

Turneringsregler på Spilleexpo

1. Global Rainbow Six Siege Tournament Rules

1.1. Players

1.1.1. Eligibility

Any person that has a standing ban by Ubisoft for Rainbow Six Siege is ineligible to participate in any ESL-run Rainbow Six leagues and tournaments that have prize funding by Ubisoft, or are an ESL-run qualification event to a Ubisoft-funded Rainbow Six league or tournament. This ineligibility will last as long as Ubisoft upholds the ban.

1.1.2. Requirements and Gameaccount

A protest for wrong or missing gameaccount needs to be opened before the start of the preparation phase of the 2nd round. This also includes players who joined the team after the tournament has begun. Later objections are considered as an acceptance of the situation and the protest will be rejected so the match can continue.

As soon as all players have joined the lobby of the match, the team is considered as ready to play and no further changes to the roster are allowed, exceptions may be authorized by an admin through a protest.

Platform	Kind of Gameaccount
PC	Uplay
Xbox One	Xbox Account
Playstation 4	PSN Online ID

- All players need to enter their correct gameaccount associated to their platform on their ESL profile before the start of the tournament.
- Only those who reside in a nation listed in the country restriction section of the rule-set can participate in tournaments with said restrictions.
- To be eligible to receive prizes each player needs to fulfil the requirements of the tournament and respect the rules. Each team is responsible for their own lineup and needs to make sure that all 5 players which took part in a match are correctly entered on all match pages. In order to receive the prize, the qualifying match needs to be played. Teams that are removed or disqualified from the tournament are not eligible to receive prizes. This also includes matches which have not taken place and have not been played out at all e.g default wins. Prizes are given out based on the lineup which played the majority of Matches.

1.1.3. Technical Issues

Players are responsible for their own hardware, software and internet connection. Matches will not be rescheduled or paused because of technical issues. If a team cannot play with the number of players that is stated in the requirements then this will be counted as a forfeit.

1.1.3.1 Connection

All players are responsible to have a connection (ping) as good as possible for their team region and technical situation. Also, all downloads and other programs which are unnecessary for the match must be turned off. For abusing this rule, the team can be disqualified.

By default the game will be hosted on the following servers:

- EU: EUW
- NA: CUS
- LATAM: SBR

It is possible to change the datacenter to a different one instead of the default one, and both teams need to agree on their choice, the tournament administration needs to approve that change.

If any of the teams face connectivity issues with the standard datacenters (based on the lowest ping), the tournament administration can choose a different datacenter which the lobby gets hosted on.

1.1.3.2. VPN's and other Tools

Any software which impacts and influences the connection is strictly prohibited, this includes services running in the background as well as active running software used during the matches. The use of VPNs and other tools to manipulate the connection leads to instant disqualification from the team and the player who has been found guilty in using that will be punished with 6 penalty points for the player and team.

1.1.3.4. High Ping

The ping limit for an ESL match is 130 ms. If a player is over this value please try to do a re-host first, before a protest is opened and make sure a dedicated server was created. In case the player still has a ping over 130 ms and it's not possible to play the match without there being problems, a protest can be opened. It can only be counted as high ping if the ping is continuously over 130 ms and the necessary evidence was provided. When opening a protest due to high ping the match must not be finished and the team must submit at least three screenshots of the scoreboard which were taken at different times over two rounds with the high ping visible from the same player (in the action phase!).

1.1.4. Unsportsmanlike Behaviour

For an orderly and pleasant game, it is essential that all players have a sportive and fair attitude. Breach of this rule will be punished with one to six penalty points.

Every player should represent their team by participating to the best of their abilities. Anything that falls short of this is considered to be unsportsmanlike and will be penalised depending on the severity of the behaviour as determined by the administration. This includes but is not limited to spamming, insulting, trolling or unsportsmanlike behaviour in general towards other players, teams, casters and the staff.

1.1.4.1. Forbidden on PC

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

The use of the following programs is considered cheating: Multihacks, Wallhack, Aimbot, Colored Models, No- Recoil, No-Flash, Macros, Sound changes and Graphical changes through third-party tools. These are only examples, other programs or methods may be considered cheats as well.

Furthermore, it's forbidden to use any kind of overlays which will show the usage rate of the system in any way in-game (e.g. Nvidia SLI display, Rivatuner Overlay, Nvidia Profile Inspector). Overlays which show the frames per second (FPS) are permitted.

1.1.4.1.2. Virtual Machines

Players are also not allowed to run programs (i.e. active .exe processes) Virtual Machines of any kind, including but not limited to Hyper-V, VM Ware, or VirtualBox. If these programs are detected during a match, a protest must be opened and the guilty team will be removed from the tournament, forfeit all prizes and points, in addition, 6 penalty points will be given to the team/player.

