

ESL Pro Series UK
Season 2

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1 Definitions

1.1 Participants

A Pro Series participant is either a team or a player. Each player of a team, regardless of whether or not they have played, is a participant. A participant is not allowed to be in more than one team of the same ESL Pro Series at the same time.

1.2 License holder

A license holder is always a legal entity (registered association, Ltd. company, etc.). If this is not possible, then the license is awarded to an individual person. When playing solo, it is the participant itself, for team leagues see 3.11 Possession of ESL Pro Series team accounts.

1.3 Team Positions

The following positions exist in teams.

1.3.1 Team Manager

The team manager must be at least 18 years old. The team manager is a spokesperson for the team and is responsible for its lineup. They have the final say in all decisions that affect the team. This includes players, public announcements and the lineup. The team manager is eligible to play in all matches for their team.

1.3.2 Team Captain

The team captain must be at least 16 years old and is selected by the team manager. The team captain acts as the extended arm of the team manager within the team but also to 'in-game' decisions and actions. The team captain is the sole person who can make 'in-game' objections to the tournament administration. The team captain is eligible for playing in all matches for their team.

1.3.3 Orga

An orga is a person who works “behind the scenes” and helps the team captain and the team manager with daily work such as scheduling matches. An orga is eligible for playing in all matches for their team.

1.4 Time zone

All times are given in Greenwich Mean Time (GMT), or British Summer Time (BST) during daylight savings.

1.5 Season

The season begins with the deadline for nominations and ends with the ESL Pro Series Finals. Exception: For Relegation participants the season ends after ESL Pro Series relegation has taken place.

1.6 Match week

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

1.7 Penalties

Penalty points are given for rule violations. For minor offences participants are given minor penalties and for greater offences they are given major penalties.

Should a participant collect penalties that total up to a prize money deduction of 30% in solo games or 35% in team game, they will be removed from the ongoing ESL Pro Series season.

Penalties given within the ESL Pro Series only apply to the ESL Pro Series. The only exceptions are penalties for cheating or other severe violations of the rules.

Penalties or locks given in the ESL do not affect a participant in the ESL Pro Series; the only exception is being locked for cheating. Under certain circumstances (e.g. insults, fighting or fraud) can players be blocked for one or more matches for violations in the ESL.

1.8 Intel Friday Night Game

Intel Friday Night Games refer to [Intel Friday Night Games](#) that take place in public or at the ESL-TV studio in Köln/Germany.

1.9 Live matches

Live matches are matches that take place at [Intel Friday Night Games](#), Studio Friday Nights Games in the ESL-TV Studio, the Pro Series-Finals and any online match that is shown on ESL-TV.

1.10 Betting

It is not permitted to bet on matches of leagues, in which you are a participant. Violations of this rule are punished by one (1) Major Penalty for the team/the player. If a deliberate attempt to manipulate a match can be proven, the ESL can also bar the player(s) in question for a number of matches or have matches replayed. In extreme cases, the league direction reserves the right to remove a team/player from an ongoing season.

1.11 Tournament Organization

The Pro Series is organized by the Electronic Sports League (ESL). The Electronic Sports League is operated by Turtle-Entertainment GmbH.

Turtle Entertainment GmbH
Siegburger Straße 189
50679 Köln
Deutschland

<http://www.turtle-entertainment.de>

2 Admin structure

Manuel Hoedemakers

Chief Tournament Director

Joe Fenda

Assisting Tournament Director

Antony Seedhouse

Assisting Tournament Director

Gustav 'flabbert' Karto

Counter-Strike: Source Admin

Graham 'messioso' Pitt

Call of Duty 4 Admin

Alexander 'DeathDriver' Ratai

Trackmania Nations Forever Admin

3 General

3.1 Rule changes

The Electronic Sports League (ESL) reserves the right to change or expand the rules if necessary to. In special cases, decisions may be made which are not covered by the rules, to preserve spirit of fair competition and sportsmanship.

3.2 Internal information

All contents of protest, support tickets or discussions with administrators are strictly confidential. The publication of such content is prohibited without written permission from the ESL Pro Series tournament directors.

3.3 Code of Conduct

All participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, ESL TV and the ESL Pro Series administration. Being role models the participants are asked to represent the eSport, the ESL Pro Series and its sponsors in the public with dignity and humility.

3.4 Additional agreements

The ESL Pro Series administration 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 ESL Pro Series administration advises against such agreements. The ESL Pro Series administration will not enforce any additional agreements.

3.5 Match broadcasting

All broadcasting rights of ESL Pro Series matches are owned by the Turtle Entertainment GmbH. This includes all forms of broadcasts, i.e. IRC Bots, shoutcast streams, video streams, HLTV, WaaaghTV, 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 1.10, Tournament Direction.

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

3.6 Prohibition of alcohol and drugs

Playing an ESL Pro Series 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 ESL Pro Series.

3.7 Communication

3.7.1 Players' forum

In team leagues, each team can appoint up to three (3) people who can represent their team in the player advice forum. In 1on1 leagues, only the respective players and one orga from his or her team have access to the player advice forum. However, if several players from an organization are in a 1on1 league, then these players have to unite and appoint a single orga for them all.

The player advice forum is the primary official communication platform between all 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.

3.7.2 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.

3.7.3 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.

3.8 Conditions of participation in the ESL Pro Series

For participation in the ESL Pro Series (<http://www.esl.eu/uk/pro-series/>), the following conditions apply:

3.8.1 Age restriction

Each ESL Pro Series participant is at least 15 years old at the time of their first match of the season. If a player has their 15th birthday during the season, they must be added to the team during the season and be counted as a new player.

3.8.2 Nationality for Solo Games

The ESL Pro Series is held in various European countries. Participants in national ESL Pro Series must be players whose primary residence in a given country. It is not permitted, to take part in the ESL Pro Series of two or more countries.

3.8.3 Nationality for Team Games

An unlimited amount of members may be added to the team account. All of them must be citizens of a European country or have their principal residence in a European country. In each match up to two (2) players may be used that do not have the nationality of or their principal residence in the respective country the ESL Pro Series is held in. If more than two (2) such players are used in a match two (2) minor penalties will be awarded and one (1) wildcard will be removed. Furthermore the match will have to be replayed if the winning team was the offender.

3.8.4 Premium Account

Every player has to be a Premium member of ESL throughout the entire season. Information about the Premium Account can be found here: <http://www.esl.eu/eu/premiuminfo/>

If a solo participant does not own a Premium Account, one (1) minor penalties will be awarded for every match week without a Premium Account. For players without premium in a team account one (1) minor penalty will be awarded for each player missing a Premium Account per affected match week. The maximum amount of penalty points awarded per week to teams is two (2), even if more than 2 players lack a Premium Account.

3.9 Player accounts

3.9.1 General

Each participating player must have an account on the ESL website. In this account a player 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". Each player must upload a proper picture of himself to his or her ESL profile. A player 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 ESL Pro Series.

If a player account does not correspond to the above requirements, then for every match week until the requirements are met, one (1) minor penalty will be awarded.

3.9.2 Nicknames

Changes of nicknames on the website or in-game have to be reported to the ESL Pro Series administration in order to get approval. Also player names may not include any form of sponsor tag.

