ESL Major Series One Rulebook

Foreword

This document outlines the rules that should at all times be followed when participating in an ESL Major Series One competition. Failure to adhere to these rules may be penalized as outlined.

It should be remembered that it is always the administration of the tournament that has the last word, and that decisions that are not specifically supported, or detailed in this rulebook, or even goes against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We at ESL hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Yours sincerely
 The ESL Major Series One Admin Staff

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1 Definitions

1.1 Participants

An ESL Major Series One participant is a team or a player that is participating in an ESL Major Series One competition. Any member of an ESL Major Series One team is a participant of that team, and locked to it regardless of whether or not the person has played for said team. No participant can at the same time be part of more than one organization taking part in seasons of Intel Extreme Masters, ESL Major Series, ESL Major Series One, ESL Pro Series, ESL A-Series or any of those leagues' qualifiers.

1.2 Team Sheet

This is a complete listing of all the players, organizers, and managers that are registered to the team in the specific competition. When a team wants to add a new player, organizer, manager, or any other participant to any team, they need to update and submit the team-sheet **before** adding the player.

1.3 Team Positions

This paragraph describes the positions allowed in an ESL team account in the ESL Major Series One.

1.3.1 Team-Manager
The Team-Manager must be at least 18 years old. The Team-Manager is responsible for the day to day running of the team, such as writing match statements, updating and maintaining the roster, and in general being the contact person of the team towards the ESL. This person is responsible for keeping himself and the team updated with regards to rules and regulations around the ESL Major Series One. The Team manager is eligible to play for the team in a match.

1.3.2 Team-Captain
The Team-Captain is the in game leader of the team. The Team-Captain is the only person in the team allowed to protest, make comment, or in general communicate about issues during the progress of the match. This person is the „spokesperson" of the team while the match is being played.

1.3.3 Orga
The Orga is a member of the organization that has assistant roles to the Team-Manager and Team-Captain, and may deal with day to day business delegated by his Team-Manager or Team-Captain, such as war arranging, writing statements, or otherwise dealing with day to day operation of the team.

1.3.4 Player
The Player has no further rights in the team other than to be able to play for the team. The Player has no specific rights when it comes to interacting with admins, opposing team members, or in any other way doing any managerial tasks for the team.

1.3.5 Honorary member, Inactive, Trial or Team-Owner
Honorary members, In-actives, Trials or Team-Owners are not allowed in an ESL Major Series One team sheet or in the team account on the ESL website.

1.4 Time Zone

The ESL website will display the times of matches according to the time zone each user has specified in the account settings. Not logged in users will have times displayed in the time-zone assigned to them from their Geo-IP location. To be sure, it is recommended to login and enter the correct time zone in the account settings.

1.5 The Season

The season starts with the first Cup of the season and will end with the final of the Playoffs.

1.6 Penalty Points

1.6.1 Definitions and Scope of Penalty Points
Penalty points are given for rule violations within the ESL Major Series One, they may be either Minor or Major penalty points dependent on the incident in question.

1.6.1.1   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 points deducts 1% (one percent) of the overall prize money received by the team or player in the season they are given.

1.6.1.2   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.

1.6.1.3   Assigned Penalty Points

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

1.6.1.4   League Bans and Penalty Points Outside the ESL Major Series One

League bans and penalty points outside the ESL Major Series One do normally not apply towards the ESL Major Series One except when the punishment has been awarded for cheating. Some other misbehaves like ringing/faking or insults can also be punished, depending on the severity.

1.7 Live Matches

The term "Live Matches" refers to matches that take place in a public location, during IFNG, matches in the ESL-TV studio, or ESL-TV broadcasted matches.

