

ESL UK

ESL Pro Series Season 3

ESL Amateur Series 1st Division

Rulebook

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Also, it is not allowed for a participant to be a member of different teams in the same game that are in the Intel Extreme Masters, the ESL Major Series, an ESL Pro Series or an ESL Amateur Series.

License holder

A license holder is always a legally registered company (Ltd. Etc) unless this is not possible, then the license holder is an individual. In solo games, the license holder is the participant. For team leagues see 3.11 ESL Pro Series License.

Team Positions

The following positions exist in teams.

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 line-up. They have the final say in all decisions that affect the team. This includes players, public announcements and the line-up. The team manager is eligible to play in all matches for their team.

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.

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.

Time zone

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

Season

The season begins with the deadline for nominations and ends with the ESL Pro Series Finals, except for relegation participants, for whom the season ends after ESL Pro Series relegation has taken place.

Match week

The match week begins at 00:01 on Monday and ends at 23:59 on Sunday of the same week.

Penalties

Penalties 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 games, 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 suspended for one or more matches in the ESL Pro Series, for violations in the ESL.

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 K ln/Germany.

Live matches

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

Tournament Organization

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

Turtle Entertainment GmbH Siegburger Stra e 189 50679 K ln Deutschland

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

Admin structure

- Manuel 'Pesticide' Hoedemakers

ESL UK Project Manager

- Antony 'TheRogue' Seedhouse

Tournament Director

- Graham 'messioso' Pitt

Assisting Tournament Director

- Alexander 'DeathDriver' Ratai

Trackmania Nations Forever Admin

General

Rule changes

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

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.

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 eSports, the ESL Pro Series and its sponsors in public with dignity and humility.

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.

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 which way(s) it will be broadcast.

Alcohol and drugs prohibition

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.

Communication

Players' board

In team leagues, each team can appoint up to three (3) people who can represent their team in the players board. In 1on1 leagues, only the respective players and one orga from their team can have access to the players' board. 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 players' board is the primary official communication platform between all the participants and the admin team.

All information within this forum is to be kept between the admin team and the participants of the players' board. 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 direct disqualification from the league.

E-Mail

One of the official means of communication on ESL is e-mail. ESL uses the e-mail addresses entered in the your profile to communicate with you. All participants 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.

IRC

In addition to the players' board the ESL operates a number of internal IRC channels on QuakeNet. To enable quick and easy communication. ESL asks all participants to join those channels. The details needed to join the channels can be found in the players' forum.

Steam

In Counter-Strike & Counter-Strike: Source we also operate private Steam groups to which all participants are invited in order to further enable quick and easy communication.

Conditions of participation in the ESL Pro Series

For participation in the ESL Pro Series, the following conditions apply:

Age restriction

Each ESL Pro Series participant must be 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 are counted as a new player.

Nationality for Solo Games

The ESL Pro Series is held in various European countries. Participants in this ESL Pro Series must be players whose primary residence is in the United Kingdom or Republic of Ireland. It is not permitted, to take part in

the ESL Pro Series of more than one country..

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. The nationality of a team, determined by the nationality or country of residence of the majority of players at any time during a match, must be the nationality of the United Kingdom or Republic of Ireland. A team's nationality for the season is decided in their first match and for the remainder of the season they must maintain this nationality. In each match up to two (2) players may be used that do not have the nationality of or their principal residence of the nationality of the team. 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.

Premium Account

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

For every match week that a solo participants is not a Premium member, one (1) minor penalty will be awarded. For every match week that a team participant has players which are not Premium members, one (1) minor penalty per player will be awarded up to a maximum of two (2) minor penalties.

Player accounts

General

Each participating player must have an account on the ESL website. In this account a player has enter their birthday, current city of residence, as their full real name. All this information must be shown publicly. Each player must upload a proper picture of themselves to their 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 does not correspond to the above requirements, then for every match week until the requirements are met, one (1) minor penalty will be awarded.

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.

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.

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, SteamID HL/CS for Counter-Strike 1.6, Quake Live username for Quake Live and Trackmania Nations Forever username for Trackmania Nations Forever.