3.9.3 Player photo

The photo must clearly show the face of the player and always needs to be up to date (no child photos). The manipulation of the appearance of the player in the photo is not allowed.

3.9.4 Game accounts

Each player has to have their game account entered on their ESL profile. This is a SteamID HL2/CSS for Counter-Strike: Source, CoD4 PB GUID for Call of Duty 4 and Trackmania Nations Forever username for Trackmania Nations Forever.

3.10 Team accounts

3.10.1 General

For the ESL Pro Series all teams have to create and provide a special ESL team account that is not participating in any other leagues on the ESL. The team must have a team logo. The team name may have a sponsor as an extension, but extensions like "CS squad" are not permitted. It must have a headquarters (the city that the team/management comes from) indicated on the team page and also needs to have a team captain set. The listing of 'honorary' or 'inactive' members in an ESL Pro Series team account is not allowed. If a team account does not correspond to the above requirements, then for every match week, until the requirements are met, one (1) minor penalty will be awarded.

3.10.1.1 Team name

Changes to the team's name during the season must be reported to the league management for approval.

3.11 Ownership rights of ESL Pro Series team accounts

Each season the Electronic Sports League gives ESL Pro Series licenses to the participating teams. In most cases, these are

- ESL Pro Series teams which remain from the previous season
- Teams that earned a promotion in the relegation tournament
- Teams that earned a direct promotion from the EAS
- Teams that qualified for the EPS through a qualifier tournament (special case)

This "ESL Pro Series license" is valid for one season and must be renewed before the start of each new season by the ESL Pro Series tournament administration.

The ESL Pro Series team license is assigned to a legal entity (registered association, Ltd. company, etc.). If a team is not represented by a legal entity, then the ESL Pro Series administration may hand the license responsibility over to a single person within the team. This is always the team manager or a person appointed by the team manager. This person must be a long standing member of the team and 18+ years of age.

The license holder is responsible for all actions that concern the team. Changes in the team (e.g. name change) must be submitted to the tournament director and if necessary a new agreement be written. The ESL

Pro Series license holder is the entity which will receive the prize money after the season has ended. The license holder can name another person to receive the prize money at the end of the season. Offenses and omissions in the duty to supply valid information can and will be punished with penalties.

3.11.1 Conditions

The ESL Pro Series administration reserves the right to issue a team a license under certain conditions. An offence against the mandatory conditions can lead to the immediate removal of the license.

3.11.2 License withdrawal

The ESL Pro Series administration has the right to withdraw the license from the licensee. This case can arise from ignoring the associated conditions through neglect or deliberateness and from acts that damage the image of the league.

3.11.3 Changing the licensee

A licensee can request the ESL Pro Series administration to transfer the license to another natural or legal entity during a season, if there is a relevant reason for doing so. This reason has to be communicated to and accepted by the ESL Pro Series administration. The ESL Pro Series administration reserves the right to refuse the transfer of the license.

3.12 Player changes, new players

During the ESL Pro Series Season each team may add 3 new players to their account. The season officially starts with the player adding deadline. Everyone not added by then is regarded as a new player. Players which were part of another team participating in the ESL Pro Series in the same game are not allowed to play for another team in the Pro Series in that game for the rest of the season.

All other players who are added to the team are only barred from playing for one (1) match week. This means they have to sit out at least for one full match week from Monday 0:00 to Sunday 23:59. Every new player has to be announced via a support ticket prior to being added so the tournament administration can check his eligibility. Violations of this rule may be punished with up to two (2) minor penalty points.

If a team is unable to compete, e.g. due to a lack of eligible players, the team is excluded from the ESL Pro Series and its license expires. It is therefore advised to add substitute players in order to compensate possible departures of starting players.

Between seasons, there is no limit on adding new players.

3.13 Confirmation for new season

All participants of the ESL Pro Series season (EPS), which are not directly demoted or in the relegation, and the teams directly promoted to the ESL Pro Series from the ESL Amateur Series (EAS) have to confirm their participation in the next season within 2 weeks after the ESL Pro Series Finals. After that deadline every team that did not do this will be punished with one (1) minor penalty. If there's no confirmation for the following season three (3) weeks after the ESL Pro Series Finals, the ESL Pro Series administration will assume that the participant does not want to take part in the upcoming season.

3.14 Confirmation for the relegation tournament

All participants of the ESL Pro Series season and the ESL Amateur Series (EAS) which are qualified for the relegation tournament have to confirm their participation in the relegation tournament five (5) days after the end of the regular on-line season. After that deadline every team that did not do this will be punished with one (1) minor penalty. If there's no confirmation for the relegation tournament nine (9) days after the end of the regular on-line season, the ESL Pro Series administration will assume that the participant does not want to take part in the relegation tournament.

3.15 Player nominations for the new season

All players have to be nominated before the deadline at the start of a new season. The list of players has to

be sent to the tournament administration. All players added after the deadline are considered as new players and will be barred from playing for the duration specified in the rules.

3.16 Player barrages, qualification and relegation tournaments

Qualification tournaments and relegation tournaments are still part of the previous season and are therefore subject to the terms and conditions for new players. A team playing in the relegation tournament is not allowed to add new players between the end of the regular season and the relegation tournament if they have used up their new player contingent of 3 new players during the regular season. Players are eligible to play if they are added before a deadline specified by the tournament administration. All players added less than 10 days before the tournament need a special permission by the tournament administration to be eligible. It is not allowed to add new players just for the occasion. All new players have to be part of the team for the next season.

3.17 Player Contracts

It is not allowed for players to have contracts with multiple teams participating in the ESL Pro Series. If ESL receives evidence that a player has signed a contract or entered oral or written agreements in regards of the participation in the ESL Pro Series with a team other than the one he was nominated by, ESL reserves the right to exclude the player from the ESL Pro Series until his contractual situation has been resolved.

3.18 Prize money system





The total prize money for each game will be split into two "pots". From the first one the base prize money is distributed according to the final ranking at the end of the season. The second holds the match bonuses for the matches in the regular season.

The size of the second pot is determined by the total amount of prize money and the total number of matches in the regular season.





If a participant withdraws from the competition during the season, all prize money won by him/them is automatically forfeited. The match bonuses are automatically redistributed to the respective opponents of the team/player that left the competition, even if he/they lost the match.

If there's a draw the match bonus is shared 50% each. The match bonuses are paid out along with the prize money received for the final rank after the end of the season.

Prize money is usually scheduled to be paid out 90 days after the end of the finals. The prize money will be sent out as non-negotiable cheque. If the check is not cashed in within six (6) weeks after being sent out, the right to the prize money and its payout is forfeited.

-  CS:S per won match £100 (total £6,600)
-  CoD4 per won match £50 (total £3,300)
-  Q3 5on5 per won match £10 (total £660)
-  TMNF per won match £10 (total £660)

3.18.1.1 Base prize money

	 CS:S	 CoD4	 Q3	 TMNF
1st	£5,000	£4,000	£1,000	£1,000
2nd	£2,000	£1,600	£450	£450
3rd	£1,000	£800	£250	£250
4th	£400	£300	£140	£140

3.18.2 Prize money deduction for penalties

Each minor penalty: 3%

Each major penalty: 10%

At the end of the season the accumulated percentage will be deducted from total prize money won (base prize money + match bonuses). The deducted amount will then be redistributed to the other participants according to the percentage of the total prize money they have won. E.g. If a player won 20% of the total prize money, he will also receive 20% of the prize money deducted from the other players. Of course the disqualification from the Pro Series at 30% for solo tournaments and 35% for team tournaments is still in place.