1.1.4.1.3. Remote Control Software

Players are also not allowed to run programs (i.e. active .exe processes) that offer remote control like Teamviewer or other similar remote control programs. If these programs are detected during a match and there is sufficient evidence for the malicious usage of said programs, a protest must be opened and the guilty team might get removed from the tournament, forfeit all prizes and points, in addition, 6 penalty points will be given to the team/player. Software primarily used for communication during matches, including but not limited to Discord and Skype, is permitted to be run during tournaments. The usage of software, which is not mentioned here, is permitted, with acknowledgment from the admin-team.

1.1.4.2. Forbidden on Consoles

Any changes to sprites, skins, scoreboards, and crosshairs are strictly disallowed. Only the official models are allowed. If a player plays with custom files (not models) or removed files that have been installed by the game, then this will be penalized with two penalty points per player. If a player plays with custom models, then this will be penalized with 6 penalty points per player and the opponent of the match may request a rematch in a ladder match. In a cup or league match, this will result in a default win for the opposite team.

If a player is suspected of using an illegal device to use Mouse and Keyboard, sufficient evidence needs to be provided. High Sensitivity does not automatically prove the use of Mouse and Keyboard.

1.2. Team rules

1.2.1. Roster

Team rosters must consist of the number of players stated under requirements on the tournament page to participate in a cup. All roster changes must be made prior to the generation of the matches.

- In a single or double elimination tournament, this is the creation of the bracket
- In a Swiss tournament, this is the generation of the first SWISS round

The ESL Play Team must not be modified/changed in any way throughout the entirety of the tournament. Teams are only allowed to play with players on their ESL Play Team which have their correct gameaccount entered before the start of the tournament. Playing with different players and/or illegal ringers will be punished.

All matches have to start with a full roster depending on the tournament requirements.

1.2.2. Substitute Players

It is only allowed to substitute a player before the match has started. As soon as all players have joined the lobby of the match, the team is considered as ready to play and no further changes to the roster are allowed, exceptions may be authorized by an admin through a protest. Teams are allowed

to change players in between maps in a Best of 2 and a Best of 3 Series, those players need to be part of the roster prior tournament start.

1.3. Tournament rules

1.3.1. Settings for the tournament

All players are expected to follow the given settings and rules. Different agreements between the teams and its players are not allowed and tolerated unless approved by an admin through a protest.

1.3.2. Mapvote and Hosting rights

Map bans must be done via the map veto system on the matchpage.

The team with the higher seed (lower number in the bracket) gets the lobby hosting right. The game must be hosted on a dedicated server. The dedicated server location must be settled by default (based on ping). Who is the lower and higher seed? Example: [Seed Number](#)

The team which picked the last map (banned the final map) in a Best of One cannot choose the starting side, the team can only pick the starting side in overtime which must be set up correctly before the start of the match.

During a Best of Three, each team can pick the starting side of the map picked by the other team. Team A picks the Map and Team B can choose the starting side on that map, while Team A can choose the starting sides in overtime. On the pick of team B, team A can choose the starting side while team B can choose the starting side in overtime. Sides in the last map at a Best of 3 are chosen by the team with the best round difference in the previous maps. In case of a same round difference, a coin flip will determine which team decide starting side. Should further assistance be needed with the coin flip, a protest must be opened. The team that does not decide the starting side decides the starting side on overtime.

When a team has all their players in the lobby, they are counted as ready and the match, considering both rosters are complete, can be started.

1.3.3. No show

If a contestant is not ready to play the match after 15 minutes has passed (e.g no Maps have been banned and no communication took place), then they should be reported for a no-show to the admin team via a protest ticket. The 15-minute countdown starts from the moment both teams have progressed to the match, and not at the time stated on the matchpage. Additional time will then be given by the admin team depending on the circumstances. Delaying the tournament will result in disqualification.

1.3.4. Forfeit

If a contestant chooses to forfeit a match, they will forfeit any prizes and points, to forfeit a Match the Team needs to open a Protest and confirm that.

1.3.5. Match postpone

Any match that can start before 11:00 PM (CEST for EU tournaments, EDT for North American Tournaments and BRT for Latin American Tournaments) must be played on the tournament day.

Matches where one (or both) of the teams progress to after this deadline can be moved to the next day. Teams need to open up a protest and find an agreement for it.

If only the final and the 3rd place matches have to be postponed they can, exceptionally, be moved up to three days from the starting day of the tournament with the approval of an admin through a protest.

