A period of 48 hours will then be given to replace the Screenshots in question. Should the Screenshots be replaced with the correct ones the penalty will then be reduced to 1 minor penalty. If the files of the winning team are still not complete after the period of 48 hours the admins can decide to replay parts of or the entire match. A replay of the map will be given, if a player had no Aequitas running during a map they won, in the case a player just had no Aequitas running on a map they lost, then they will just get penalty points.

4.3.3 Demos

4.3.3.1 Point of View (player)

All players must record point of view demos of the entire match. The demos can only be requested by an admin. Missing point of view demos may be punished with 1 minor penalty, or 1 major penalty with a sufficient timetable.

4.3.3.2 Cheat accusation (timetable)

If a team wishes to accuse a player or players of another team of cheating in an BPC match, then a timetable based on the HLTV demo for each half for each player must be submitted in a protest within 48 hours of the demo being uploaded to the ESL match page.

Each timetable must contain:

- Download link and name of demo
- Player name and type of suspected cheat/hack (wallhack, aimbot...)
- 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)

If the head admin of the BPC thinks there is enough proof or suspicion of cheating the admin himself can request the point-of-view demos. These demos then have to be uploaded within 24 hours of the request by the admin. Participants themselves are not able to request demos from the opposing team.

If the HLTV demo is not available then the point-of-view demo is used.

4.3.4 Screenshots

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

4.3.4.1 Score screenshots

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

4.4 Client settings

4.4.1 CVAR

The following CVAR values must be used:

- cl_lc 1
- cl_lw 1
- cl_pitchspeed 225
- cl_showevents 0
- cl_movespeedkey 0.52
- cl_pmanstats 0
- gl_picmip 0
- gl_monolights 0
- gl_polyoffset 0 - 4 (You have to use a value that does not result in the illegal "shine through"-effect.)
- gl_max_size higher than 128
- lightgamma 2.5
- texgamma 2.0
- s_show 0
- s_a3d 0

All other variables in the configuration files may be changed, as long as they do not give the user a significant unfair advantage (with effects comparable to a cheat). Any wrong client settings will be penalized, even if the file is not stored in the CS folder. If multiple players have wrong client settings the team can get a maximum of 2 minor penalties per match.

4.4.2 Illegal script and bind examples

The following scripts are prohibited:

- Turn Script [180° or other values]
- -mlook Script
- Stop-Shoot script [Use- or Awp-Script of any kind]
- Centerviewscrip
- Norecoil-Script
- Burstfire-Script
- It is illegal to bind "+duck" to the mouse wheel or to use a duck script
- Walking should be done by using "+speed" and not by any other command or script

Regardless of being actively used, if these scripts are found in parts or in full in your configfile, you will be penalized. If multiple players have wrong client settings the team can get a maximum of 2 minor penalties per match.

4.4.3 A3D sound

The use of A3D (2.0) is forbidden and is considered cheating. The use of tools / drivers have the same effect as A3D (2.0) will achieve the use of A3D (2.0) equated.

4.4.4 Graphic card drivers or similar tools

Changes made to the in-game graphics or textures by the use of graphics card drivers or other tools or programs are forbidden.

4.4.5 32 Bit rule

Each player needs to have Counter-Strike set to use 32bit colour depth in game. If the game is being played in window mode, the windows colour depth has to be set to 32bit. If a player use 16bit during a game, the team will get 1 minor penalty and the admins can decide to replay parts of or the entire match. .

4.4.6 Custom files

Except Steam skins no custom files are allowed. As for Steam skins, only changes to the layout of steam or of the console are allowed. Changing models, Crosshairs, HUD, scoreboard or other files are prohibited. If multiple players have wrong client settings the team can get a maximum of 3 minor penalties per match.

CS: CZ Models, which are sometimes automatically installed due to a steam error, are also not allowed. They have to be replaced with the original models before the start of the match. If multiple players have wrong client settings the team can get a maximum of 2 minor penalties per match.

4.5 Server settings

All the servers which will be used for the Benelux provincial Championship need to have the Extreme Masters server pack installed. The server pack will make sure all the servers are configured the same. The Extreme Masters server pack consists of the following parts:

ESL Server configuration file (with HLSW Live bot support) Anti flash bug Maps (de_nuke, de_dust2, de_train)

The team which provides the server will be responsible for the correct installation of the pack and it's content. Download link: http://gfx.esl-europe.net/media/eu/cs/masters_server_pack.rar

4.5.1 Leaving the server

Leaving the match before the match has been decided will be punished with 1 major penalty point.