At the beginning of each season, the penalties from the previous season are removed from all participants. However, penalties accumulated in the relegation or qualification tournaments prior to the season will persist throughout the regular season. Existing penalties added on individual players in the team tournaments will not be removed.

The penalty catalogue can be found at the end of this rule book.

3.19 Replacement participants

If a participant forced to withdraw from the ESL Pro Series within the first 3 match weeks, a replacement will be taken from the replacement list. The replacement list contains the losers of the relegation tournament (see [3.21 Relegation](#)). The matches that the dropped participants played will be re-played with the replacement participant. The results of the matches already played by the dropped participant are voided; match bonuses will be redistributed to the re-played matches.

3.20 Barrage for dropping out of the ESL Pro Series

A participant that drops out of the current ESL Pro Series is barred from taking part in the next season. This applies to any kind of drop-out, no matter whether it is by his/their own decision or due to a disqualification, e.g. because of too many penalties. Participants that have dropped out and want to play in the ESL Pro Series again have to show that they can sustain long term operations again and have to re-qualify through the ESL Amateur Series.

The rule applies not only to subteams, squads or players but can also apply to an entire team.

3.20.1 Claim of prize money

Participants dropping from the ESL Pro Series during the season, lose their claim on the prize money they have accumulated. This applies to all possible ways of dropping out of the competition, e.g. by own decision or due to a disqualification.

3.20.2 Deletion of penalty points

Penalty points awarded in matches against teams or players who have dropped from the competition are being deleted. This does not apply to penalties awarded for cheating, fraud or insults.

3.21 Direct promotion and demotion in the ESL Pro Series

The top 2 participants of the first division of the ESL Amateur Series qualify for the ESL Pro Series. Ranks 3 through to 4 qualify for the relegation tournament for the ESL Pro Series. The league reserves the right to bar teams or players from participating in the ESL Pro Series in case they have not shown the appropriate behavior or sportive spirit required for the ESL Pro Series in the past.

The ESL Amateur Series is the only means of direct qualification for the ESL Pro Series. If there isn't any ESL Amateur Series for a game newly added to the ESL Pro Series, ESL will announce and hold special qualification tournaments prior to the start of the season.

If a team is demoted from the ESL Pro Series, the respective organization is not allowed to take in another team qualified for the next season. If the administration receives evidence of an attempt to circumvent this

rule in any way it reserves the right to disqualify all involved parties for the next season.

3.22 Relegation

Ranks 3 through to 4 of the EAS play in a Cup versus the ranks 9 through to 10 of the ESL Pro Series. The cup layout will be as follows:

- the cup will use the double elimination mode

The participants will be as follows:

- the two (4) ESL Pro Series participants ranked on the ranks 9 through to 10
- the two (2) ESL Amateur Series participants ranked 3 through to 4 at the time of the ladder deadline

The seeding for the first round is as follows:

9th EPS vs. 4th EAS

10th EPS vs. 3rd EAS

The winner of the upper bracket final, and the winner of the consolation final earn a slot in the ESL Pro Series. The remaining participants are added to the replacement team list, which is seeded according to the final rank of each respective team in the relegation tournament.

3.23 Ranking

If at the end of ESL Pro Series season two participants have the same amount of points in the rankings, the score of the direct encounter will be used to determine the ranking. If the direct encounter was a tie the aggregate map/round score is the deciding factor. If multiple participants have the same amount of points and an equal map / round score, a 'mini ranking' just including the tied participants will be created. If this 'mini ranking' still has multiple teams tied, the process is repeated until a clear ranking has been established. If it's not possible to determine a winner with this method a decider tournaments in round-robin system will be played.

Note: Warcraft 3 ([5.3.15 Final Rank](#)) has special rules for ranking.

3.24 Fixtures and wildcards

At the beginning of a season, the fixtures for the entire season are generated. The schedules are fixed and can only be postponed using a wildcard. Each participant has a two (2) wildcards for each season. It is possible to move a match +-1 hour on the day if all parties agree. If a match needs to be move more than 1 hour a wildcard needs to be used. Moving the match +-1 hour needs the approval of the tournament administration.

If a participant needs to move a match but no longer has a wildcard available, the participant receives (1) major penalty instead.

If a wild card is drawn, the following applies:

The match participants can agree on a new date within the period specified in the game-specific rules. If no agreement is reached, the match has to be played on the default date given in the game-specific rules.

If a match is re-scheduled in accordance with ESL-TV no wildcards have to be drawn.

Exceptions:

- In the match weeks 10 and 11 can no wild cards can be used. All matches have to be played on the default scheduled date.

3.25 Wildcards

Wildcards can be drawn at any time before the start of the match. This penalty will also be awarded to a participant if a wildcard was removed from their account for other reasons.

If the respective match was scheduled to be broadcast on ESL-TV, one (1) additional minor penalty will be awarded.

In addition, if wildcards are drawn within the periods listed below additional penalties are awarded:

- between 48 and 24 hours before the match start: one (1) minor penalty
- between 24 and 2 hours before the match start: two (2) minor penalties
- Less than 2 hours before the match start: three (3) minor penalties

If a participant fails to show up for a match without drawing a wildcard, one (1) major penalty is awarded and 1 wildcard is removed.

3.26 Pre- and post- match statements

Each participant has to submit a pre-match statement in the period between 7 days and 24 hours before the start of the match. For the games Call of Duty 4 and Counter-Strike: Source a post-match statement must be made no later than 30 minutes after the match is complete. These statements are written and submitted as a match report (not in match comments). The statements must be made in an appropriate layout and need to consist of at least 50 words (after match statements at least 25 words). Abbreviations are counted as a word. A maximum of one (1) minor penalty can be given if this is not adhered to.

3.26.1 Pre-match statements for Intel Friday Night Games

For Intel Friday Night Games each participant has to submit a pre-match statement no later than 48 hours before the match is scheduled to begin.

3.26.2 Pre-match statements for ESL Pro-Series Finals

For the ESL Pro Series Finals, each participant has to submit the pre-match statement for the first round no later than 48 hours before the match is scheduled to begin.

3.27 Lineup

For team games, the lineup has to be submitted no later than 24 hours before the match is scheduled to begin.

3.27.1 Lineup for Intel Friday Night Games

For team games at Intel Friday Night Games, the lineup has to be submitted no later than 96 hours before the match is scheduled to begin.

3.28 Match start

All matches in the ESL Pro Series are to begin at the time shown on the website. Changes must be confirmed by the tournament administration. If the change is denied, it is possible to use a wildcard instead. As the matches need to start at the scheduled time it is advised to be present on the game server and ready to play at least 15 minutes prior to the scheduled start time of the match.

3.29 Delays

If a participant is not present and ready to play 15 minutes before the scheduled match start time, one (1) minor penalty will be awarded. If a participant is not ready 15 minutes after the scheduled starting time (2) minor penalties will be awarded. If it is a live match (a game broadcasted by ESL-TV) one (1) additional (1) minor penalty is added.

