



ESL Clash of Nations Bangkok
2019, presented by
Mercedes-Benz

Rulebook

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1 Definitions

1.1 Range of Validity

The ESL Clash of Nations Bangkok 2019, presented by Mercedes-Benz (hereinafter "Tournament") is operated by ESL Asia.

This is the only rulebook which is valid for the Tournament, it's participants (for the purpose of this Rulebook hereinafter "Team(s)") and all matches played within the scope of the Tournament. With his participation, the Team and its players (hereinafter "Player(s)") state that they understand and accept all rules specified in this Rulebook.

Should there be differences between translations of the same rulebook the English version will be the one the rulings will be based on.

1.2 Participants

A Tournament participant is a Team or a Player that is participating in the Tournament. Any member of a Team is a participant of that Team. No Team or Player can be part of more than one organization taking part in seasons of Intel Extreme Masters, ESL One, ESL Pro League, ESL National Championships or any of those league's qualifiers.

1.3 Time Zone

The ESL website will display the times of matches according to the time-zone assigned to them from their Geo-IP location. Where there is not a Geo-IP location available then any official time will be given in GMT.

1.4 Tournament Officials

Each Team can contact the Tournament administration via support ticket on the ESL website, via Discord or via email.

Tournament Ops guys:

Anthony - a.bong@eslgaming.com

Ng - c.houng@eslgaming.com

1.5 Penalty Points

1.5.1 Definitions and Scope of Penalty Points

Penalty points are given for rule violations within the Tournament, they may be either minor or major penalty points dependent on the incident in question.

1.5.1.1 Minor Penalty Points

Minor penalty points are given for minor incidents such as not uploading required match media, insufficient match statements, insufficient information on a Team account or other related material, and so on. Every minor penalty point deducts 1% (one percent) of the overall prize money received by the Team or Player in the season they are given.

1.5.1.2 Major Penalty Points

Major penalty points are given for major incidents such as deliberately deceiving admins, failing to show up for matches, repeated rule breaking, and so on. Every major penalty point deducts 10% (ten percent) of the overall prize money for that season.

1.5.1.3 Assigned Penalty Points

Minor and major penalty points are not mutually exclusive and may be given as seen fit by the Tournament administration.

1.5.1.4 Tournament Bans and Penalties Outside The ESL Clash of Nations

Tournament bans and penalty points gathered in any other ESL league or tournament do not apply towards the Tournament except when the punishment has been awarded for cheating. Some other infractions like ringing/faking or insults can also be punished, depending on the severity of the misbehaviour.

2 General

2.1 Rule Changes

The Tournament administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The Tournament administration also reserves the right to make judgements on cases that are not specifically supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

2.2 Validity of the Rules

If any provision of the Rulebook shall be invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of this Rulebook. In lieu of the invalid or impracticable provision an appropriate provision shall apply which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the Rulebook.

2.3 Confidentiality

The content of protests, support tickets, discussions or any other correspondence with Tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without prior written consent from the Tournament administration.

2.4 ESIC

ESL and its tournaments are part of ESIC, the Esports Integrity Coalition. That means that all rules and regulations of ESIC apply to all our tournaments, including The ESL Clash of Nations. You can look them up on their website at <http://www.esportsintegrity.com/>.

The following sub-paragraphs are meant to give you an impression about what things are forbidden. For complete and more detailed information, please visit the ESIC website.

2.4.1 Code of Conduct

All Teams and Players agree to behave in an appropriate and respectful manner towards other Teams and Players, spectators, the press, the broadcast team, Tournament officials, and Tournament administration. Being role models is the occupational hazard of being a Player or organizer and we should behave accordingly. Any sort of harassment should be reported to the above listed Tournament administrators immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, religion.

Also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact and unwelcome sexual attention.