If both teams agree to play a match on the tournament day after 11:00 PM, they are allowed to do so. Matches which started after this time must be played till the end. However, in case of an issue, the admin team may not be available.

1.3.6. Protests

If a controversial situation occurs, whether or not it is described in this rulebook during a match, the team that has spotted it should immediately stop the match and inform the administrator about it. If the team does not stop the match and continues to play, it will be taken as an acceptance of the situation and therefore the result of the match will not be changed.

As a result of that, the team will lose all rights to file a protest concerning that situation after the game has ended. Protests must be made immediately, or they may be ignored depending on the circumstances.

Exceptions are rules about MOSS, Wire-Anticheat or accusations of cheating by timetable.

1.3.7. Match Results

Both teams are responsible to enter correct results on the ESL website. Therefore, both teams should take a screenshot at the end of the match, where we can see the correct result and they need to upload it after the match to the ESL website. If you have a conflict in the match, please open a protest, so the staff team can check the case and take a decision. The decision can also mean that both teams are disqualified if there is not enough proof for either team to be the clear winner. Overall Results: Bo1: 1:0 or 0:1 Bo3: 2:0 2:1 1:2 and 0:2 Possible Overtime Score to win the map: 2:0 2:1 1:2 and 0:2

A Match score entered to a match which has not been played out is considered as a Fake score and will be punished according to our rules and might lead to disqualification of the Team.

Example of a **correct result screenshot**:

[Correct Screenshot](#)

Examples of incorrect result screenshots:

[Incorrect Screenshot 1](#)

[Incorrect Screenshot 2](#)

[Incorrect Screenshot 3](#)

1.3.7.1. Match media

All match media (screenshots, demos, etc) must be kept for at least 14 days. In general, you should upload the match media from a match to the matchpage as soon as possible. Faking or manipulating match media is forbidden and will result in severe penalties. Match media should be named clearly based on what it is. It is not possible to file a protest or write a support ticket to complain about bad match media naming. However, if an admin is hindered in their work because of bad match media names then it can be punished.

1.3.7.2 Fake Results

It is only allowed to add a score when the match is finished and played. Entering a fake result or entering the result before the match is concluded, can lead to disqualification of the team. Submitting an invalid result can result in punishment.

If a team enters the match as lose for themselves, it will be instantly automatically closed. If a team submits a win for them to the match, the opponent has 15 minutes to accept the result or to open a protest ticket. If no protest is opened the match will be closed automatically when the time period has expired.

1.3.7.3 Closed matches

Both contestants of the match lose their right to file a protest ticket after the match has been closed. A closed match will stay closed in almost every scenario unless ESL representatives deem it needs to be reopened. In case a wrong score has been submitted and later on accepted by either contestant the administration of ESL reserve the right to not take any action. Filing a protest ticket will not be taken into account and will be closed immediately.

An exception are the rules about MOSS files and accusation of cheating by timetable.

1.3.8. Disqualification

All matches of the tournament must be played as soon as both teams are added to the match. The starting date on the matchpage is not relevant in this case.

To keep the delay during the cup as low as possible we reserve the right to disqualify teams from the tournament. This will only be done in cases where a team shows no real effort to get a match done or is even obviously stalling. In severe cases, this can even affect both teams.

To prevent delaying the SWISS rounds, every match must be played in the period of 90 minutes. If the match takes longer than the period of time the match will be cut and a draw will be given. Any abuse of this rule is considered to be deception and will result in punishment, up to and including disqualification of the Team

1.4. Ingame

1.4.1. Player drops

If a player drops from the server during a match, the round will continue uninterrupted until the end (Round starts with the first second of the preparation phase) if a team leaves the round before it's finished the other team will get the round point. After the round completion, the player who disconnected will be allowed to rejoin the server or a re-host can be requested.

The match is considered 'live' when the operator ban starts. At least half of the players need to remain (3 players in a 5v5 match and 2 players in a 3v3 match) and the match needs to be played until the match end and a winner is decided.

If this isn't possible due to connection issues it will be considered a forfeit in favour of the team who is able to have all players on the server.

Every team can re-host the server once in a map. If problems like this appear again, such as a player dropping out when the match has already been re-hosted, the team need to play the map with the remaining players to its conclusion. Any abuse of this rule will be considered as deception and will result in penalization and including disqualification of the team.

Each user is responsible for his/her own hardware.

1.4.2. Re-host

Rehosts are possible up to 30 seconds in the action phase if no player was killed.

All members of the rehosting team have to leave the match before the first 30 seconds of the action phase passed. If not all members of the rehosting team left the match within the given time, it will count as a round loss. A rehost doesn't have to be confirmed by the opponent.