If a participant is not ready 30 minutes after the scheduled starting time a (1) major penalty will be awarded and a wildcard will be removed.

3.30 Match result

The result has to be entered and confirmed by participants immediately after the match has ended. A protest can also be filed on a confirmed match. Furthermore all match media required by the game-specific rules need to be uploaded.

3.31 Storage of match media

All match media (screenshots, demos / replays, etc.) need to be stored locally by the players for at least two (2) weeks. In case of a match protest all match media needs to be stored locally by the players for at least 2 weeks after the match protest has been resolved.

Upon request of the tournament administration all at match media has to be uploaded to the ESL website.

3.32 Protest Guidelines

- A protest may only be opened within 72 hours after the start of the match through the appropriate [protest form](#). Protests received by other means or too late will be thrown out.
- A protest is made if problems arise during a match. It may even be filed during a match, e.g. when Server settings are wrong.
- A protest is a means of communication between the administration and the involved parties. It is advised that only one representative per team takes part in the protest. The individual participant accused of a wrongdoing may, of course, also post comments their defence.
- A protest is to contain exact and information about why the protest was filed. A simple “they are cheaters” is not sufficient. Furthermore it is required that all entries are made in proper English. It also required that the text is properly formatted and easily readable. It’s expected that all participants are able to write intelligible English.
- Insults in the course of a protest are punished with penalty points and may in bad cases lead to the closure of the protest in favor of the other party.

3.32.1 Rematches

If the rules dictate a rematch (e.g. if a player forgets to upload his Aequis files), the injured party may request a rematch. If the rematch results in a worse result for injured party no further claims can be made and the result of the rematch is final.

4 Events

4.1 Intel Friday Night Games

For the Intel Friday Night Games, in addition to the general rules and the games-specific rules, the following rules apply:

4.2 Participation

The administration of the ESL Pro Series will select the matches to be held at Intel Friday Night Game events prior to the start of the season. Participation in the Intel Friday Night Games is mandatory. It is not possible to cancel the participation. However, if a team or player is still unable to attend an Intel Friday Night Game, one (1) Major penalty is awarded and one (1) wildcard will be removed. If this happens less than two (2) weeks before the Intel Friday Night Game is scheduled, two (2) major penalties will be awarded and one (1) wildcard will be removed.

The schedules of the Friday Night Games are announced at the start of the season. All affected participants will also be informed about their individual schedules and at what time they have to be present.

Teams and players will be rewarded for punctuality on Intel Friday Night Games events, as this is an essential prerequisite for a smooth progress of the event. Delays will be punished with penalty points. All teams and players must register at the check-in upon arrival. The recorded check-in time is the basis for the payout of the punctuality bonus.

Attending teams and players will receive travel costs refund and a match bonus for the event. The premium is only paid out if the team is on time. The payout is done with a check at the location. It's not possible to claim the refund and bonuses after the event has ended.

Teams are informed of until when they have to be there to receive the punctuality bonus in the match e-mail. The match bonuses are part of the total prize money pot.

If 60 minutes before match time (singles matches) or 90 minutes before match time (team games) not all players/teams are present with their complete lineup, (1) minor penalty may be awarded for each started half hour.

4.2.1 Changes to Intel Friday Night Games

The league management reserves the right to change the participants of Intel Friday Night Games, up to four (4) weeks before the respective event at their own discretion. Confirmation by the involved teams is not required.

4.2.2 Equipment

The ESL only provides the players with PCs and Monitors. All other gear required (e.g. mice, mouse pads, keyboards, headsets ...) is to be provided by the participants themselves.

4.2.3 Dress code

The players are to appear on Intel Friday Night Games in uniform clothing, e.g. clan shirts. If any players do not bring proper clothing, ESL will provide them with uniform clothing which has to be worn throughout the event – especially during the TV interviews. ESL will charge teams for the shirts provided and deduct the costs from the prize money paid out at the end of the season.

4.2.4 Game rooms

It is forbidden to bring food into the game room(s). Furthermore, all cell phones have to be switched off prior to the start of the match. Excessive and loud shouting and vulgar language are prohibited in the game rooms and may be punished with a penalty.

4.2.4.1 Game room Administrators

The instructions of the game room administrators are absolute. For any infringements penalties will be awarded.

4.2.5 Interview

Each team has to make the interview partner registered on their team sheet available for interviews before and after the matches. Players playing in 1on1 tournaments generally have to be available for interviews.

4.2.6 Press conference / autograph sessions

If a press conference or autograph session is planned at an event, the players requested by the tournament directors are required to be present.

4.2.7 Stage Matches

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

4.3 Game-specific Rules for ESL Events (Offline)

4.3.1 Removable Storage

It is strictly forbidden to connect or insert removable media (CDs, USB sticks, etc.) without a prior examination by the administrators.

4.3.2 Warm-up Time

We usually allot 30 minutes of warm-up time to each participant prior to their matches. We cannot guarantee that those 30 minutes will always be available.

4.3.3 Counter-Strike: Source & Call of Duty 4

4.3.3.1 Timeouts

Each team is entitled to one (1) "timeout" per match. Usage of a timeout must be announced before the end of the current round in public chat mode in-game. Furthermore, the party which used the timeout has to pause the game and restart it after the timeout is over. The maximum length of timeouts is 3 minutes. The match continues after both parties confirm in the chat that they are "ready" again.

4.3.3.2 Client – Settings – Counter-Strike: Source

Each participant has to install the latest ESL Pro Series GUI prior to the start of the match. Settings may only be changed through the Counter-Strike Menu or the GUI.

Furthermore, the following regulations apply:

- It is not allowed to open, edit, create, replace or delete configuration files.
- Using the console is prohibited.
- Steam launch parameters are not allowed. (Exception: setting of "cl_crosshairscale")

4.3.3.3 Client – Settings – Call of Duty 4

Each participant has to install the latest ESL Pro Series GUI prior to the start of the match. Settings may only be changed through the Counter-Strike Menu or the GUI.

Furthermore, the following regulations apply:

- It is not allowed to open, edit, create, replace or delete configuration files.
- Using the console is prohibited.

4.3.3.4 Server - Settings – Counter-Strike: Source

For the official LAN matches, as opposed to online matches, the following values will be changed:

- sv_client_interpolate „0“
- sv_lan „1“
- sv_unlag „0“

4.3.3.5 Changes to the Configuration – Graphics Drivers

In the graphics settings, the value of "gamma" may be set to a maximum of 1.60 set and the "Vertical sync" may be disabled. All other changes are strictly prohibited.

4.3.3.6 Configuration Check

The game room administration will check the settings of each participant immediately before the start of each match. If incorrect settings are found, penalties can be awarded.

4.3.4 Demos and Replays

After the match all demos / replays have to be uploaded to a USB stick provided by the administration or to a web upload linked on the desktop of each gaming PC.

4.3.4.1 Demo and Replay Upload

ESL reserves the right to upload all demos and replays to the ESL website after the event.

4.4 ESL Pro Series Finals

The rules of the Intel Friday Night Games and the game-specific regulations of the games used on the LAN (Local Area Network) also apply to the ESL Pro Series Finals.