1.8 Disciplines

The Games used in this season of the ESL Major Series One are:
- Counter-Strike: Global Offensive by Valve Corporation
- Dota 2 by Valve Corporation

1.9 Tournament Organization

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

Turtle Entertainment GmbH
Siegburger Str. 189
50679 Köln
Germany

http://www.turtle-entertainment.com/

2 Administration List

Name	Role
Carsten 'Storch' Kramer	Chief Tournament Director
Daniel 'tauBe' Schulte	Assistant Chief Tournament Director
Alexander 'crtmN' Nehr	Tournament Director
Willi 'oWn4g3' Imhof	Head-Admin Dota2
Fabian 'basert' Gruber	Head-Admin CS:GO

3 General

3.1 Rule Changes

The Electronic Sports League (ESL) reserves the right to amend, remove, or otherwise change the rules, without further notice. The Electronic Sports League also reserves the right to make judgement on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

3.2 Validity of the Rules

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

3.3 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 a written consent from the ESL Major Series One tournament directors.

3.4 Code of Conduct

All ESL Major Series One participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, ESL TV, and ESL Major Series One administration. Being role models is the occupational hazard of being an ESL Major Series One player or organizer and we should behave accordingly.

3.5 Additional Agreements

The ESL Major Series One administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual players or teams. The ESL Major Series One highly discourages such agreements taking place, and such agreements that are contradicting the ESL Major Series One rulebook are under no circumstances allowed.

3.6 Match Broadcasting

3.6.1   Rights
All broadcasting rights of ESL Major Series One are owned by the Turtle Entertainment GmbH. This includes but is not limited to: IRC bots, shout-cast streams, video streams, GoTV, DotaTV, replays, demos or TV broadcasts.

3.6.2   Waiving These Rights
Turtle Entertainment GmbH has the right to award broadcasting rights for one or multiple matches to a third party or the participants themselves. In such cases the broadcasts must have been arranged with a head admin before the start of the match. For the necessary contact details please look at point 2 Administration List and make sure any additional broadcast has been approved before the match in question starts.

3.6.3   Player Responsibility
Players 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 an head admin. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

3.6.4   Drugs and Alcohol
To play a match, be it online or offline, under the influence of any drugs, alcohol, or other performance enhancers is strictly prohibited, and may be punished with exclusion from the ESL Major Series One.

3.7 Communication

3.7.1   E-Mail
The main official communication method of the ESL Major Series One is email, the ESL Major Series One will use the email that has been registered in the users profile on ESL, and therefore this email address should always be kept updated and checked regularly so that no important announcements are missed.

3.8 Conditions of Participation in the ESL Major Series One

The following conditions must be met in order to participate in the ESL Major Series One

3.8.1 Age Restriction

All participants of ESL Major Series One have to be over 16 years of age.

3.8.2 Regional Limitations for Participants

Any individual player may not participate in or try to qualify for the same stage (cups, group stage, playoffs) from more than one country or region (this is including claiming an invite).

3.8.3 Home Country/Region

A players home country is the country where his main place of residence is. The home region is the region that this country belongs to (see 9.1 List of countries and their assigned EMS One regions). For a team, this is determined by the majority of the used lineups. If there is no such majority, a team may have no home country or even no home region. In that case, the team cannot take part in qualifiers restricted to a country or region.

3.8.4 Residence/Nationality and Number of Players in a Team

The team roster can hold an unlimited amount of members from any country or nationality, only the lineup composition in a match may be restricted, see 3.8.5 Home Country/Region on Team Matches.

3.8.5 Home Country/Region on Team Matches

The majority of the lineup present in a team match must have the home country (for qualifiers that are restricted to a country) or region (for qualifiers that are restricted to a region) from which the team qualified for the ESL Major Series One. Failure to comply with these regulations can be penalized with a default loss, if the administration decides that there is no time for a rematch. Otherwise the opponent has the right to demand a rematch and two (2) minor penalty points will be applied.

3.9 Player Accounts

3.9.1 Standards

Each participating member must have his personal details entered in his profile, this includes:
- Real name (must be public)
- Photo
- Place of Residence
- Country
- Birth Date
- Game account information (see 3.9.5 Game Accounts)

An individual player may only hold one ESL account; breach of this rule is punishable according to the standard ESL multi-account rule-set.