Team accounts

General

All teams have to create an ESL team account that is solely used for the ESL Pro Series. The team must have a team logo. The team name may have a sponsor as an extension, but extensions like "CS squad" are not allowed. The team must have a headquarters (the city that the team/management comes from) indicated on the team page. The team must have a team captain set. Listing of "honorary" or "inactive" members in an ESL Pro Series team account is not allowed.

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

Team name

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

Ownership rights of ESL Pro Series team accounts

Each season the Electronic Sports League awards 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 or EAS 1st Division
- 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 license remains valid only for the corresponding organisation or team to which they were issued. A transfer to another organisation, for example, is only possible under certain conditions and must be discussed with and approved by the league management.

The ESL Pro Series license is awarded to legally registered company (Ltd. Etc) of a clan

If a clan or team participates in the ESL Pro Series independent of a legally registered company then the license is awarded to the clan or team. A person authorized to represent the team will be selected by the league management, this is generally the clan leader or team manager.

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 league management to be approved. Changes made without prior approval may be punished with penalties.

If a licensed ESL Pro Series team joins a clan, the license will be automatically transferred to the clan.

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.

Licensee

A licensee may only hold one or ESL Pro Series or ESL Amateur Series 1st Division license per game.

Changing the licensee

A licensee or can make a request to the league management to transfer the license to another legally registered company, or if not possible to a clan or team. Relevant reasons must be given and depending on the circumstances extra conditions may be imposed (e.g. restrictions on the line-up). Under these conditions the league management must be informed before any changes are made otherwise the license may be withdrawn.

Changes in between seasons

Line-up

Between seasons a team can make changes to its line-up without restrictions including replacing the entire line-up. If the license is to be transferred it is considered a change, see Rule 3.11.4 Changing the licensee

Changes to the team name

Changes to the team name between seasons must be reported to and discussed with the league management to be approved. Violations may be punished with penalties.

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 the deadline is regarded as a new player. If a player transfers from another EPS team, that player may not play in matches against their previous team.

All other players who are added to the team are barred for playing in the match week they were added, the next match week and all previous match weeks. Each new player has to be announced via a support ticket prior to being added so that tournament administration can check their 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 disqualified from the ESL Pro Series and its license is withdrawn. It is therefore advised to have substitute players in order to compensate possible departures of regular players.

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 according to the deadlines posted in the players' board. If a participant does not confirm their participation for the next season by the final deadline the ESL Pro Series administration will assume the participant does not wish to take part and their license will be withdrawn and their place given to another participant.

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 according to the deadlines posted in the players' board. If a participant does not confirm their participation for the relegation tournament by the final deadline the ESL Pro Series administration will assume the participant does not wish to take part and their license will be withdrawn and their place given to another participant.

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.

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 limit 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 after the deadline 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.

Player Contracts

It is not allowed to 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.

Betting on league games

It is forbidden to bet on matches from leagues in which one participates in themselves. Participants will be punished with one (1) major penalty for doing so. If we believe deliberate manipulation took place, match suspensions for players involved will may be imposed or matches repeated. In extreme cases we may disqualify the participant.

Prize money system

The total prize money for each game will be split into two "pots". From the first pot 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 them is automatically forfeited. The match bonuses are automatically redistributed to the respective opponents of the participant that left the competition, even if they lost their match.

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

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 remain 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.

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) or the next best teams from the Amateur Series. 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.

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 stability 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.

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.

Deletion of penalty points

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

Direct promotion and demotion in the ESL Pro Series

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.

Sixteen participant league

The top 4 participants of the first division of the ESL Amateur Series qualify for the ESL Pro Series. Ranks 5 through to 8 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.

Twelve participant league

The top 4 participants of the first division of the ESL Amateur Series qualify for the ESL Pro Series. Ranks 5 through to 8 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.

Relegation

Relegation teams from the EAS play in a Cup versus relegation teams from the ESL Pro Series. The cup layout will be as follows: double elimination seeded in order of their finish in their respective league, with the EPS teams being seeded first

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 match between them will be used to determine the ranking. If the between them was a tie then 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.

Scheduling

If a participant wishes to reschedule a match, they must open a protest stating the reason why, and include 3 dates with times, by the end of the following match week, that they are available to play.