4.6 Map pool

The following maps can be selected and used for all matches:

- de_train
- de_dust2
- de_nuke
- de_inferno
- de_tuscan

Download Mappack: <http://www.esl.eu/benelux/bpc/download/8431310/>

4.7 In-game rules

4.7.1 Shield

The use of the tactical shield is strictly forbidden.

4.7.2 Exploiting bugs

The deliberate exploitation of all kinds of bugs is punished with two (2) minor penalties for each occurrence. The maximum amount per match is six (6) minor penalties. Furthermore, the administration may, depending on the situation, force a re-play of parts or the match or the entire match. In very serious cases the administration reserves the right to award higher penalties.

Exploiting the following bugs is explicitly prohibited. If any bugs are exploited which are not listed here, the tournament administration decides whether a punishment is necessary or not.

4.7.2.1 Warm up - Map check

It is each team's own responsibility to check if the correct version of the map is loaded. Should bugs still be present you should ask to reload the map. Not testing the map means you agree to using this version of the map and also accept the consequences if the bugs are used. If a team uses bugs intentionally then rounds may be awarded to the opposing team.

4.7.2.2 Bug using

Using bugs is strictly forbidden. If bugs which are not listed below should be used, the admin can still decide to give out penalties, award rounds to the opposing team or replay a half or the entire match.

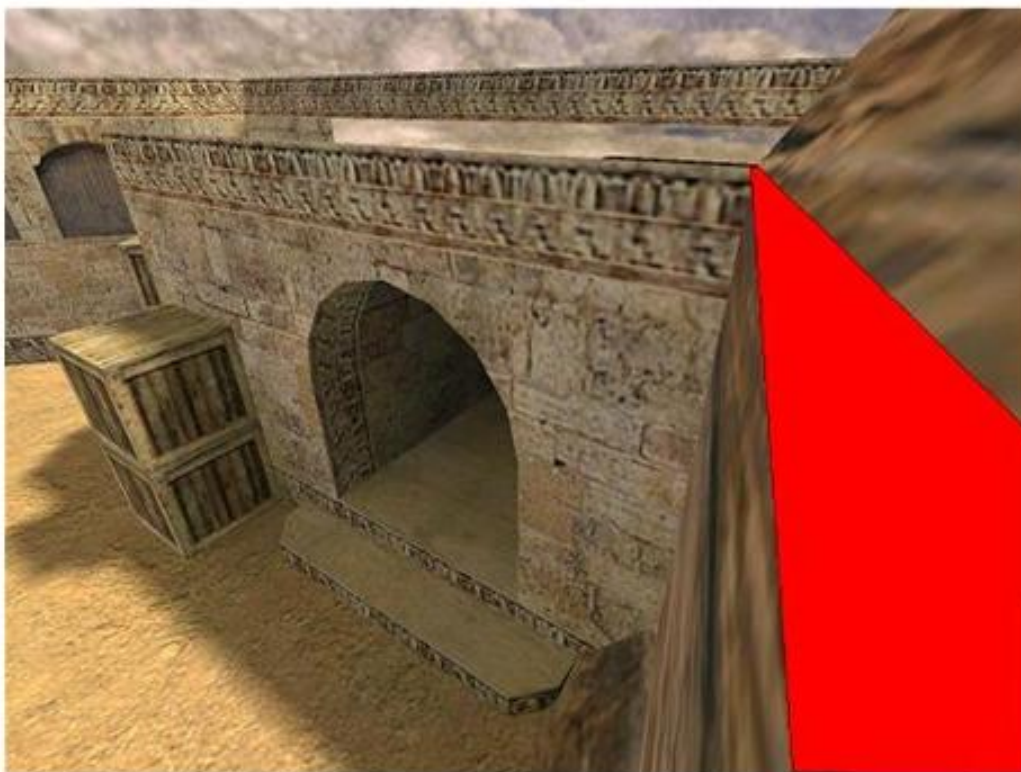
4.7.2.3 During the match

- Pushing players through walls, floors and ceilings (including the outer wall off the map) is prohibited. This also applies on 'skywalking'.
- "Silent bombs" (planting a bomb in a certain way to prevent it from making the intended beeping sounds) are prohibited.
- It's not allowed to plant the bomb in positions that are impossible to access. It is allowed to plant the bomb in places you can reach with the help of teammates!
- Climbing and stacking players in order to do so is allowed. It is forbidden to climb into positions that allow for exploitation of clipping errors in the map design. It's also not allowed to perform certain moves in some positions that allow for exploitation of the clipping errors (such as a jumping). (E.g. on de_nuke, upper hall roof, etc., see 5.5.3 Map-specific bugs)
- Flash grenade bugs exploits are prohibited.
- Throwing grenades under walls is prohibited. Note: Throwing over roofs and walls is allowed.