3.9.2 Premium Account

Every participant of ESL Major Series One must have ESL Premium during all stages that he attends. Signup for qualifiers or cups in general will usually require Premium status, so failure to comply with this rule can result in exclusion from those. For more info about premium go to: http://www.esl.eu/eu/premium/order/

3.9.3 Nicknames

A change in nickname during a ESL Major Series One season must first be notified to the administration for approval before the change can be undertaken. No sponsor tags are allowed in the nickname under any circumstances and the general ESL rules for the choice of nicknames apply.

3.9.4 Photo

The member photo must be a current photo (no baby pictures), the member can not have been cut and pasted into the picture, must be clearly recognizable, and it must contain only the member in question.

3.9.5 Game Accounts

Every playing member must have their game accounts entered in their ESL member profile. This is including but not limited to:
- SteamID for Counter-Strike: Global Offensive
- SteamID for DotA2

3.9.5.1　Playing With Wrong Game Accounts

It is not allowed to play with a different game account than the one given in the ESL profile. An incorrect game account may lead to a barrage for the player, a rematch or a default loss being given. If there is sufficient evidence that a the player in question indeed played the match or if an admin of the ESL Major Series One explicitly allowed it beforehand, a protest for a barrage or rematch will not be admitted. Penalties may still be given in either case.

3.10 Team Accounts

3.10.1　Standards

The ESL Major Series One team account must be an ESL team account **only** used for the ESL Major Series One, and no other tournament. This team account should have no history before entering the ESL Major Series One for the first time. If a team is taking part in the ESL Major Series One for the second time, the team account that was used the first time has to be used. An ESL Major Series One account must have the following information entered:

- Team Logo, relevant to the team.
- One Team Captain
- Team Shorthand

The team name should be written according to rule 3.10.2 Team Names. Not all team positions are allowed, compare 1.3 Team Positions.

3.10.2　Team Names

The ESL Major Series One team name may not have any extensions such as "CS team". The ESL Major Series One team name may hold 1 sponsor name, but no product description is allowed. A sponsor may only be the name-sponsor of one ESL Major Series One team in that competition.

3.10.3　Changes on the Team Accounts

Any changes in the team account should be approved by the ESL Major Series One administration before the changes are allowed to take place. This includes but is not limited to:

- Adding or removing players
- Changing the team name

3.11 Licenses in the ESL Major Series One

3.11.1　Definition

Before each tournament, the Electronic Sports League awards the ESL Major Series One License to the participating teams, or individuals. In most cases, these are participants that:

- have automatically qualified through the previous ESL Major Series One season
- have automatically qualified through a national ESL Pro Series league
- have qualified through ESL Major Series One national qualifiers
- have qualified through ESL Major Series One regional qualifiers
- have been invited to a specific event by the tournament organization.
- won participation through other tournaments or events that have been organized by ESL.

3.11.2　Duration

ESL Major Series One licenses are valid for one ESL Major Series One season, only.

3.11.3　1on1 License

The license in a 1on1 competition always lies with the player himself.

3.11.4　Team License

The license in team competitions will be awarded to a legal entity (registered association/organization, Ltd company, and so on). 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 Major Series One 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 Major Series One team account on ESL, but in such a 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 Major Series One or it's 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 Major Series One 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 it's license.

3.11.5   Changing the Team License Holder

A license-holder can request a transfer of the ESL Major Series One license to another entity during a season, if there is an adequate reason for doing so. It is at the ESL Major Series One administrators' 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 league direction (no shorter than one EMS One 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.

3.11.6   Withdrawal of License

The Electronic Sports League reserves the right to withdraw a ESL Major Series One license from any participant(s), if the ESL Major Series One feels that the participant(s) in question have not behaved within the guidelines set out by the ESL Major Series One, and its governing organization.