Similar restrictions apply not only to the Teams and Players, but every single person involved with or present at a stage of the Tournament. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

2.4.2 Prohibited Substances and Methods

2.4.2.1 Doping

2.4.2.1.1 Refusing to be tested

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

2.4.2.1.2 List of Prohibited Substances and Methods

The List of Prohibited Substances and Methods created by the World Anti-Doping Agency (WADA) is valid for the Tournament. The list can be found here: <http://esl.pm/prohibitedlist>

2.4.2.1.3 Prescribed medication

If Players have an active prescription for a substance on the WADA list, they must send proof to the Tournament administration before the first day of the Tournament. They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.

2.4.2.1.4 Categories of Doping

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 with penalty points, a ban for the Player and (a) default loss(es), as well as possibly disqualification of the Team.

Repeated cases of doping by the same Player will be punished harder, up to a lifetime ban for the Player.

Repeated cases of doping on the same Team (but by a different Player) will also be punished harder for the Team.

Repeated cases of doping by the same Player on the same Team will be punished harder for both the Team and the Player.

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

2.4.2.2 Alcohol or other psychoactive drugs

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

2.5 Publisher or ESIC Bans

The Tournament administration reserves the right to refuse players who have standing bans from the game publisher to take part in the Tournament. Also, ESIC bans will be honoured and translated into ESL bans.

2.6 Additional Agreements

The Tournament administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual Players or Teams. The Tournament administration highly discourages such agreements taking place, and such agreements that are contradicting the Tournament Rulebook are under no circumstances allowed.

2.7 Match Broadcasting

2.7.1 Rights

All broadcasting rights of the Tournament are owned by ESL Indonesia. This includes but is not limited to: Video streams, TV broadcasts, GoTV, shoutcast streams, replays, demos or live score bots.

2.7.1.1 Waiving These Rights

ESL Indonesia has the right to grant a licence for the broadcast of one or multiple matches to a third party or the Teams themselves. In such cases the broadcasts must have been arranged with the Tournament administration 24 hours before the start of the match.

2.7.2 Teams Responsibility

Teams cannot refuse to have their matches broadcast by ESL-authorized broadcasts, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by the Tournament administration. The Teams agree to make sufficient accommodation so that broadcasting of matches can take place.

2.8 Communication

2.8.1 Email

The main official communication method of the Tournament is email, the Tournament will use the email that has been registered in the user's profile on the ESL website, and therefore this email address should always be kept updated and checked regularly so that no important announcements are missed.

2.9 Conditions of Participation in the Tournament

The following conditions must be met to participate in the Tournament.

2.9.1 Home Country/Region

A Player's home country is the nation in which he resides for a majority of the period in which the Tournament is contested. In each individual fixture in the Tournament, a team must field three out of five players whose home country is one of the following countries that are decided. Foreigners living in that country need to have a valid visa which is longer than 90 days so that country can be counted as home country.

2.9.2 Residence/Nationality and Number of Players in a Team

The Team roster can hold a maximum of five (5) Starters and two (1) Substitutes. The nationality of participants is only legislated for in each individual fixture, see 2.9.2.

2.9.3 Nicknames

No sponsor tags are allowed in the nickname on the ESL website under any circumstances and the general ESL rules for the choice of nicknames apply.

2.9.4 Game Accounts

Every Player must have their game account entered on their ESL member profile. This is including but not limited to: Dota 2.

2.9.5 Team Names

The Tournament Team name may not have any extensions such as “CS team”. The Tournament Team name may also not include any sponsor names of any kind. Any Team name found to be untoward will be changed, if not via request it will be done for you, without warning.

2.9.6 Changes on the Team Accounts

Any changes in the Team account should be approved by the Tournament administration before the changes can take place. This includes but is not limited to:

- Adding or removing Players
- Changing the Team name
- Changing the Team logo

2.10 Licences in the Tournament

2.10.1 Definition

Before each Tournament season, ESL awards the Tournament Licence to the participating teams, or individuals. In most cases, these are participants that:

- Have qualified through the ESL National Championships
- Have qualified through the ESL Clash of Nations Qualifiers

2.10.2 Duration

A Tournament licence is valid for one season only, anyone who was entitled to a licence in season one is not automatically granted a licence in season two. Each licence will be known to the team from the administration team prior to the start of the new season.