Wildcards

If a participant requests to reschedule a match within 72 hours of the scheduled date and time, they will use a wildcard. If a participant has no wildcards remaining and need to use a wildcard, they will receive one (1) major penalty.

If the request is within between 48 and 24 hours of the scheduled date and time, they will also receive one (1) minor penalty.

If the request is within between 24 and 2 hours of the scheduled date and time, they will also receive two (2) minor penalties.

If the request is within between 2 hours of the scheduled date and time, they will also receive three (3) minor penalties.

If the request is after the scheduled date and time of the match or a participant fails to show up for a match without drawing a wildcard, one (1) major penalty is awarded and 1 wildcard is removed.

If a match is re-scheduled in accordance with the tournament administration for broadcasting purposes no wildcards have to be drawn.

Pre-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. These statements are written and submitted as a match report (not in the match comments). The statements must be genuine, made in an appropriate layout and need to consist of at least 50 words. A maximum of one (1) minor penalty can be given if this is not adhered to.

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.

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.

Line-up

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

Line-up for Intel Friday Night Games

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

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.

Delays

If a participant is not present and ready to play 10 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.

Match result

The result has to be entered and confirmed by participants immediately after the match has ended. This does not affect a participant's right to protest.

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 until 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.

Protest Guidelines

A protest may only be opened within 72 hours after the start of the match using the protest system. Protests received by other means or too late will be rejected.

A protest is made when problems occur in 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 in their defence.

A protest is to contain exact and information about why the protest was filed. A simple "they are cheaters" is not sufficient.

It is required that all entries are made in proper English. It also required that the text is properly formatted and easily readable. It is 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 serious cases lead to the closure of the protest in favour of the other party.

Rematches

If the rules allow a rematch (e.g. if a player forgets to upload his Aequitas 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.

Events

Game specific rules

Counter-Strike: 1.6

Player Transfers from the ESL Pro Series to the 1st Division or Amateur Series

Up to and including the 6th match week players can leave an ESL Pro Series team to join a 1st Division or Amateur Series team without restrictions. Players transferring after the 6th match week to an Amateur Series team will not be allowed to play until the ESL Pro Series season and 1st Division season that is qualifying for the upcoming ESL Pro Series season has finished.

Exclusion from 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 is higher seeded team.

Client

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 within 24 hours after the match. Additionally, it is the responsibility of the team and player to check 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 can open a protest. Missing, incomplete or manipulated Aequitas files are punished with one (1) major penalty. After the protest has been opened it is possible to upload proper Aequitas files within 48 hours. If proper Aequitas files are uploaded within that time frame the penalty will be reduced to (1) minor penalty. If after those further 48 hours the Aequitas files are not uploaded, the loser of the match may request a rematch.

Procedures if Aequitas is not working

If the ESL website is offline then Aequitas will not work. This is the only situation for which 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. When the players are in-game they must 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 of the match ending. It is the responsibility of the team and player to check their uploaded screenshots for errors.

If any screenshots are missing, incomplete or manipulated, one of the parties involved in the match can open a protest. Missing, incomplete or manipulated screenshots are punished with one (1) major penalty. After the protest has been opened it is possible to upload proper screenshots files within 48 hours. If proper screenshots are uploaded within that time frame the penalty will be reduced to (1) minor penalty. If after those further 48 hours the screenshots are not uploaded, the loser of the match may request a rematch.

Client Settings

- cl_movespeedkey 0.52
- cl_pitchspeed 225
- cl_showevents 0
- cl_pmanstats 0
- cl_lc 1
- cl_lw 1
- gl_max_size greater than or equal to 128
- gl_monolights 0
- gl_picmip 0
- gl_polyoffset 0.1(Nvidia) / 4(ATI) (Only values that does not produce the illegal "translucency" effect are

allowed)

- s_show 0
- s_a3d 0
- net_graph 0
- fastsprites 0
- lightgamma 2.5
- texgamma 2.0
- Jumping is only allowed by binding a key to "+jump"
- Binding "+duck" to mousewheel is strictly forbidden
- Walking is only allowed with "+speed"

All other variables in the configuration files may be changed as long as they do not significantly change the game or provide an unfair advantage, similar to the effect of a cheat to provide. Changes in the Game using an external video driver, or similar tools is forbidden!