3.12 Player Changes

3.12.1   Adding a New Player During the ESL Major Series One Season

After the member adding deadline every new member in the account is counted as a new player. The maximum amount of new players any team can add during a season of ESL Major Series One is the number of players in the default lineup (i.e. 5on5 = 5). Any player can only switch to another EMS One participant once per season, meaning that over the span of a season no player can play for more than two different organisations in EMS One. A special exception from this rule can be made if the player or his team can clearly prove that this change is permanent (i.e. by presenting a valid contract).

Before a player can be officially added to the roster, a support ticket to the administrators of ESL Major Series One must be submitted. This ticket should contain:
- Nick
- Link to the player
- Full Name

A player needs to be added until the official starting time of the next stage for his team. A player can only play for one team in every stage (4.1 Stages). A special exception from this rule can be made if the player or his team can clearly prove that this change is permanent (i.e. by presenting a valid contract).

Failure to notify the ESL Major Series One Administration with the necessary information before adding the player may be penalized with up to 2 (two) minor penalty points.

After a player is added to the team, the team management also needs to update and resubmit the ESL Major Series One Team sheet that holds all the vital information about the players. The old ESL Major Series One Team sheet will be deemed invalid, when any member changes have been made.

If a team for any reason does not have the sufficient number of players to participate in an ESL Major Series One match, the team will be removed, and it's license expires. Therefore it is suggested that every ESL Major Series One team has substitutes added in the roster to compensate for any player losses during the season.

3.12.2   Player Addition Deadline

A player can at latest be added without penalty 24 hours before the very first match of the season for his team (including international qualifiers). After that, any new players will be counted towards the new player contingent.

3.12.3   Multiple Contracts

For a player in the ESL Major Series One to have a contract or agreement with 2 or more ESL Major Series One teams is strictly forbidden, may it be written or oral. If such a contract or agreement is found to be in existence, the ESL reserves the right to bar the player from playing any more matches until the situation has been resolved. If the situation can not be resolved, the ESL Major Series One have the right to remove the player or team(s) in question.

3.13 Prize Money

All prize money should ideally be paid out 90 days after the ESL Major Series One finals have been completed, but it may take as long as 180 days for the payment to be completed.
If a team or player is missing the proper payment information in their ESL Major Series One license sheet, and the participant makes no effort to fix this, the prize money will not be paid out until this is rectified.

3.13.1   Prize Money Distribution

3.13.1.1   Seasonal Cups

Rank	Prize money
1	$600
2	$200
3-4	$100

3.13.1.2   Live Event Finals

Rank	Prize money
1	$12,000
2	$7,000
3-4	$4,000
5-8	$2,000

The minimal amount a team can win at the event ($2000) is intended as support to cover travel expenses.

3.13.2   Prize Deductions Due to Penalty Points

Every penalty point that a participant acquires during a season or its qualifiers 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 participant at the end of the season.

It should be noted that a team that received extremely high prize money deduction in total over several of the tournament stages, may be disqualified.

3.13.3   Withdrawal of Prize Money

As long as the prize money for the ESL Major Series One has not been paid out, the Electronic Sports League reserves the right to cancel any pending payment if any evidence of fraud or foul play have been discovered.

3.13.4   Transfer of Prize Money

The prize money will be sent as cheque, a bank transfer or over PayPal as specified by the License holder. Failure to redeem the cheques or provide sufficient information for the payments to be complete will result in payments not being made. If a participant has not collected their winnings or redeemed the cheque within one year of the initial payment date the prizes are forfeited.

3.14 Replacements

If a participant is for any reason unable to compete any more in the ESL Major Series One, and is removed before the replacement deadline, a replacement will be called up. Replacement participants will be considered and contacted to ask whether or not they want to participate.
If a replacement is needed for an offline event, the EMS One administration will first attempt to replace the participant from the same region as the original participant. If no one from the last stage of that region's qualifier for the event can be the replacement, the host region will usually have priority over the third region.