- "Map swimming" or "floating" is prohibited.
- "Pixel walking" is forbidden (sitting or standing on invisible ledges).

4.7.3 Map specific bugs

de_dust2: The following positions are illegal:



de_dust2: It is allowed to have multiple players on this box, but they cannot be on top of each other.



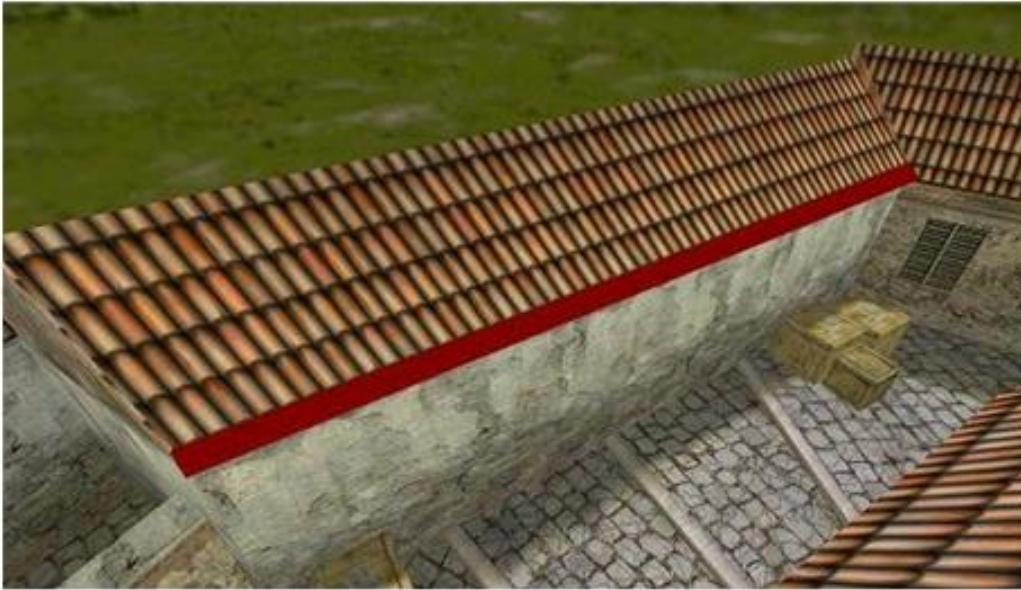
de_train: Watching underneath the walls is not allowed



de_nuke: Walking on this wall is illegal



de_inferno: This roof is illegal



4.7.4 Server and player crash procedures

If the server crashes before three rounds have been completed, the server must be restarted and the game's score will be reset to 0-0. If the server crashes after the third round has been completed, the game must be restarted with startmoney 5000 and the score will be counted from the last completed round. The maxrounds of the half should be changed to equal the remaining rounds left at the point of the server crash.

If a player's computer crashes before the first kill has been made in the first round, the match will be restarted. If a player's computer crashes after the first kill has been made, the server will be paused at the end of the current round. Once the player has rejoined the server and the teams are notified of his or her return, the game will be resumed. It is each player's responsibility to make sure their hardware/software/internet connection is fully functional before participating in a match. If they are in doubt, they should notify their team captain and appropriate actions should be taken.

4.7.5 Overtime

It will be possible for teams to play overtime, in case this happens, the following settings will be used: In case of a draw the maxrounds will be set to 5 and the startmoney to 10000. They will start on the same side (T/CT) as they started at the beginning of the map.

4.8 Penalty catalogue Counter-Strike

Penalties will always be given to a team.

Major Penalties (10% deducted from prizes)

- Missing, not working, incomplete or modified Aequitas Files
- Illegal client settings
- Changing the server settings
- Leaving the server before a winner has been declared
- Usage of the tactical shield
- Usage of bugs
- Missing point-of-view demo with suspicion of cheating

Minor Penalties (3% deducted from prizes)

- Not entering statement or lineups
- Not turning up in time for server search
- Illegal client settings - CVAR
- Illegal client settings - models
- Illegal client settings - scripts and binds
- Missing point-of-view demo
- Missing screenshots

5. Counter-Strike: Source specific rules

5.1 Definitions

5.1.1 Offence

The Offence is the team playing as Terrorists that is attacking the targets.