All wrong settings in all configuration files, regardless of whether they are in the Counter-Strike: Source folder or loaded at all may be penalized.

Illegal Scripts

Following scripts, and variations of them are strictly forbidden:

- Turn Scripts (180° or similar)

- -mlook Scripts
- Stop-Shootscripts (Use- or Awp-Scripts)
- Centerview scripts
- No Recoil Scripts
- Burstfire Scripts
- Jump- & Bunnyhop-Scripts
- Duck-Scripts

32 bit

Playing with a colour 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.

Changes to configuration â€“ A3D

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

Changes to the Configuration â€“ 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.

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

Server

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 HLTV, 1x match admin, 2x ESL-TV).

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).

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 config
- Anti Flasbug Maps (de_nuke, de_dust, de_train)
- de_tuscan

The team providing the server is responsible for the proper installation of the pack and the files it contains. Download: [\[1\]](#)

Server plug-ins

It is forbidden to use any server plug-ins

Leaving the Server

All matches must be played until completion. 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 or both teams have won 15 rounds.

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.

Mandatory demo recording

Every player has to record POV demos for the full duration of the match. Players should record a separate demo for each half of a map.

Demo upload requirement

After a match every team has the requirement to upload the POV demo of at least one player for the full duration of the match. This can be the POV of one player from both halves, or a POV of each half from separate players.

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.

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.

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.

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.

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

During the match:

- Moving through any walls, or ceilings, are strictly forbidden, also moving through the floor, or anywhere else

which were not intended to be a passage is strictly forbidden.

- "silent planting" is strictly forbidden (planting the bomb in such a way that other players cannot hear the beeping)
- To plant the bomb where it is impossible to reach is disallowed. Planting the bomb in a place that you can

reach with a boost from a team mate is not part of this rule.

- Standing on top of team mates is generally allowed, it is only forbidden, when such actions allow the player to

peek over a wall, or ceiling that should not be allowed according to map design.

- Using flash bugs are strictly forbidden.
- Throwing grenades under walls are forbidden, although throwing grenades and flashes over walls are allowed.
- "mapswimming" or "floating" is forbidden
- "Pixelwalking" is forbidden(Sitting, or standing on invisible edges on the map).

General: Generally, the use of any bugs in the game is strictly forbidden. (for example: spawnbugs)

Map-specific Bugs

de_dust2:

The following positions are not allowed:

- http://gfx.esl.eu/stuff/cs_rules/de_dust21.jpg
- http://gfx.esl.eu/stuff/cs_rules/de_dust22.jpg
- http://gfx.esl.eu/stuff/cs_rules/de_dust23.jpg

Several players may be on this box, but not on each other:

- http://gfx.esl.eu/stuff/cs_rules/de_dust24.jpg

de_inferno:

This roof is forbidden:

- http://gfx.esl.eu/stuff/cs_rules/de_inferno.jpg

de_nuke:

Being on this rock wall is forbidden :

- http://gfx.esl.eu/stuff/cs_rules/de_nuke2.jpg

de_train:

It is forbidden to peak or shoot through this crack:

- http://gfx.esl.eu/stuff/cs_rules/de_train.jpg

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 tag " Nickname

Demos:

Demo " Team tag " Nickname

Model screenshot:

Model " Team tag " Nickname

All players have to wear the same clan tag but this cannot be protested for. Violations of the clan tag rule will be punished with one (1) minor penalty.

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.

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.

Counter-Strike: Source

Player Transfers from the ESL Pro Series to the 1st Division or Amateur Series

Up to and including the 6th match week players can leave an ESL Pro Series team to join a 1st Division or Amateur Series team without restrictions. Players transferring after the 8th match week to an Amateur Series team will not be allowed to play until the ESL Pro Series season and 1st Division season that is qualifying for the upcoming ESL Pro Series season has finished.

Exclusion from 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 is higher seeded team.

Client

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 within 24 hours after the match. Additionally, it is the responsibility of the team and player to check 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 can open a protest. Missing, incomplete or manipulated Aequitas files are punished with one (1) major penalty. After the protest has been opened it is possible to upload proper Aequitas files within 48 hours. If proper Aequitas files are uploaded within that time frame the penalty will be reduced to (1) minor penalty. If after those further 48 hours the Aequitas files are not uploaded, the loser of the match may request a rematch.