4.4.1 Penalty points awarded at the Finals

Penalty points awarded at the final event are not added to the total amount of penalty points. They only apply regarding the prize money deduction (see [3.19 Prize money deduction](#)).

4.4.2 Participants and Match Mode - Counter-Strike: Source, Call of Duty 4 & Quake 3

The top four ranked teams of the regular ESL Pro Series season qualify for the finals. These 4 are then seeded in a Single or Double Elimination Cup, so that the fixtures of the first round are: #1 vs. #4 and #2 vs. #3.

4.4.3 Grand Final

If double elimination is used, the player or team that qualifies for the grand final via the lower bracket has to win two maps to win the Match.

The team that qualifies for the grand final via the upper bracket has to win one map to win the Match.

4.4.4 Game-specific Rules

4.4.4.1 Counter-Strike: Source & Call of Duty 4

4.4.4.1.1 Maps

The higher seeded team eliminates a map, the lower seeded team eliminates a map, the higher seeded team picks a map, the lower seeded team picks a map, the remaining map is played first.

4.4.4.1.2 Overtime – Counter-Strike: Source

If a map ends in a draw result, the same map is played again with mp_maxrounds 5 and mp_startmoney 10,000 until a winner is established.

4.4.4.1.3 Overtime – Call of Duty 4 **TBD**

If a map ends in a draw result, the same map is played again with max rounds3 until a winner is established.

5 Game-specific Rules ESL Pro Series

5.1 Call of Duty 4

5.1.1 Player Transfers from the ESL Pro Series to the ESL Amateur Series

Up to including the 4th match week players can leave an ESL Pro Series team without restrictions, only the standard transition period applies. Players transferring after the 6th match week to an amateur team will not be allowed to play until the ESL Pro Series season has finished.

5.1.2 Preclusion from the qualification for the ESL Pro Series – multiple squads

If more than one team per clan qualifies for the ESL Pro Series relegation, only one of those teams is allowed to play. This has to be the higher seeded team. If one of the qualified teams was participating in the ESL Pro Series in the previous season it will automatically be the higher seeded team.

5.1.3 Match Schedules and Wildcards

If a wildcard is drawn, the involved teams have to agree on a new schedule. Deadlines are: Between Monday 00:00 pm of the match week and Thursday 20:00 of the following week. See also Rule 3.23 section match dates and wildcards

5.1.4 Client

5.1.4.1 Aequitas

Each player has to run the latest version of Aequitas during the entire match. The files created by Aequitas have to be uploaded as match media promptly and without fail within 24 hours after the end of the match. Additionally, it has to be checked whether the Aequitas files can be downloaded from the website, decompressed and viewed without errors.

If any Aequitas files are missing, incomplete or manipulated, one of the parties involved in the match has to file a protest. Missing, incomplete or manipulated Aequitas files then lead to (1) major penalty. After the protest was filed it is possible to upload proper Aequitas files for another 48 hours. If proper Aequitas files are uploaded within that timeframe the penalty will be reduced to (1) minor penalty. If even after those 48 hours no proper Aequitas files were provided for all players the loser of the match may request a rematch.

5.1.4.2 Procedures if Aequitas is not working

If the website is offline then Aequitas will not work. This is the **only** situation where it is possible to play without Aequitas. If that is the case all players need to take a screenshot of the error message given by Aequitas. If the players are in-game at the point they all have to make screenshots showing: scoreboard, smoke grenade, Marines / SAS Model, Speznas / Opfor model, weapon model. The screenshots then have to be uploaded to the ESL website as match media within 24 hours after the match has ended. Furthermore all uploaded screenshots have to be checked for errors and integrity afterwards.

If any screenshots are missing, incomplete or manipulated, one of the parties involved in the match has to file a protest. Missing, incomplete or manipulated screenshots are punished with (1) major penalty. After the protest was filed it is possible to upload proper screenshots for another 48 hours. If proper screenshots are uploaded within that timeframe the penalty will be reduced to (1) minor penalty. If even after those 48 hours no proper screenshots were provided for all players the loser of the match may request a rematch.

5.1.4.3 Client Settings

It is generally allowed to modify your config according to your PC and playing style. All values must be within the limits enforced by Punkbuster (pbsv.cfg and pbsvuser.cfg).

Self made scripts, or toggle binds are normally prohibited. Exceptions to this rule are listed below.

It is not allowed to fill your config with useless binds and scripts to make it difficult to understand.

Allowed scripts

- Binds or toggles that change values that modifiable via the game menu or the mod menu.
- Demo scripts (to start/stop recording demos)
- Screenshot scripts (for PB screenshots)
- Weapon selection scripts (for the selection of perks, weapons and nades)
- Say or teamsay binds

Having a config with any forbidden setting or bind can be punished with 1 to 3 Minor penalties for the team, and up to 6 Minor penalties if they are proven to have been used.

Anti aliasing

Anti aliasing must be disabled during ESL Pro Series matches. This can be done via the menu or with the command `/r_aaSamples 1`.

If a player is found to be using anti aliasing during a match, the team can be punished with 2 Minor penalties.

5.1.4.4 Changes to the Configuration – Graphics Drivers or similar Tools

Changes to the game graphics or textures using graphics card drivers or other graphics tools are prohibited.

5.1.5 Map pool

The map pool of the Call of Duty 4 ESL Pro Series consists of the following maps:
mp_backlot, mp_citystreets, mp_crash, mp_crossfire, mp_strike

5.1.6 Server

5.1.6.1 Server Requirements for the ESL Pro Series

Game servers used for Pro Series matches need to have at least six free slots for spectators (2x match admin, 2x ESL-TV).

5.1.6.2 Server details reporting

Picking the game server and submitting the required detail (Match ID, Server IP, Server Password, RCON Password and Lineups) have to be transmitted to the administration 24 hours before the start of the match by e-mail. If the sent data is incomplete or not sent in time up to (2) minor penalties may be awarded. Any changes to the server data within that 24h period have to be immediately reported by e-mail (and IRC).

5.1.6.3 Mod

The mod used for matches is Promod 4.22 unless both teams agree to use another version.

5.1.6.4 Games-Violations

All servers used for ESL Pro Series matches should be streaming to Games-Violations (<http://game-violations.ggl.com>)

5.1.7 Number of players

All matches are to be played with 5 players on each team. Matches cannot be played 4 on 5 or with any other combination. If a team doesn't have 5 players ready Rule 3.26 Match start procedures applies.

5.1.8 Player disconnections

If a player disconnects from the match server before the first kill occurred in the first round, the match is re-started. In the case a player drops after the first kill in the first round, the pause function can be used. If the dropped players are not back by the time the next round starts, the match has to be paused at the start of the round.

Minimum waiting time for a dropped player is 5 minutes. If the dropped player does not reconnect and the team is not able to substitute the player, the match at a later date with the help of Rule 5.1.10 game interruptions. The team, which for the interruption of matches is responsible, receives three (3) Minor penalties.

5.1.9 Game server or network failure

If a match is interrupted by a network or game server failure within the first 3 rounds of a match, the match will be restarted. If the match is interrupted after the three rounds, all rounds up to that point count. The match will continue with the following settings:

- all remaining rounds have to be played

5.1.10 Mandatory demo recording

Each player has to record a demo of each side. Each player has to have 1 demo for each side of the map.