If a team leaves the game because of a protest, this will not count as a rehost. Admins may decide that multiple re-hosts are appropriate depending on the circumstances e.g Ubisoft Servers have issues.

If a match is interrupted then it should be continued where it left off, by re-host. If a round is to be replayed due to a rehost, players must choose the same operators, same sixth pick, same bombsites and the same equipment.

The number of authorized re-hosts depend on the match format:

- Bo1: max. 2 re-hosts (1 per team)
- Bo2: max. 4 re-hosts (1 per team on each map)
- Bo3: max. 6 re-hosts (1 per team on each map)

Should a team not resume the match 10 minutes after a re-host, the admin team must be informed via protest. Additional time will then be given by the admin team depending on the circumstances.

1.4.3. Prohibited Actions

Any actions that result in an unfair advantage are illegal. This includes bug and glitch using of any kind. If a team is using any bug or glitch in a tournament it will result in a round loss in the round the bug or glitch was used, by the second violation of this rule the team will be disqualified.

1.4.3.1 Unallowed operators

Operators that are banned to play either due to the operator rotation or the tournament format (e.g. Vanilla Open Cups) can be found within the "Info" or the "Rules"-tab of each tournament and are not allowed to be picked for the action phase of a match.

In case your opponent team is playing as a banned operator in action phase a protest must be opened with a screenshot of the scoreboard/player in action phase where it is clearly visible the operator was played.

Operators currently banned:

- Goyo
- Amaru

Playing as a banned operator results in a round loss. Further usage of unallowed operators may result in disqualification.

1.4.3.2 Bugs/Glitches

Below is a list of known intended and unintended game mechanics. Any situations that arise and are not specified below will be dealt with on a case by case basis. In general, common sense will be applied.

Not allowed:

- using a Mira shield to boost
- standing on a window ledge undetected
- shield boosting on to undetected window ledge
- one-way shots
- shooting through what should be non-destructible walls/floors/ceilings/objects
- glitching through walls, objects, surfaces etc at any moment
- blocking window vaulting with a destructible shield
- placing a Valk cam in a place where it can't be destroyed
- placing a Maestro's Evil Eye on Alibi's decoy.

Using these glitches/bugs will result in a round loss for the team that uses it, further penalties if used again by the same team during the tournament.

Allowed Actions:

- any position that you can get to and out of without glitching through walls/objects/surfaces, and you can be seen and shot at normally
- shield boosting
- standing on a window ledge and being detected
- shield boosting onto a detected window ledge
- Hibana and Thermite charges can be placed anywhere
- using a teammate to boost
- long-arming
- using equipment or defusing through a destructible surface
- destroying the whole floor of a bomb spot so the enemy team can not plant the defuser
- smoke through wall

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

1.4.4 Spawnkilling

Spawn killing which results in a kill of an attacker during the first 2 seconds of action phase is not allowed.

Doing so will result in a round loss for the defending team.

Any kills happening after 2 seconds within the action phases are legal.

1.5. Casting

Casting an ESL match is only allowed with an ESL admin agreement. To get an agreement please write a support ticket at least 24 hours before the start of the tournament.

A list of official ESL Community Casters, as well as information to apply yourself, can be found here: <https://play.eslgaming.com/rainbowsix/streams>

1.5.1. Observers

Observers are allowed only if both teams agree. An exception to these rules is ESL Admins and people that are explicitly allowed to observe by an admin (e.g. Casters or Content Creators). Under no conditions is it allowed to play with Observers or Casters other than those decided by an admin.

Teams should only allow observers they trust. It is not allowed to protest after a match to complain about observers that were allowed in the game.

Admins are allowed to revoke the permissions of Casters and Observers any time when ghosting is suspected.

1.5.2. Personal Streaming

Personal Streaming is always allowed if no ESL broadcast takes place. If ESL or a Community Caster broadcasts a match, personal streaming is not allowed without an admin agreement. Personal Streaming of a match shown by ESL, without permission from an ESL Admin, can lead to disqualification of the team or ban of the streaming player in the tournament. ESL advises using a delay in the streams.

If a player decides to stream his own point of view it is his own responsibility to take action against stream sniping e.g the use of a delay. Stream sniping will not be prosecuted as a rule breach within a protest!

1.6. Cheating

1.6.1. Accusation of cheating by timetable

If you want to accuse your opponent(s) of cheating, you need to hand in a timetable within 72 hours after the match has been finished. Timetables must be prepared based on videos in Full HD quality. A timetable should be handed in along with the opening of the protest, so please make sure you have your timetable(s) ready when you open the protest. Nevertheless, the timetable can still be handed in later (if it is within the 72h deadline) in case you did not do that along with the opening of the protest. An accusation of cheating by timetable will not be executed during a tournament. All timetables which are not in the correct form will be directly declined.