2.10.3 Team Licence

The license in team competitions will be awarded to a legal entity (registered association/organization, Ltd company, and so on). Any legal entity is only allowed to hold one license in the same competition. No other legal entity controlled by the same person/people is allowed to hold another license. If there is no such entity existent for the team in question or the existing entity has never been reported to and accepted by the ESL Clash of Nations administration, a restricted license may be awarded to the actual team, where the team leader or organizer will be designated contact person for this team. This person will be responsible for keeping the team in order, and holding the ESL Clash of Nations team account on ESL, but in a such case the right to the license can only be sustained if the majority of the players that actively played in the last stage(s) of the ESL Clash of Nations or its qualifiers stay together as a team. The license holder or representative is responsible for all actions and commitments of the team. Any changes in the team license must be reported to and accepted by the ESL Clash of Nations administration before it can be followed through. Failure to report any changes in the license, or omitting any needed information about the team may be punished with penalty points or other sanctions. The License holder is the entity that decides about the recipient of the prize money won under its license.

The point of contact will be the individual to whom the prize form is submitted at the end of the season.

2.10.4 Withdrawal of Licence

ESL reserves the right to withdraw a Tournament licence from any Team, if the Tournament administration feels that the participant in question have not behaved within the guidelines set out by the Tournament and its governing organization. This includes but is not limited to:

- Players or team members have committed a material breach of the provisions outlined in this Rulebook
- A majority of the licence holding players leave the roster.

2.10.5 Multiple Team Ownership

The License rules of ESL National Championship are clear on the fact that each organisation and its legal entity can only acquire one license per tournament which involves it's qualifiers. Therefore it is not allowed that an organisation's academy team will participate in an ESL tournament or qualifier if..

- a) Another team of the organization has been invited to the main event.
- b) Another team of the organization has been invited to the closed qualifier.
- c) Another team of the organization has signed up for the same qualifier.

A special exception to this can only be made if the organization in question provides a written confirmation that at least four weeks ahead of the part of the competition including the main team, the academy team will either be sold or their contracts will be terminated in order for them to participate with a new organization and under a new name.

The restriction for the academy team falls away if the invitation for the main team gets declined or is otherwise voided.

2.10.6 Review of License

If a license holder loses over 67% of their starting lineup, ESL can review the license and possibly withdraw it, if the license-holder cannot convince ESL about his ability to continue in ESL Clash of Nations on a similar level of play.

2.10.7 Changing the Team License Holder

A license-holder can request a transfer of the ESL Clash of Nations license to another entity during a season, if there is an adequate reason for doing so. It is at the ESL Clash of Nations administrator's discretion whether or not the reason is deemed adequate. After the change of the license holder, the majority lineup restriction will apply for the team in question for a time span indicated by the Tournament direction (no shorter than one ESL Clash of Nations event and no longer than ½ season) from the moment a new legal entity takes over the license from the old one. This restriction is meant as a protection of the players joining a new clan and to prevent clans getting a license for their own, not qualified team.

2.11 Player changes and Team line-ups

The teams that qualify for the Finals will be allowed one emergency change should they be unable to field a full roster for the event. Otherwise, they are expected to send a minimum of 3 starters and remaining substitutes that are already on the roster. If a team needs to add another player then the offending team will be given (5) five minor penalty points for adding an additional substitute to compete at the live finals.

2.12 Multiple Contracts

All Players in the Tournament are strictly forbidden from having contract or agreement with two (2) or more Tournament Teams, may it be written or oral. If such a contract or agreement is found to be in existence, ESL reserves the right to ban the player from playing any more matches until the situation has been resolved. If the situation cannot be resolved, the ESL has the right to remove the Player or Team(s) in question.