5.1.10.1 Demo upload requests

If a participant wants to view the demo of a particular player, the demo has to be requested within 60 minutes after the match by filing a protest. The demos then have to be made available within 48 hours after the end of matches as match media. Also it needs to be checked whether the demos can be downloaded from the match media section without errors.

Missing, incomplete or manipulated demos are punished with one (1) major penalty. If a demo requested from the winning team is missing, the losing team may request a rematch.

5.1.11 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.

Before the match:

Bugs caused due to game content failing to load (e.g. missing boxes, ladders and the like) are to be checked for before the start of the match on each map that is played. If such a bug occurs it has to be eliminated by reloading the map. If any bugs were not found prior to the match start or if the player did not check for bugs, the player in question automatically accepts the conditions. Filing a protest because of the playing conditions after the match is not possible.

During the match:

Basically, all Texture bugs are prohibited, including taking the so-called "building lamp bugs". Sound bugs,

Damage bugs and Bouncing bugs are not forbidden. Deliberate exploitation of bugs may be punished with penalties or with lost rounds. The amount will be decided by the admin of the protest.

5.1.11.1 Map-specific Bugs

Backlot: [1], [2], [3], [4]

Crash: [1], [2], [3], [4]

Crossfire: [1]

Strike: [\[1\]](#) , [\[2\]](#) , [\[3\]](#) , [\[4\]](#) , [\[5\]](#)

5.1.12 Match media

All match media files (demos, screenshots, etc) need to be named following the scheme below:

Screenshots:

Screenshot - Round 1
Screenshot - Round 2
Screenshot - Status

Aequitas:

Aequitas – Team short handle – Nickname

Demos:

Demo – Team short handle – Nickname

Model screenshot:

Model – Team short handle – Nickname

All players have to wear the same clan tag. Protest or support tickets because of this will be thrown out. Violations of the clan tag rule will be punished with one (1) minor penalty.

5.1.13 Screenshots

Screenshots are only valid if all player nicknames match with the names given in the excel team sheet prior to the start of the season. If players drop before the screenshots were taken or use wrong nicknames in-game the screenshots will be considered as missing and will be punished with (1) minor penalty for the team that committed the infringement.

After the end of match the screenshots have to be uploaded immediately.

5.1.14 In-game Nicknames

All players have to play their matches using the nickname they have provided in their team information sheet prior to the start of the season. If this is not the case, the team receives one (1) minor penalty.

5.2 Counter-Strike: Source

5.2.1 Player Transfers from the ESL Pro Series to the ESL Amateur Series

Up to including the 4th match week players can leave an ESL Pro Series team without restrictions, only the standard transition period applies. Players transferring after the 6th match week to an amateur team will not be allowed to play until the ESL Pro Series season has finished.

5.2.2 Preclusion from the qualification for the ESL Pro Series – multiple squads

If more than one team per clan qualifies for the ESL Pro Series relegation, only one of those teams is allowed to play. This has to be the higher seeded team. If one of the qualified teams was participating in the ESL Pro Series in the previous season it will automatically be the higher seeded team.

5.2.3 Match Schedules and Wildcards

If a wildcard is drawn, the involved teams have to agree on a new schedule. Deadlines are: Between Monday 00:00 pm of the match week and Thursday 20:00 of the following week. See also Rule 3.23 section match dates and wildcards

5.2.4 Client

5.2.4.1 Aequitas

Each player has to run the latest version of Aequitas during the entire match. The files created by

Aequitas have to be uploaded as match media promptly and without fail within 24 hours after the end of the match. Additionally, it has to be checked whether the Aequitas files can be downloaded from the website, decompressed and viewed without errors.

If any Aequitas files are missing, incomplete or manipulated, one of the parties involved in the match has to file a protest. Missing, incomplete or manipulated Aequitas files then lead to (1) major penalty. After the protest was filed it is possible to upload proper Aequitas files for another 48 hours. If proper Aequitas files are uploaded within that timeframe the penalty will be reduced to (1) minor penalty. If even after those 48 hours no proper Aequitas files were provided for all players the loser of the match may request a rematch.

5.2.4.2 Procedures if Aequitas is not working

If the website is offline then Aequitas will not work. This is the **only** situation where it is possible to play without Aequitas. If that is the case all players need to take a screenshot of the error message given by Aequitas. If the players are in-game at the point they all have to make a screenshot showing: scoreboard, smoke grenade smoke, a CT model, a T model, weapon model (not the knife) and net_graph 3. The screenshots then have to be uploaded to the ESL website as match media within 24 hours after the match has ended. Furthermore all uploaded screenshots have to be checked for errors and integrity afterwards. If any screenshots are missing, incomplete or manipulated, one of the parties involved in the match has to file a protest. Missing, incomplete or manipulated screenshots are punished with (1) major penalty. After the protest was filed it is possible to upload proper screenshots for another 48 hours. If proper screenshots are uploaded within that timeframe the penalty will be reduced to (1) minor penalty. If even after those 48 hours no proper screenshots were provided for all players the loser of the match may request a rematch.

5.2.4.3 Client Settings

The following game-specific settings have to be adhered to (e.g. configuration values):

- mat_dxlevel 80/81/90/95

- the combination of the settings mat_bumpmap 0/mat_specular 1/mat_fastspecular 1 is prohibited.

(while using mat_dxlevel 90/95 the combination mat_bumpmap 1/mat_fastnobump 1 is also prohibited)

No protests need to be made regarding the aforementioned values as zBlock automatically forces those settings.

cl_pitchspeed 225

cl_yawspeed 210

net_graph (0 or 3)

It is possible to file a protest if those two settings are not correct.

5.2.4.4 Illegal Scripts

The following scripts are prohibited:

Turn scripts [180 ° or similar]

Stop-shot scripts [Use or Awp scripts]

Centerview scripts

NoRecoil scripts

Burst-fire scripts

Bunnyhop scripts [any forms of binds or scripts, + jump bind on wheelup / wheeldown is prohibited]

Rate Changer [lag scripts]

FPS scripts

Stop-sound scripts

Anti-flash scripts or anti-flash Bindings

5.2.4.5 32 bit

Playing with a color depth of 16 bits is prohibited. This can be proven using Aequitas, it is not possible

to make a protest for this based on screenshots. If a player does not play with 32 bits then one (1) Minor penalty point will be given to the team. In addition, the opposing team may request a rematch.

5.2.4.6 Changes to the Configuration – Graphics Drivers or similar Tools

Changes to the game graphics or textures using graphics card drivers or other graphics tools are prohibited.

Furthermore, tools showing the load of the system in any form (e.g. Nvidia SLI display tool, Rivatuner Overlay). If any overlays are used the team and player will be punished with 6 penalty points each. Tools exclusively showing a FPS display are allowed.

5.2.5 Map pool

The map pool for the Counter-Strike: Source ESL Pro Series are the following maps:
de_nuke, de_dust2, de_train, de_tuscan, de_inferno

5.2.6 Server

5.2.6.1 Server Requirements for the ESL Pro Series

Game servers used for Pro Series matches need to have at least four free slots for spectators (1x SourceTV, 1x match admin, 2x ESL-TV).

5.2.6.2 Server tickrate

Servers with a high tickrate setting are to be preferred. If a server with tickrate 100 is available it always gets precedence even if a server with higher tickrate is available.