1.6.1.1. Timetable structure

The timetable has to contain the following information:

- name and account link of the accused player
- the in-game nickname of the player you want to be checked
- sort, description and the name of the suspected cheat
- link and name of the video/photo evidence
- specific times of the demo which look suspicious, along with a reason for each (e.g. why it cannot have been a coincidence, luck, hearing or skill)

1.6.1.1.1. Example

I have the suspicion that the player1 cheated against player2 because he was afraid to lose the match.

Player link: link to the player's profile. In game nick: Mister Spock1337 Cheat: aimbot, flashhack and wallhack/ESP Demo link: link to download the demo from the matchsheet Demo name:

12:21 - I creep to the ramp and the player1 stays at the ramp too because he "sees" that I'm coming.

14:34 - I'm throwing a flash grenade to the entry of the hall and the player1 stands there, therefore he has to be blinded but he sees everything and kills me immediately when I come out of the door.

15:01 - I creep in the anteroom of the radio room to the chippy, and the crosshair of the player 1 remains on my head

18:00 - The player1 stands on the ct base and looks up to the hall, I creep from the ramp to the ladder. All at once his crosshair moves to my head and then he shoots. He couldn't hear me!

20:21 - I'm running in the hall and the crosshair of the player1 is locked at my head. Although I jump his crosshair is still on my head.

27:12 - The player1 sits on the hall and he is aiming at the entry of the hall. I'm coming out of the chippy (I creep out) and the crosshair of the player1 immediately is locked at my head. Unbelievable reaction!

30:12 - I throw another flash in front of the player1, but he is aiming unchecked at me.

System rules

Challenge in Ladder

Challenging In a ladder any participant may challenge any other. The challenge may be refused by the challenged if they choose. In ladders with more than 20 participants compulsory challenges are activated. Participants that have more than 5 outstanding challenges in a ladder, no matter if the matches are confirmed or not, may not take on any further challenges. This is scripted into the ESL system and cannot be changed.

- If a participant is within 20 places above the challenging participants the refusal will be punished with 1 penalty point.
- If both participants are in the top 10, the refusal will be punished with 2 penalty points.
- A challenging participant from the newcomer pool (unranked) is considered as being at the bottom of the ladder, therefore the 20 participants ranked last in the ladder would be punished for rejecting a challenge.

Game settings

All matches have to be played with the following settings:

Playlist settings

- Playlist Type: Normal Mode
- Server Type: Dedicated Server
- Voice Chat: Team Only
- Time of the Day: Day
- HUD Settings: Pro League

Match settings

- Number of Bans: 4
- Ban Timer: 20
- Number of Rounds: 12
- Attacker/Defender Role swap: 6
- Overtime Rounds: 3
- Overtime Score Difference: 2
- Overtime Role Change: 1
- Objective Rotation Parameter: 2
- Objective Type Rotation: Rounds Played

- Attacker Unique Spawn: On
- Pick Phase Timer: 15
- 6TH Pick Phase: On
- 6TH Pick Phase Timer: 15
- Reveal Phase Timer: 5
- Damage Handicap: 100
- Friendly Fire Damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death Replay: Off

Game Mode: BOMB

- Plant Duration: 7
- Defuse Duration: 7
- Fuse Time: 45
- Defuse Carrier Selection: On
- Preparation Phase Duration: 45
- Action Phase Duration: 180

Operators

- Amaru and Goyo are not allowed to be used!
- All other operators are allowed.

Mappool

- Bank
- Border
- Club House
- Coastline
- Consulate
- Kafe Dostoyevsky
- Villa

ESL Wire Anti-Cheat (PC only!)

[ESL Wire Anti-Cheat](#) is the Anti Cheat Tool of the ESL and it is mandatory for all players to use for the full duration of all PC matches without exception. If a player is unable to use the software, they are not allowed to compete in a PC tournament.

Please make sure to test ESL Anticheat before you use it in a real match!

In case of a missing or incomplete ESL Wire Anti-Cheat Logfile the player(s) and team(s) will face further consequences.

Missing ESL Wire Anti-Cheat Logfile/Login: Default Win to the opponents in a cup/league, while in a Ladder-match it results in the deletion of the match.

ESL Wire Anti-Cheat Logfile/Login on incorrect Match: Warning - The first time a player has started ESL Wire Anti-Cheat on an incorrect match, he and his team will always be warned, whether he can prove it was his fault or not.