2.13 Prize Money

All prize money will be paid out, at latest 90 days after the Tournament finals have been completed.

If a Team or Player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

2.13.1 Prize Money Distribution

2.13.1.1 Dota 2

First	Second	Third	Fourth	Fifth & Sixth	Seventh	Eighth
USD 20,000	USD 10,000	USD 7,500	USD 5,000	USD 3,000	USD 1,000	USD 500

2.13.2 Prize Deductions Due to Penalty Points

Every penalty point that a Team or a Player acquires during the season is penalized with a prize money deduction. The deductions are as follows:

- For every minor penalty point a 1% overall prize money deduction will occur.
- For every major penalty point a 10% overall prize money deduction will occur.

The deduction is calculated out of the grand total of prize money awarded to the Team or the Player at the end of the season.

2.13.3 Prize Deductions Due to Forfeits

For each default loss a Team is awarded during the national qualifiers season, 5 minor penalty points will be assigned.

2.13.4 Withdrawal of Prize Money

If the prize money for the Tournament has not been paid out, the Tournament administration reserves the right to cancel any pending payment if any infringement of the provisions set out in this Rulebook has been discovered.

2.13.5 Transfer of Prize Money

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

2.13.6 Eligible of Prize Money

Only Teams that complete 85% of matches are eligible to receive prize money at the end of a season.

2.14 Replacements

If a Team is for any reason unable to compete further in the Tournament, and is removed before the replacement deadline, a replacement will be called up. Replacement Teams will be considered and invited at the discretion of the Tournament administration.

2.14.1 Replacement Deadline

For the Season Finals, every attempt will be made to replace a team that withdraws assuming said withdrawal occurs a reasonable period prior to the start of the event.

2.15 Penalties and consequences for leaving the Tournament

2.15.1 Leaving during any stage

If a Team leaves or gets disqualified from the Tournament during an ongoing stage, the Team forfeits all prize money accumulated for the whole season.

2.15.2 Deletion of Matches

All matches involving Teams that have left a season of the Tournament before it ended will be deleted. In playoff brackets, the most recent or the next upcoming match (depending on the situation) of the Team will be considered a default win for his opponent.

2.15.3 Ban for Players

If a Team gets disqualified from the Tournament during an ongoing season, all its Players get banned until the end of the season.

2.16 Match Start

2.16.1 Punctuality

All matches in the Tournament should start as stated on the website, no changes to the time can be requested. All Teams and Players in a match should be on the server or in the game lobby and ready to go at the latest 10 minutes before the match is to start. Each team should be ready to start the game 90 minutes prior to their official start time. If any team is not ready at this time then they are subject to penalties being applied.

2.16.2 Delaying the Match

Match starts are absolute unless changes have been confirmed by the Tournament administration. Not starting a match as scheduled will result in three (3) minor penalties. For every five (5) minutes the match start is being delayed further the Team will receive an additional three (3) minor penalty points. After 15 minutes, the team is considered as no show.

2.16.3 No show

If a Team is not ready to play 15 minutes after the official match starting time, the Team will be considered as no-show and will receive a default loss. For each default loss, a Team will be assigned 5 minor penalty points.

2.16.3.1 Disqualification due to no shows

If a Team receives three forfeit losses during one season due to no shows, the Team will be disqualified from the Tournament with all its consequences.

2.17 Match Procedures

2.17.1 Determining the “higher seed” during the finals

Coin tosses are the last resort, so whenever a clear seeding is given, we will avoid them and declare one Team the “higher seed”. This Team then has the choice about who starts in the map-veto/pick and ban process.

- At the end of the group stages, the team’s seeding will be based off their ranking in that group stage, therefore the team with the highest ranking number will be deemed the “higher seed”.
- In online and offline stages, the Tournament administration can manually seed the teams.

If a case is not covered here or still unclear for any reasons, the Team should contact a Tournament official.