5.1.2 Defence

The Defense is the team playing as Counter-Terrorists defending the targets from the Offense.

5.1.3 Match

Each team plays one half of a map as Terrorists and one as Counter-Terrorists.

5.1.4 Half

A half consists of 15 rounds.

5.1.5 Round

Round time is 1:45 minutes.

5.1.6 Result

The team which reaches 16 rounds, wins the match.

5.1.7 Overtime

During the playoffs, if after 30 rounds the result is a draw then overtime is played. Overtime will be MR5 with 10000 startmoney for the first round of each half.

5.1.8 Tiebreaker

In the event of a tie in the group stage between teams that can qualify for the playoffs, first the score overall score difference will be compared, then the result between the teams will decide. If the teams are still tied, then they will play tiebreaker matches until the tie is broken.

5.2 Match procedure

5.2.1 Meeting point

In order to improve the communication between the teams and admins, each team has to send a representative to a private IRC channel 60 minutes before the schedule match start time.

5.2.2 Server search

The server search can be done by the teams themselves but ten minutes before the match starts the teams need to have come to an agreement on the server or else the admin for the match will force a decision.

The selected server should have at least one spectator slot for a match admin and SourceTV (`tv_enable 1`) must be enabled to allow coverage of the match by the admins. If both teams cannot come to an agreement, the admin will enforce the most fair server to play on.

A team that does not show up in time for server search in time forfeits the right to discuss the server enforced by the admin.

5.3 Client settings

5.3.1 Aequitas

Every player must have the latest version of Aequitas running during the entire duration of the match. The Aequitas files have to be uploaded, without reminder, by each player within 24 hours of the end of the match. The participant is also responsible for the upload, meaning he or she has to check if the files are complete and working.

Missing, not working, incomplete or modified Aequitas files have to be reported by the other team in a protest and will be punished with one (1) major penalty for the team. A period of 48 hours will then be given to replace the files in question. Should the Aequitas files be replaced with the correct ones the penalty will then be reduced to one (1) minor penalty. If the files of the winning team are still not complete after the period of 48 hours the match will be replayed.

5.3.2 Procedure for non-working Aequitas

In the case of the ESL website being unavailable, Aequitas will not work.

Should Aequitas not work for a player they must take a screenshot of the error message and upload it after the match.

Once in game, each player not using Aequitas must take a model screenshot. If a participant reconnects during the duration of the match, he needs to make new screenshots and upload all of them. All media needs to be uploaded to the ESL website within 24 hours of the end of the match.

The model screenshot needs to include the following things: Scoreboard, 1 Terrorist model, 1 CT model, netgraph and show their primary or secondary weapon.

5.3.3 Client Settings - CVAR

The following CVAR values must be used:

- mat_dxlevel 80/81/90/95 (using a mat_dxlevel between 80 and 95 is mandatory)
- mat_bumpmap 1/0 (if you use "mat_bumpmap 0", you also have to use "mat_specular 0"; if you use "mat_bumpmap 1", you can either use "mat_specular 0" or "1")

The above settings are forced by Zblock, i.e. joining the server with wrong client settings is not possible. Therefore you are not allowed to file a protest if your opponent uses different settings.

- cl_pitchspeed 225
- cl_yawspeed 210
- Only net_graph 0 and 3 are allowed

Any kind of overlay that displays the system performance while playing (e.g. Nvidia SLI Display, Rivatuner Overlays) is illegal.

5.3.4 illegal script and bind examples

All scripts are illegal except for buy-, toggle- & demoscritps. This includes but is not limited to the follow examples:

- Turn scripts [180° or similar]
 - No-Recoil-scripts
 - Burstfire-scripts
 - Bunnyhop-scripts [any kind of bindings or scripts, +jump wheelup/wheeldown is illegal] -
- Ratechangers (Lagscripts)
- FPS-scripts
 - Anti flash scripts or bindings
 - No-flash scripts

Penalties will be given for executing scripts/bindings via external hard- or software.

5.3.5 Client settings - graphics card drivers or other tools

Changes made to the in-game graphics or textures by the use of graphics card drivers or other tools or programs are forbidden.

5.3.6 Client settings - models

Only the default Counter-Strike: Source models are allowed.