Missing ESL Wire Anti-Cheat Logout: Warning - The first time a player has no logout, he and his team will always be warned, whether he can prove it was his fault or not.

ESL Wire Anti-Cheat Warnings

Warnings for players and teams are assigned for Missing ESL Wire Anti-Cheat Logouts as well as for starting ESL Wire Anti-Cheat on an incorrect match and are valid for 3 months.

Another incident (the second warning) within 3 months in a cup/league will result in a disqualification for the team. By reaching the second warning in different matches within a ladder the match will be deleted.

General rules

1. Global Rules

1.1. General

The league administration has the right to decide outside or even against the rulebook in special cases to guarantee fairplay.

1.2. Code of Conduct

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

- Compassion: treat others as you would be treated.
- Integrity: be honest, be committed, play fair.
- Respect: show respect all other humans, including teammates, competitors, and event staff.
- Courage: be courageous in competition and in standing up for what is right.

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

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

Please refer to the [AnyKey Keystone Code](#) to learn more about good sporting behavior. Refer to the [ESIC Code of Conduct](#) for detailed conduct rules and penalties

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

1.2.1. Insults and offensive behaviour

All insults that happen during an ESL-Match or on the ESL platform, may be punished. This includes ingame chat of the corresponding game, guestbooks, forums, Match- or News-Comments, ESL Messages, Match-Chat. Insults that happen on external messengers are not taken into account.

Penalties are no longer limited to Penalty Points and barrages, but may also contain the following depending on the incident, location and frequency of the insult:

- Penalty Points & barrages are given for incidents within ESL-Matches
- Insults or inappropriate behaviour within Comments or other options for contacting a player, will result in a Forum- & Comment ban

Severe incidents including, but not limited to the following points, may be punished in other ways:

- Extremist statements
- Threat of violence
- Sexual harassment
- Stalking
- severe insults
- pornographic linkings

The right to appeal is only with the injured.

1.2.2. Spamming

The excessive posting of futile, annoying or offensive contributions within the ESL is considered as spamming. Spamming on the website (forums, match comments, player comments, support- and protest pages, etc) is penalized as follows:

- Written warning for the first offence
- 1 penalty point + 1 week comment ban for the second spamming incident.
- 2 penalty points + 2 week comment ban for the third spamming incident.
- 3 penalty points + 3 week comment ban for the fourth and any further spamming incidents.

The decisive factor therefore is the amount of active penalties for spamming.

1.3. Matches, competitions, meetings

In all competitions there should be a fair playing field for all players.

Every encounter, whether a ladder match or other competition must be played according to the rules until it is complete and the result on the ESL page entered, or at events the result sheet is completed. Any encounter that did not take place, should be deleted. Matches will be opened only by admins to delete exceptions. Matches that did not take place will be considered fake matches and will be punished.

It is not allowed for participants to bet on matches in their own competition. Betting against yourself (in team leagues: against your own team) will get you (in team leagues: your team) disqualified and the betting player(s) banned.

Players and teams that are already qualified for or participating in an event (e.g. Pro League or any offline event) or the later stages of a tournament (e.g. Open/Challenger League) are not allowed to participate in any of its ongoing or upcoming qualifiers. In the case of a player or team breaching this rule, they will be disqualified from the current qualifier and may face further punishment, up to and including disqualification from the event.

1.4. Game / client

In general, all programs which are not part of the original game, including custom-data and modifications, are not allowed in any ESL game. All external voice programs are allowed (e.g. Teamspeak, Ventrilo etc.). Scripts and changes to the game's configuration are allowed, unless they are partly or completely forbidden by the league specific rules. Programs that provide an advantage during game play (e.g. drivers that allow the removing of walls) are forbidden. Any programs that change the game itself are forbidden.

1.5. Game Coverage

The ESL reserves exclusive right to the coverage of ESL matches. This includes all forms of transmission, including IRC Bots, Shoutcast-streams, HLTV and ESL-TV Broadcasts. The ESL can assign the coverage rights of a match or of several matches to a third party or to the actual players themselves. In this case, terms and conditions would have to be arranged with the ESL management before the match.

In general, the ESL will contact any player or team if they wish to broadcast one of their matches. If no contact is made, individual players are allowed to arrange their own broadcasts. Should the game take place on a server that ESL administrators have no direct access to, it must be made sure that enough slots are available for the according clients.

1.6. Internal Texts

All texts written in either protest or support tickets, or written by the administrators to members of a certain league or tournament, cannot be published without the permission of the ESL.

1.7. Language

The official language of this national section is English. All players should be able to communicate in English and to do so.