5.2.6.3 Server details reporting

Picking the game server and submitting the required detail (Match ID, Server IP, Server Password, TV IP/Port TV relay-password, RCON Password and Lineups) have to be transmitted to the administration 24 hours before the start of the match by e-mail. If the sent data is incomplete or not sent in time up to (2) minor penalties may be awarded. Any changes to the server data within that 24h period have to be immediately reported by e-mail (and IRC).

5.2.6.4 Server settings

All servers used for ESL Pro Series matches have to be fitted with the ESL Pro Series server pack. The server pack ensures that each server runs the same configuration files and plug-ins. Changes to the configuration files are only allowed after consultation with the ESL Pro Series administration.

The ESL Pro Series Server Pack consists of the following components:

ESL server configuration (<http://gfx.esl-europe.net/gfx/media/de/css/cfg/cssconfig.zip>)

Fixed version of the map de_nuke (http://eslgfx.net/media/de/css/maps/de_nuke_doorfix.zip)

The team providing the server is responsible for the proper installation of the pack and the files it contains.

5.2.6.5 Server plug-ins

All servers are required to have the plug-in 'zBlock' installed. All other plug-ins are prohibited.

5.2.6.6 Leaving the Server

All matches have to be completed. Any violation is punished with up to three (3) minor penalties. A match is considered completed when a team won 16 rounds on a map.

5.2.7 Number of players

All matches are to be played with 5 players on each team. Matches cannot be played 4 on 5 or with any

other combination. If a team doesn't have 5 players ready Rule 3.26 Match start procedures applies.

5.2.8 Mandatory demo recording

Each player has to record a demo of each side. Each player has to have 1 demo each of his CT and T side of the map.

5.2.8.1 Demo upload requests

If a participant wants to view the demo of a particular player, the demo has to be requested within 60 minutes after the match by filing a protest. The demos then have to be made available within 48 hours after the end of matches as match media. Also it needs to be checked whether the demos can be downloaded from the match media section without errors.

Missing, incomplete or manipulated demos are punished with one (1) major penalty. If a demo requested from the winning team is missing, the losing team may request a rematch.

5.2.9 Player disconnections

If a player disconnects from the match server before the first kill occurred in the first round, the match is restarted. In the case a player drops after the first kill in the first round, the pause function can be used. If the dropped players are not back by the time the next round starts, the match has to be paused at the start of the round.

Minimum waiting time for a dropped player is 5 minutes. If the dropped player does not reconnect and the team is not able to substitute the player, the match at a later date with the help of Rule 5.1.10 game interruptions. The team, which for the interruption of matches is responsible, receives three (3) minor penalties.

5.2.10 Game server or network failure

If a match is interrupted by a network or game server failure within the first 3 rounds of a match, the match will be restarted. If the match is interrupted after the three rounds, all rounds up to that point count. The match will continue with the following settings:

- startmoney 5000
- all remaining rounds have to be played

The startmoney value has to be reset to 800 after changing sides.

5.2.11 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.

Before the match:

Bugs caused due to game content failing to load (e.g. missing boxes, ladders and the like) are to be checked for before the start of the match on each map that is played. If such a bug occurs it has to be eliminated by reloading the map. If any bugs were not found prior to the match start or if the player did not check for bugs, the player in question automatically accepts the conditions. Filing a protest because of the playing conditions after the match is not possible.

During the match:

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.

- 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 6.1.8.1. 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.
- "Pixelwalking" is forbidden (sitting or standing on invisible ledges).

General:

Exploiting any bugs which go against the basic principles of the game are prohibited (eg Spawnbugs etc.).

5.2.11.1 Map-specific Bugs

de_dust2:

Only one player may be on this position: [1]

The following positions are prohibited: [2], [3], [4], [5], [6], [7], [8]

It's not allowed to look through those gaps: [9] [10]

de_tuscan:

It is forbidden to look over this wall.

de_inferno:

It's forbidden to plant the bomb at the well in a position that makes it impossible to defuse it.

de_nuke:

The following positions are prohibited: [1], [2]

de_train:

The following positions are prohibited: [1], [2]

5.2.12 Match media

All match media files (demos, screenshots, etc) need to be named following the scheme below:

Screenshots:

Screenshot - Round 1

Screenshot - Round 2

Screenshot - Status

Aequitas:

Aequitas – Team short handle – Nickname

Demos:

Demo – Team short handle – Nickname

Model screenshot:

Model – Team short handle – Nickname

All players have to wear the same clan tag. Protest or support tickets because of this will be thrown out. Violations of the clan tag rule will be punished with one (1) minor penalty.

5.2.13 Screenshots

Screenshots are only valid if all player nicknames match with the names given in the excel team sheet

prior to the start of the season. If players drop before the screenshots were taken or use wrong nicknames in-game the screenshots will be considered as missing and will be punished with (1) minor penalty for the team that committed the infringement.

After the end of match the screenshots have to be uploaded immediately.

5.2.14 In-game Nicknames

All players have to play their matches using the nickname they have provided in their team information sheet prior to the start of the season. If this is not the case, the team receives one (1) minor penalty.

5.3 Quake 3

5.3.1 Match mode

Matches are played 1on1, best of three maps.

5.3.2 Match schedules

The default time and date for Quake 3 matches is Tuesday 8pm UK time.

5.3.3 Wildcard – new schedules

If a wildcard is drawn, the involved players have to agree on a new date. Deadlines are: Between Monday 00:00 pm of the match week and Thursday 20:00 of the following week. See also Rule 3.23 section match dates and wildcards

5.3.4 Location of the players

All matches of the ESL Pro Series must be played from within country the ESL Pro Series is held in. It is not allowed to play an ESL Pro Series match from another country. In case a player has to go abroad during the season, it is possible to move matches by up to 3 weeks by using a wildcard. If a player is abroad more than two (2) match weeks, this needs to be reported to the administration via the players' forum at least 4 weeks before the departure date so the involved parties can work out an appropriate solution to the problem.

5.3.5 Telephone interview

The ESL Pro Series players are required to be available for phone interviews performed by ESL-TV after their matches.

5.3.6 Server settings

Mode: Tournament
Time limit: 15 minutes
Frag limit: none
Power-ups: none
Overtime: 2 minutes
Force respawn: 5 seconds

5.3.7 CVAR restrictions

r_picmip equal or less than 5
cg_optimiseBW always at 0
ch_thirdperson always at default
handicap default 100

5.3.8 Map pool

The Map pool consists of the following maps:

- ztn3tourney1

- pro-q3dm6,
- hub3aeroq3
- pro-nodm9
- pro-q3tourney4

5.3.9 Map selection

Map selection is done before the match begins. Each player eliminates then picks a map, in this order:

- Left player eliminates
- Right player eliminates
- Right player picks
- Left player picks

The map left over is played first, followed by the losers choice until a player has one two maps.

5.3.10 Replays

Both players have to ensure that their zipped replays are uploaded to the match page in within 24 hours after the start of the match. For missing replays, participants are awarded one (1) minor penalty.