2.17.2 Storage and keeping of Match Media

All match media (screenshots / demos / replays / etc.) must be stored by the Team for a minimum of two (2) weeks after the match has ended. If there is a protest on the match, the records need to be stored by the Team for a minimum of two (2) weeks after the protest has been closed and resolved.

2.18 Match Protests

2.18.1 Definition

A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect server settings and other related issues. A protest is the official communication between the Teams and the Tournament Administration.

2.18.2 Match Protest Rules

2.18.2.1 Deadline for Match Protests

The latest time that Teams can issue a match protest is the earliest of the three following:

- 72 hours after the scheduled starting time of the match
- Only at offline events: The beginning of the next match for either of the two Teams (a minimum of 10 minutes must be kept between two matches by all Teams)
- Only at offline events: The end of the event day (departure of the referees)

2.18.2.2 Contents of a Match Protest

The protest must contain detailed info about why the protest was filed, how the discrepancy came to be and when the discrepancy occurred. A protest may be declined if proper documentation is not presented. A simple “they are cheaters” is not appropriate.

2.18.2.3 Behaviour in Match Protests

Insults and flaming are strictly prohibited in a protest, and may result in penalty points or the protest being ruled against the insulting party.

2.19 Interviews

The Team must provide contact information via the team sheet for an interview in that case. In addition to this, players may also be required for interviews will members of Press and/or ESL content producers throughout the season.

2.20 Ranking

If no other rule has been announced for any stage of the Tournament, this is the rule to be used. Not the visible ranking on the ESL website but the active ranking rule from the ruleset valid for a match is binding.

The ranking is primarily decided with regards to the result of the double elimination bracket.

3 Tournament System

3.1 Tournament Format

3.1.1 Dota 2 - Play-In Format

The play-in will be a GSL format. The winner of the upper bracket and loser bracket will gain a slot into playoffs.

3.1.2 Dota 2 - Playoffs Format

The playoffs will be a double elimination bracket. Thailand and Indonesia top team will be seeded as 1st and 2nd while MYSG and Vietnam will be seeded as 3rd and 4th. The upper bracket will be played in the best of one (bo1) format until the upper final which will be in the best of three (bo3), The lower bracket will be played in the best of three (bo3) format until lower bracket final.

Grand final will be played in the best of three (bo3) format.

4 Sanctions

4.1 General

Unless otherwise stipulated in the provisions of this Rulebook, when a Player or Team has broken one or several rules set forth by the Tournament, it will be referred towards this section for the appropriate penalty, where all general punishments are listed and catalogued.

4.2 Breach of Etiquette

For an orderly and pleasant game, it is essential that all Players have a sporting and fair attitude. Breaches of this rule will be punished with one (1) to six (6) minor penalties. The most important and most common offences are listed below. However, the Tournament administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

4.2.1 Insults

All insults occurring relating to the Tournament will be punished. This primarily applies to insults during a match but also on the ESL website (forums, match comments, Player guest books, support and protest tickets, etc.). Insults on IRC, IM programs, Social Media, email or other means of communication will be punished if the evidence is clear. Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including exclusion or the ban of the Player from the Tournament. Depending on the nature and severity of the insult the penalty will be assigned to the Team. In Team competitions Players may also be barred from playing for one or more match days.

4.2.2 Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the Tournament. Spamming on the website (forums, match comments, Player guest books, support and protest tickets, etc.) will be punished depending on the nature and severity.

4.2.3 Spamming In-game

Three (3) minor penalty points will be awarded if the chat function in-game is abused towards the goal of annoying the opponent, or generally stir the flow of the play. The All Chat functions are there to communicate efficiently with the opponent and the match admins.

4.3 Unsportsmanlike Behaviour

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

4.3.1 Misconduct

The attempt to mislead admins or other Players, using false information, or in any other way deceive other Players or Teams will be punished as follows.

4.3.1.1 Faking Match media

Faking match media may result in one (1) to four (4) minor penalty points.