5.3.7 Custom files

Except Steam skins no custom files are allowed. As for Steam skins, only changes to the layout of steam or of the console are allowed. Changing models, Crosshairs, HUD, scoreboard or other files are prohibited.

If multiple players have wrong client settings the team can get a maximum of 3 minor penalties per match.

If multiple players have wrong client settings the team can get a maximum of 2 minor penalties per match.

5.4 Server settings

5.4.1 Server settings

All servers used for the BPC matches must use the official ESL CSS server config.

Servers must be running the latest version of Zblock. All other server plugins are forbidden.

The team which provides the server is responsible for the correct setup of the server. The pack includes a config to be put on the server, and a config that is executable by rcon.

Download link: http://gfx.esl.eu/media/benelux/downloads/css_bpc.zip

5.4.2 Leaving the server

Premature leaving of the server before a team has won will lead to (1) major penalty.

5.5 Map pool

The following maps will be played in the BPC:

- de_train
- de_dust2
- de_nuke
- de_inferno
- de_tuscan

Download Mappack for Counter-Strike: Source including de_tuscan (doorfixed) & de_nuke (doorfixed):
<http://www.esl.eu/benelux/bpc/download/7023444/>

5.6 In-game rules

5.6.1 Bug using

Using bugs is strictly forbidden. This includes but is not limited to the bugs listed below. The penalties for using bugs will be decided on a case-by-case basis by the admins.

5.6.2 Before the match

It is each team's own responsibility to check if the right version of the map is loaded. Should the bugs still be present you can ask to reload the map. Not testing the maps means you agree to using this version of the map and also accept the consequences if the bugs should be used. If a team is found using the bugs on purpose the admins can decide to give rounds to the opposing team after the match.

5.6.3 During the match

- Moving through walls, floors and roofs is strictly forbidden. This also includes sky walking.
- "silent bombs" (i.e. the planting of a bomb which doesn't make a sound) are illegal.
- Planting bombs so that they cannot be defused is illegal. This does not include plants where multiple players are needed to defuse.
- Boosting with the help of team mates is allowed in general, but it is forbidden in places where the textures, walls, ceilings, floors become transparent or penetrable. For more information read the map specific bugs section.
- Flashbugs are forbidden.
- Throwing grenades under walls is not allowed, throwing grenades over walls or roofs is allowed.
- „Mapswimming“ or „Floating“ is illegal.
- „Pixelwalking“ is illegal (Sitting or standing on invisible map edges)
- General: Using bugs which change the game principle(i.e. spawn bugs) is illegal.

5.6.4 Map specific bugs

de_dust2: Only one player at a time is allowed to stand on the following position: [1]
The following positions are illegal: [2] [3] [4] [5] [6] [5] [8]

Looking through these gaps is not allowed: [9], [10]

de_inferno: To plant the bomb at/in the fountain so that it cannot be defused is illegal.

de_nuke:

The following positions are illegal: [1] [2]

de_train:

The following positions are illegal: [1] [2]

5.6.5 Server and player crash procedures

If the server crashes before three rounds have been completed, the server must be restarted and the game's score will be reset to 0-0. If the server crashes after the third round has been completed, the game must be restarted with startmoney 5000 and the score will be counted from the last completed round. Furthermore, the maxrounds of the half is changed to equal the remaining rounds left at the point of the server crash.

If a player's computer crashes before the first kill has been made in the first round, the match will be restarted. If a player's computer crashes after the first kill has been made, the server will be paused at the end of the current round. Once the player has rejoined the server and the teams are notified of his or her return, the game will be resumed. It is the each player's responsibility to make sure their hardware/software/internet connection is fully functional before participating in a match. If they are in doubt, they should notify their team captain and appropriate actions should be taken.

5.7 Match Media

Each player needs to record point-of-view demos of the entire time they play in a match. These demos need to be kept for a duration of 7 days after the game has ended and need to be uploaded on request.

Demos should be recorded separately for each half, but no penalty will be given if they are not.

5.7.1 SourceTV

The recording and uploading of a SourceTV demo is compulsory by the team who is responsible for the server. If the SourceTV demo is not uploaded within 24 hours of the match ending, the team responsible will be punished with 1 minor penalty point.

5.7.2 Requesting Demos

If a team suspects a player or players of another team of cheating in an BPC match then they must request demos by match protest within 1 hour of the match ending . A demo request has to be made as follows:

- team side
- player name

The maximum number of demos that can be requested: 2 demos per match, a maximum of 2 halves per player. If a requested demo contains both halves when only one half was requested, the additional half does not count towards the demo request.