5.3.11 Player drops

If during the course of a game, one of the players drops out of the game and causes play to be interrupted, the following applies:

- A) The remaining player offers to replay the match. In this case, the affected map is replayed.
- B) The dropped player recognizes the advantage of the other player and offers his opponent the victory. Replays still have to be uploaded.
- C) The score and time remaining at the time of the drop is noted. The remaining time is rounded up and the match continued with the time limit changed appropriately.
- D) If for some extreme circumstances a player objects to C, the match should be protested with full details why.

5.3.12 Exploitation of bugs

The deliberate exploitation of all kinds of bugs can, depending on the severity, be punished with two (2) to six (6) minor penalties per game. Furthermore, the administrators will decide whether the affected matches will be replayed.

The following exploit bugs are explicitly prohibited. If bugs not listed are exploited, the administrators will decide whether a penalty is necessary.

5.3.13 Final Ranking

If at the end of an ESL Pro Series season, two participants are tied in the rankings with both points and map/round score difference, the direct match result between the participants will decide about the final ranking.

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

5.4 Trackmania Nations Forever 1on1

5.4.1 Match mode

Matches are played 1on1, best of three maps

5.4.2 Match schedules

The default time and date for Trackmania matches is Thursday 8pm UK time.

5.4.3 Wildcard – new schedules

If a wildcard is drawn, the involved players have to agree on a new date. Deadlines are: Between Monday 00:00 pm of the match week and Thursday 20:00 of the following week. See also Rule 3.23 section match dates and wildcards

5.4.4 Location of the players

All matches of the ESL Pro Series must be played from within country the ESL Pro Series is held in. It is not allowed to play an ESL Pro Series match from another country. In case a player has to go abroad during the season, it is possible to move matches by up to 3 weeks by using a wildcard. If a player is abroad more than two (2) match weeks, this needs to be reported to the administration via the players' forum at least 4 weeks before the departure date so the involved parties can work out an appropriate solution to the problem.

5.4.5 Telephone interview

The ESL Pro Series players are required to be available for phone interviews performed by ESL-TV after their matches.

5.4.6 Server settings

Game Name: user-defined (we recommend to use something like: "ESL 1on1 player1 vs. player2")
Game Mode: Rounds
Max Players: 2
Comment: user-defined
Ladder Limit Min: 0.0
Ladder Limit Max: 50000
Password: user-defined (but we advise to have one)
Max Spectators: user-defined (You have to arrange a number with your opponent)
Password Spectator: user-defined (but we recommend to have one)
Ladder Mode: Forced
Point Limit: 7
Alternate Rules: enabled
Warm-up phase duration: 0
Allow track download: enabled
Callvote Threshold: 51%
Callvote Timeout: 1:00
Chat Time: 0:10:00
Accept referees: disabled

5.4.7 Tracks

The tracks that can be played are

- ESL-England
- ESL-Scotland
- ESL-Wales
- ESL-Ireland
- ESL-Quite Move

5.4.8 Track selection

Track selection is done before the match begins. Each player eliminates then picks a map, in this order:

Left player eliminates

Right player eliminates

Right player picks

Left player picks

5.4.9 Player drops

If during the course of a game, one of the players drops out of the game and causes play to be interrupted, the following applies:

The current round is finished and counted, then the remaining rounds are played after the player rejoins.

5.4.10 Final Ranking

If at the end of an ESL Pro Series season, two participants are tied in the rankings with both points and map/round score difference, the direct match result between the participants will decide about the final ranking. If more than two participants have equal points and map score difference, the direct matches between the tied teams will count. Should this still lead to a tie, the participants will play a tiebreaker. If participants tie again in points and map score, additional tiebreaker matches will be played until a clear ranking has been established.

6 Penalty catalogue

6.1 General

If a player or a team violates one or more of the league rules, they will be punished according to the degree of the infringement. This penalty catalogue entails a list of which offences penalties may be awarded to players and teams.

The administration will decide whether an offence has affected the outcome of the match to an extent that it can not be counted and must be repeated.

The ESL Pro Series administration reserves the right to give penalties not covered by this catalogue or give different penalties than the ones listed here.

6.2 Violations of the Netiquette

As in daily life, a certain degree of courtesy should be preserved between players and teams of the ESL Pro Series that. Violations of this rule will be punished depending on the severity and frequency.

6.2.1 Insults

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

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or to the deletion of the player.

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

6.2.2 Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the ESL Pro Series.

Spamming on the website (forums, match comments, player guestbooks, support and protest tickets, etc.) will be punished depending on the nature and severity.

6.3 Unsportsmanlike Behaviour

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with (3) to six (6) minor penalties. The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

6.3.1 In-game Spam

Up to three (3) minor penalties may be awarded for the abuse of the game's chat functions if it's used for excessive spamming, in order to distract the opponents or to disrupt the game. These functions are solely meant for communication with the opponent and the match admin.

6.3.2 Kicking Players from the game server

Four (4) minor penalties will be awarded for kicking players from the game server. It is prohibited to kick players of the opposing team from the server during a match. The match admin present on the game server decides whether the kick affected the outcome of the match. A rematch may be set in grave cases.

6.3.3 Manipulated or wrong server settings

Both parties need to check the server settings. Wrong server settings must be corrected before the match starts. If wrong server settings are noticed early in the match they have to be corrected immediately. If it's not possible to correct the settings, e.g. the server owner is unwilling to fix them, the match has to be stopped and a protest may be filed by the affected party. If the wrong server settings will influence outcome of the match, the match has to be restarted as soon as either side requests a restart. If the wrong server settings remain undetected until late in the match, both teams will be held responsible. The settings have to be - if possible - corrected. The match will, however, only be repeated if both teams request a rematch.

Non-relevant server settings:

Two (2) minor penalties are awarded when server settings are wrong or changed that have no or only slight influence on the game.

Decisive Game Server Settings:

Four (4) minor penalties when server settings are wrong or changed that have a large influence on the game.

6.4 Attempts of Deception

The attempt to deceive the administration or other players using false or fictitious information, statements or data is punishable as follows:

6.4.1 Fake Results

Four (4) minor penalties are awarded for entering a fake result, for example: if the opponent leaves the server prematurely or refuses to play the match. If anything is unclear, e.g. the players cannot agree on a solution, a protest always has to be filed.

6.4.2 Fake Match media

Match media includes all records, such as e.g. Demos, screenshots, or logs, that are produced in the context of a match.

The counterfeiting of Match Media is prohibited and will be punished depending on the seriousness with one (1) to four (4) minor penalties.

6.4.2.1 Serious Circumstances

If counterfeit match media is submitted and there is a suspicion of cheating the punishment is increased to six (6) minor penalties.

6.4.3 Miscellaneous Deceptions

Other attempts to deceive an admin or another player, depending on the severity, will be punished at the discretion of the administrators with one (1) to four (4) minor penalties.

6.5 Use of ineligible Players

The use of an ineligible player is punished with one (1) major penalty.

6.6 Ringer/Faker

One (1) major penalty point will be given if a player is found to be playing under the name of another player.

6.7 Cheats

6.7.1 Illegal Programs / Modifications/ Settings

6.7.2 Cheats

For cheating, players will be given twelve (12) regular penalty points and the team six (6) Minor penalties. The use of 'hard' cheats (e.g. aimbot, wall hack, multihack), will be punished with a 2 year barrage.

6.8 ESL Pro Series-specific Violations

See game-specific rules.

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