4.3.1.2 Extraordinary Circumstances

When cheating is suspected, and the match media in question has been faked, then six (6) minor penalty points will be awarded.

4.3.2 Ringer/Faker

Any Players involved in faking or ringing a Player will be barred for two (2) matches, also, one (1) major penalty point will be awarded per incident.

4.3.3 Playing with Disallowed Player

Using a disallowed Player (i.e. a Player that is banned from the Tournament or a Player who has been transferred to a Team under violation of the Rulebook) results in one (1) major penalty point, and the Player will be barred for two (2) more matches before he is eligible to compete.

4.3.4 Misleading admins or players

Any attempts to deceive opposing Players, admins, or anyone else related to the Tournament may be penalized with one (1) to four (4) minor penalty points.

4.3.5 Cheating

When cheating is uncovered twelve (12) penalty points will be awarded to the Player on the ESL website, and six (6) minor penalty points will be awarded to the Team of the Player. The Team will be disqualified from the current season of the Tournament and the Player will be banned from all competitions in ESL and ESEA for two (2) years. The use of the following programs will result in a cheat ban: Multi Hacks, Wallhack, Aimbot, Coloured Models, No Recoil, No-Flash and Sound changes.

These are only examples, other programs or methods may be considered cheats as well.

4.3.6 Betting or gambling

No Players, Team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the Tournament matches or the Tournament in general. Any betting or gambling against your own organizations matches will lead to an immediate disqualification of the organization and a minimal ban of one (1) year from all ESL competitions for all persons involved. Any other violation will be penalized at the sole discretion of the Tournament administration.

4.4 Public Behaviour

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

5 Game Specific Rules - Dota 2

5.1 Match Procedure

5.1.1 Match Start Time

Each Match Start Time listed should be considered an estimate. The teams need to be at the venue 1:30 hour before the match starts. Whilst a succeeding Match may be scheduled at a specific time, all Match Start Times are subject to the conclusion of the Match that precedes it.

5.1.2 Joining Game Lobby

All Participants are expected to join the lobby allocated by Administration no later than 10 minutes before the informed time by Administration. If a team does not have all five (5) players in the lobby by the scheduled time, then the following drafting limitations will be set:

- Up to 5 minutes - deduction of 30 seconds reserve time.
- Up to 10 minutes - deduction of 70 seconds reserve time.
- Up to 15 minutes - deduction of 110 seconds reserve time.
- 15 minutes over - default loss of the game.

5.1.3 Lobby Settings

- **Server:** Singapore
- **Game Mode:** Captains Mode
- **Selection Priority:** Automatic (Coin Toss) for Game 1, team with second priority on Game 1 will pick first for Game 2. Automatic (Coin Toss) for Game 3.
 - Example:
 - Game 1, Team A won coin toss and pick Radiant while Team B choose First Pick.
 - Game 2, Team B will have first priority and choose side/pick.
 - Game 3, Team B won coin toss and pick Radiant while Team A choose First Pick.
- **Coach and/or Spectator:** Not allowed in lobby unless admin approved.

5.1.4 Pauses

If a pause is used after game launch (post-drafting phase), a direct reason must be provided to the Referee within 30 seconds of the pause, or the game MUST be unpaused.

It is forbidden to pause a game for no reason. After you pause a game you must say in all chat the reason of the pause and seek help from the referee.

Abuse of the pause will lead to a disqualification. Screenshots of proof and the demo of the game must be uploaded into the match.

5.1.5 Match Etiquette

Matches are to be started in a timely manner. Administration reserves the right to forfeit teams responsible for intentionally delaying the start of a match by more than fifteen (15) minutes after the scheduled start time. The in-game chat (all chat) must only be used for Game related discussion. The primary use of the in-game chat is for Teams and Administration to communicate. Any form of harassment via the in-game chat is heavily restricted.

5.1.6 Devices

ESL will provide be providing PC which have to be used by all players during the offline playoffs. Using your own device isn't allowed.

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