If the SourceTV demo is not uploaded within 24 hours of the match ending then the the requested demos packed in separate ZIP files have to be uploaded to the ESL website within 48 hours of the match ending.

If you do not use Winzip to zip your files, make sure that you choose "Compression method - normal", if you don't you will get an error message like "file corrupted" and the upload will be aborted.

Missing, not working, incomplete or modified demo files will be punished with one (1) major penalty for the team. A period of 24 hours will then be given to replace the files in question. Should the demo files be replaced with the correct ones the penalty will then be reduced to one (1) minor penalty. If the files of the winning team are still not complete after the period of 24 hours the match will be replayed.

5.7.3 Cheat accusation (timetable)

If a team wishes to accuse a player or players of another team of cheating in an BPC match then a timetable based on the SourceTV demo for each half for each player must be submitted in a protest within 24 hours of the demo being uploaded to the ESL match page. If the SourceTV demo is not available then the point-of-view demo is used.

Each timetable must contain:

- Download link and name of demo
- Player name and type of suspected cheat/hack (wallhack, aimbot...)
- 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)

The head admins of the BPC will decide whether the timetable is sufficient to be forwarded to the Anti Cheat Team to be judged.

5.8.4.3 Starting side

The choice about which side to start with is made by the team that wins a knife round before the beginning of the actual match.

5.8.5 Overtime

At the Playoffs it will be possible for teams to play overtime, in case this happens, the following settings will be used: In case of a draw the maxrounds will be set to 5 and the startmoney to 10000. They will start on the same side (T/CT) as they started at the beginning of the map.

5.8.6 Demos

For coverage and match administration reasons it is absolutely necessary to record demos!

It is obligatory to upload the demos as *.zip file with the name of the player by a prepared link on the desktop to a laptop on the network. Failure to do so can result in a minor penalty.

5.9 Penalty catalogue

These penalties will always be given to a team:

Major Penalties

- Missing, not working, incomplete or modified Aequis Files
- Missing, not working, incomplete point-of-view demo with suspicion of cheating •
- Illegal client settings that severely impact fair play
- Leaving the server before a winner has been declared •
- Changing the server settings
- Severe usage of bugs

Minor Penalties

- Late or missing pre-match statement or line-up •
- Not turning up in time for server search
- Illegal client settings - CVAR
- Illegal client settings - models
- Illegal client settings - scripts and binds
- Missing point-of-view demo
- Missing, not working, incomplete SourceTV demo

6. Penalty catalogue

This catalogue is a point of information. The BPC admin team reserves the right to give penalties not covered by this catalogue or give different penalties than the ones listed here.

6.1 Violation of the netiquette

The netiquette is a catch-all term for the conventions of politeness recognized on the internet. Violations of the netiquette are punished according to their severity and occurrence.

6.1.1 Insults

All insults that are connected to the BPC are considered. Especially insults on the ESL web site and insults in a match are being considered. Also insults that are being done via IRC, ICQ, E-Mail, Forums and similar media can lead to penalties. Extreme cases of insults can result in further penalties up to the exclusion from the BPC and ESL in general.

6.1.2 Spamming

The excessive posting of senseless, annoying or offensive postings or texts is considered to be spamming in the BPC and will be punished depending on the severity.

6.2 Unsportsmanlike behavior

6.2.1 Spamming in-game

Abusing the in-game chat function of a game to irritate an opponent or to interfere with the course of a game (broadcast or not) is not allowed. Depending on the severity of the in-game spamming a minor or a major penalty can be given.

6.2.2 Kicking of players

Continuously kicking a player out of a game is not allowed. Kicking a player from a server in an on-going game on purpose will be punished with a major penalty.

6.3 Ringers/Fakers

Using a player who is not listed on the ESL team page or who has a different Provinciality than the team he played for will be considered to be a ringer/faker. This form of deceiving will lead to a disqualification from the BPC. Also, penalties for all ESL leagues can be assigned.

6.4 Cheating

Modifying the behaviour or the appearance of Counter-Strike 1.6, or Counter-Strike: Source or in any way and/or using third party programs which give the user an advantage over other participants is considered cheating and punished accordingly with a 2 year ban from the Electronic Sports League.

Depending on the severity of the cheating, admins may decide to give out penalties or remove the participant from the current season and ban a participant from playing in the BPC for more than one season.

6.5 Game-specific penalties

See game-specific rules and game-specific penalty point catalogues.

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