2. Fraud/deception

ESL is a member of ESIC, the Esports Integrity Commission. The [Esports Integrity Commission](#) is a not for profit members' association established in 2015 by key esports stakeholders to deal with issues of common interest – in particular the threat that match manipulation and betting fraud and other integrity challenges pose to esports.

Membership of ESIC centres around key Principles that the members have agreed and they have also agreed to be bound by a [Code of Ethics](#) to govern their behaviour amongst themselves. ESIC is a historic Commission of businesses that are usually in competition with each other, but recognise that they are all threatened by attacks on the integrity of esports.

2.1. Deception

The attempt to deceive admins or other players with wrong or fake statements, information or data will not be tolerated.

2.2. Other unauthorized offences

Including but not limited to the abusing of bugs in the website.

These penalties are at the discretion of the responsible admin and are penalized according to severity.

2.3. Cheating

All forms of cheating in ESL matches are forbidden and will be penalized by the ESL. Players found cheating outside of the ESL may be barraged on the ESL depending on the evidence available. Note, we do not accept publicly submitted demo or screenshot evidence in these cases. Should it become known to the ESL administrators that any form of cheating was used to the advantage of a player or a team during an ESL match, the ESL reserves the right to punish them to the full extent of the rules available. By breaking any rule a player risks being barred or completely excluded from a specific league or from all leagues. This also includes their team.

The use of programs (or "hacks") or other methods to circumvent, modify or in any way manipulate ESL Anticheat is forbidden. Any use of such programs or methods will be punished as cheating. Even testing of such programs or methods in a match not happening within the ESL will be punished.

2.3.1. Distribution of cheats

Contributing to the distribution of cheats in any way is not allowed on ESL. This includes but is not limited to referring to the name, website or logo of cheats anywhere on ESL, such as player profiles, team profiles, forums, comments, guest book entries, etc.

Violating this rule will be punished from a warning up to exclusion from ESL.

2.3.2. Cheating Sanctions

Disqualification from the tournament, results voided, forfeiture of prize money, ban between 2 years and lifetime depending on age and level of player and nature/size of tournament and how the player cheated. Cheating at a professional level (i.e. where qualification for a professional event is at stake) should normally result in a 5 year ban, but, in aggravating circumstances, can result in a lifetime ban.

2.3.3. Rehabilitation

Nevertheless first offenders willing to intensively deal with their situation can get a second chance. More information about the cheater rehabilitation can be found [here](#).

2.4. Match-Fixing/betting fraud

Engaging in any action that improperly influences the outcome of a game or match by any means.

2.4.1. Match-Fixing Sanctions

Results voided, 5 year ban unless significant mitigating factors in line with the ESIC Anti-Corruption Code or, in the presence of aggravating circumstances, a longer ban, forfeiture of prize money and monetary fine (if discovered before the end of a tournament, disqualification).

2.5. Doping

Any kind of doping is forbidden.

2.5.1. Prescribed medication

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

2.5.2. Doping Sanctions

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant. Severe cases (i.e. use of drugs containing performance enhancing substances, like Adderall) will be punished as follows: Results voided, ban of between 1 and 2 years, forfeiture of prize money (if discovered before the end of a tournament, disqualification).

2.6. Competition manipulation and bribery

Bribing or attempting to bribe a referee or organizer or trying to manipulate the competition.

2.6.1. Competition manipulation and bribery Sanctions

Results voided, ban of between 1 and 2 years, forfeiture of prize money and monetary fine (if discovered before the end of a tournament, disqualification)

2.7. Second and subsequent offences

For second and subsequent offences, participants should expect far harsher sanctions and in all likelihood a lifetime ban from esports.

3. Accounts

3.1. Player

An ESL Account can only be created if the user is at least six years old. When registering, each player must provide an up-to-date and correct email address and it is the player's responsibility to keep this up-to-date. To play in a ladder, a method of contact must be available and visible to all users in your player profile.

Also, the permanent residence must be chosen according to the country he/she is currently living in. Should the country differ from his/her nationality, the player can add an additional flag in the settings.

3.1.1. Multiaccounts

Each player in the ESL must only have one account! If a player can not access his account and then creates a new one, then he/she must write a support ticket explaining in detail the reason for not being able to access the account.

3.1.2. Nicknames, Team Names and URL Aliases

We reserve the right to edit Nicknames and/or URL aliases, if they fail to comply with the following requirements.