Procedures if Aequitas is not working

If the ESL website is offline then Aequitas will not work. This is the only situation for which 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. When the players are in-game they must 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 of the match ending. It is the responsibility of the team and player to check their uploaded screenshots for errors.

If any screenshots are missing, incomplete or manipulated, one of the parties involved in the match can open a protest. Missing, incomplete or manipulated screenshots are punished with one (1) major penalty. After the protest has been opened it is possible to upload proper screenshots files within 48 hours. If proper screenshots are uploaded within that time frame the penalty will be reduced to (1) minor penalty. If after those further 48 hours the screenshots are not uploaded, the loser of the match may request a rematch.

Client settings

CVAR

The following CVAR values must be used:

- mat_dxlevel 80/81 (using a mat_dxlevel between 80 and 81 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")
- mat_fastnobump 0
- mat_fastspecular 1
- r_rootlod 0/1/2 (0, 1, 2 is allowed)
- cl_pitchspeed 225
- cl_yawspeed 210

Illegal script and binds

In general, all scripts are illegal except for buy-, toggle- & demoscritps. Some examples of illegal scripts:

- Turn scripts [180° or similar]
- Stop-Shotscripts [Use- or Awp-scripts]
- Centerviewscripts
- No-Recoil-scripts
- Burstfire-scripts
- Bunnyhop-scripts
- Ratechangers (Lagscripts)
- FPS-scripts
- Stopsound-scripts
- Anti flash scripts or binding

Regardless of being actively used, if these scripts are found in parts or in full in your configfile, you will be penalized.

Penalties will be given regardless of whether the script/binding is executed via external Hardware or Software.

The usage of "vprof" and any related functions is forbidden. Also any "snd_commands" as bindings are forbidden.

Having or using No-Flash and No-Recoil bindings/scripts in any and all forms will be punished as in Rule with 3 Minor penalties for the team after the first violation without active usage and 6 Minor penalties for the team after repeated violation or with active use. The player may be punished according to rule [6.5 Cheating](#).

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.

Models

Only the default Counter-Strike Source models are allowed.

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

Server

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 HLTV, 1x match admin, 2x ESL-TV).

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).

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>)

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

Server plug-ins

All servers are required to have the 'zBlock' plug-in installed as well as the ESL Plugin for restricting dxlevels. All other plug-ins are prohibited.

[ESL Plug-in](#)

SourceTV

SourceTV (tv_enable 1) must be enabled.

Leaving the Server

All matches must be played until completion. 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 or both teams have won 15 rounds.

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.

Mandatory demo recording

Every player has to record POV demos for the full duration of the match. Players should record a separate demo for each half of a map.

Demo upload requirement

After a match every team has the requirement to upload the POV demo of at least one player for the full duration of the match. This can be the POV of one player from both halves, or a POV of each half from separate players.

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.

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.

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.

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.

During the match

- Moving through walls, floors and roofs is strictly forbidden. This also includes skywalking.
- "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 (e.g. spawn bugs) is illegal.

Exceptions

- "bug defusing" i.e. defusing a bomb that is not visible to the player or through another object is legal.

Map-specific Bugs

de_dust2

Only one player at a time is allowed to stand on the following position:

- http://gfx.esl-europe.net/gfx/media/de/css/rules/de_dust2.jpg

The following positions are illegal:

- http://gfx.esl.eu/gfx/media/de/css/rules/de_dust2-3.jpg
- http://gfx.esl.eu/gfx/media/de/css/rules/de_dust2-4.jpg
- http://gfx.esl.eu/gfx/media/de/css/rules/de_dust2-5.jpg
- http://gfx.esl.eu/gfx/media/de/css/rules/de_dust2-6.jpg
- http://gfx.esl.eu/gfx/media/de/css/rules/de_dust2-7.jpg
- http://gfx.esl.eu/gfx/media/de/css/rules/de_dust2-9.jpg
- http://gfx.esl.eu/gfx/media/de/css/rules/de_dust2-10.jpg

Looking through these gaps is not allowed:

- http://gfx.esl.eu/gfx/media/de/css/rules/de_dust2-8.jpg
- http://gfx.esl.eu/gfx/media/de/css/rules/de_dust2-12.jpg

de_train

The following positions are illegal:

- http://gfx.esl.eu/gfx/media/de/css/rules/de_train-1.jpg
- http://gfx.esl.eu/gfx/media/de/css/rules/de_train-2.jpg

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:

- http://gfx.esl.eu/gfx/media/de/css/rules/de_nuke-1.jpg
- http://gfx.esl.eu/gfx/media/de/css/rules/de_nuke-2.jpg

de_tuscan

Looking over this wall is not allowed:

- <http://gfx.esl.eu/gfx/media/de/css/rules/tuscan0001.jpg>

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 â€œ Team tag â€œ Nickname

Demos:

Demo â€œ Team tag â€œ Nickname

Model screenshot:

Model â€œ Team tag â€œ Nickname

All players have to wear the same clan tag but this cannot be protested for. Violations of the clan tag rule will be punished with one (1) minor penalty.

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.

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.

Quake Live

Before the match

Game type is Duel, and is played in a best of 3 maps format, the time limit for each map is 10 minutes, with 2 minute overtime intervals, if the score is equal after the allotted time.

Match Rules

Map choice

The left player on the match page starts by removing a map, afterwards the other player removes a map. The three remaining maps will be played. The left player on the match page may decide which map will be played first, the other player picks the second map. The last map will be used as decider map if it is needed.

Maplist

- qzdm6 (Campgrounds)
- qzdm13 (Lost World)
- qztourney7 (Furious Heights)
- qztourney9 (House of Decay)
- ztntourney1 (Blood Run)

Servers, and choice

Servers will be provided by ESL and the password will be announced by a match admin before the start of the match. All matches have to be played on servers most suitable for both players.

Multiple Server Match

Sometimes players cannot agree to play on a specific server, because they can't find a fair server. Those matches will be played on two servers, while on each player's server choice the opponents map is being played. If a third map is needed it will be played with 5 minutes time limit on both already played servers and the score is added to decide a winner.

During the match

Disconnects

These are the rules that handles the cases of disconnects, and what to do in any stage of the match when they occur. **Disconnects in the first 3 minutes of a map**

Between the third and seventh minute the map will be restarted with the remaining time played again, both players spawn and the match will be played until the normally remaining time is played (e.g. a player drops after 4 minutes, than the map is replayed after restart until 6 minutes have passed). The score of both played parts are added afterwards.

Disconnects between 3:01 and 6:59 of a map

Between the third and seventh minute the map will be restarted with the remaining time played again, both players spawn and the match will be played until the normally remaining time is played (e.g. a player drops after 4 minutes, than the map is replayed after restart until 6 minutes have passed). The score of both played parts are added afterwards.

Disconnects in the last 3 minutes of a map Disconnects in the last three minutes of the map are depending on an admin decision. The admin can decide whether the remaining minutes/seconds are played after a restart of the map or if the score at the time of disconnect counts as final result.

Custom HUD and configs

Players are free to use your own configuration files and manipulate your HUD as long as no unfair advantage is gained. Please consult the admin team prior to your match to see whether your changes are O.K. to use.

Spectators

Spectators are not allowed, only admins and ESL authorized coverage partners are allowed to spectate matches. Players are not allowed to forward the password to any external person.

Matchmedia

Screenshots

All players have to make screenshots of each map and have to keep them until the end of the tournament. They also have to upload them to each match within 24 hours after the match has been played.

Demos

All players have to record demos from their matches. They must keep their demos until the end of the tournament. Replays have to be uploaded on the match page within 24 hours of the match being played.

Leaving a game

It is not permitted to leave the match until time is out on the last map. Neither is it allowed to stop playing before time is up. Failure to adhere to this rule may be penalized with up to two(2) minor penalty points.

Continuing a disrupted game

If a game was disrupted for whatever reason, and had to be restarted at a later stage, then the score from the previous part of the match will stay, and the match will be continued with however much time was left on the map.

Penalty catalogue

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.

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.

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.

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.

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).

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.

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.

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:

Up to 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:

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

Attempts of Deception

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

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.

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.

Serious Circumstances

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

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.

Use of ineligible Players

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

Ringer/Faker

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

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.

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