Nicknames/aliases are forbidden if they:

- are protected by third-party rights and the user has no written permission
- resemble or if they are identical to a brand or trademark, no matter whether it has been

registered or not

- resemble or if they are identical to a real person other than themselves
- use names of ESL Gaming products
- resemble or if they are identical to the names of ESL Gaming employees
- are nonsense

In addition to the above, any nicknames/team names/aliases that are purely commercial (e.g. product names), defamatory, pejorative, offensive, vulgar, obscene, anti-Semitic, inciting hatred, or offending against good manners are forbidden. Using alternative spelling, gibberish or wrong spelling in order to avoid the requirements mentioned above is illegal. We reserve the right to extend, change, exchange or delete these rules if necessary.

3.1.3. Photo

It would be nice if a player's photo clearly shows the face of the player, for adding anything else (graphics, other people, other parts of body, etc.) please use the logo function. For anything else please use the gallery. Photos with weapons are not allowed!

3.1.4. Country

A player's country must be set to their country of residence. Deliberately faking the country of residence is punishable.

If a player's country of residence is changed in order to avoid any country restrictions or if the player is trying to fake or abuse they will be punished with 2 penalty points. If the player does so and plays in a team match, the team will get 3 penalty points and the match is deleted.

3.1.5. Nationality

A player's nationality must be set to their nationality that is proven by a current passport. Deliberately faking nationality is punishable.

3.1.6. Account sharing

Each ESL account is strictly personal and cannot be shared with other ESL users and / or other players that don't have an ESL account. Failure to comply with this rule will result in a ban of up to 6 months.

The original registrant must always be the final user of the account, which cannot be lent or transferred in any case. This will be considered as account sharing or multi account and pursued according to the ESL rules.

3.2. Teams

A team's name does not have to be unique, but the ESL reserves the right to refuse clans with the same or similar names as a well-known clan (e.g. If you named your team "Schroet Kommando" or "Schroet Commando" etc, that would not be allowed).

Names which are restricted by law will not be accepted and will be deleted and punished with penalty points if found. Also, names which go against all forms of etiquette and good manners will not be accepted.

If a team deletes its account because of a certain amount of active penalty points and registers a new account, the penalty points will be transferred to the new account if the team rejoins the same ladder. Furthermore 1 additional penalty will be added for the attempted deception.

The logo must represent the team and have some reference to the team's name or to the team's short handle. Copyrighted logos, or logos which go against etiquette and good manors will not be accepted.

3.2.1. Changing team names

A team can change its name at any time. This also applies when a team is restructured.

Changing a team's name in order to fool other teams is forbidden. Extremely long names, or consistent changing of team names is prohibited and can be punished with penalty points.

3.2.2. Team nationality

In general, during matches of ESL national sections, at all times in-game a team must have more than 50% of its players that are residing in or have the nationality of the country or countries that the national section represents.

3.2.3. Players in team

A player may only play for one team in a tournament or league. Participants in an EPS may not also play in the EAS underneath it.

In tournaments or leagues that require Premium or Trusted then only players with this status are eligible to play. In general players that are marked inactive or honorary on a team page are not eligible to play.

If a homepage is required for a tournament or league then a every player that is on the team account must also be on the homepage.

3.2.4. Sponsors/partnerships

The ESL administration reserves the right to prohibit or remove teams with sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature themes and products from partaking in ESL Play events at any time.

4. Penalty points

If a player or team disregards or violates one or more of the rules of the league, this can have various consequences depending on the severity of the offence.

As a rule, the penalty points are deleted after a certain period of time. There are different clearance periods depending on the amount of points:

- 1-2 penalty points: 2 months
- 3-6 penalty points: 3 months
- 7 penalty points: 6 months
- 12 penalty points: 2 years

In addition to penalty points, players and teams may be barred (also known as frozen, locked and barraged) if they have accumulated a certain amount of penalty points:

- After obtaining 4 penalty points: 1 week barrage
- After obtaining 8 penalty points: 2 weeks barrage
- After obtaining 10 penalty points: 1 month barrage

Barred players and teams must finish playing their open matches. They cannot challenge nor be challenged. Barred players may not take part in team matches with exception of 2on2 teams.

Penalties (penalty points/barrages/bans) given on ESL subplatforms (e.g. ESL Europe, ESL America) are valid on all ESL subplatforms.

5. Participation in prize tournaments & pro qualifiers

Unless otherwise explicitly permitted, it is not allowed for employees of Turtle Entertainment, its subsidiaries or partners, volunteer or contractor staff or employees that are in some way connected to a respective tournament including sponsors, publishers or game developers, to participate in prize winning tournaments, qualification for prize winning tournaments or pro qualifiers.

Prize winning means any tournaments with physical (e.g. hardware) or money prizes. Those prizes will be offered under the [raffle conditions](#), which regulates claiming and receiving prizes. Tournaments with only virtual ESL awards, such as ESL Premium or awards are exempt.

If in doubt, please contact support.