3.14.1   Replacement Deadline

Replacements will only be entered into EMS One stages until a reasonable time before the beginning of that stage. If by then no replacement could be found, the stage may start with one less participant instead.

3.15 Penalties and consequences for leaving the ESL Major Series One

3.15.1   Leaving During the ESL Major Series One Season

If a participant leaves or gets disqualified from the ESL Major Series One during an ongoing stage, the participant forfeits all prize money accumulated for the season that stage belongs to.
If that participant plays (or the organization of this team fields a team from the same country) for the next season, the player/organization will be penalized with one (1) major penalty point in that next season.
Higher penalties, bars, suspensions or similar sanctions may also come into effect, especially on very late cancellations, according to what the tournament administration sees fit.

3.15.2   Deletion of Matches

All matches involving teams or solo players that have left a stage of the ESL Major Series One before it ended will be reset, and deleted. In playoff brackets, the most recent or the next upcoming match (depending on the situation) of the player will be considered a default win for his opponent.

3.15.3   Ban for players

If a participant leaves or gets disqualified from the ESL Major Series One during an ongoing stage, all it's members get banned until the end of the season.

3.16 Match Start

3.16.1   Punctuality

All matches in the ESL Major Series One should start as stated on the website, any changes in the time must be accepted by the opposing party and administrators, even if rescheduling is generally possible. All participants in a match should be on the server and ready to go at the latest 10 minutes before the match is to start.

3.16.2   Delaying the Match

Two minor penalty points can be awarded if a participant is not ready to play at the latest 10 minutes before the announced starting times. This penalty gets increased by one additional minor every 10 minutes until 15 minutes after the scheduled start of the match. At that point, the match will be postponed and instead of the delay penalties, a no-show (see 3.16.3 Participants Not Showing) will be awarded. If the match is broadcast by ESL TV or in any other way a live match, three additional penalty points will be awarded for any delay.

3.16.3   Participants Not Showing

If a participant is not ready to play until 15 minutes after the scheduled start of the match, he is considered a no-show. In that case, the participant will be penalized, and the match will have to be rescheduled, if the schedule allows it. Otherwise, the opponent will receive a default win from the administration.

3.17 Match Procedures

3.17.1   Lineup

For team games, the lineup must be added on the ESL website before match start. Violations can be punished with a Minor Penalty each.

3.17.2   Determining the „better seed"

Coin tosses are the last resort, so whenever a clear seeding is given, we will avoid them and declare one participant the "better seed". This participant then has the choice about who starts in the champion-ban/pick process of the first map or the map-veto/pick process.

- In online cups/qualifiers, the cup seeding (see round one of the upper bracket) determines who has the better seed.
- In offline playoffs, whenever one participant has his first match in the playoffs (round 1 or round 2 after a free round in round 1 for group winners), the participant that had the higher group ranking is considered the "better seed".
- In all group stages and later offline playoff rounds, we will stick to coin tosses.

If a case is not covered here or still unclear for any reasons, contact an admin.

3.17.3 Match Result

The result must be immediately added and confirmed by both parties, even if more match records are missing and in need of uploads. A protest may still be made even after a match result has been confirmed and accepted on the ESL Major Series One site. Please refer to the game specific rules for what match records and media that needs to be uploaded.

3.17.4 Storage and keeping of Match Media

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

3.18 Match Protests

3.18.1 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 parties and an admin.

3.18.2 Match Protest Rules

3.18.2.1 Deadline for Match Protests

The latest time that participants are allowed to issue a match protest is the earliest of the three following:
- 72 hours after the scheduled starting time of the match
- The beginning of the next match for either of the two participants (a minimum of 10 minutes have to be kept between two matches by all participants)
- Only at offline events: The end of the event day (departure of the admins)

3.18.2.2 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" will not do.

3.18.2.3 Persons in a Match Protest

In team matches, only one representative per team is supposed to be writing in the protest, violations can be punished with 1 Minor Penalty.

3.18.2.4 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.

3.19 Results in Rematch

If the rules stipulate that a rematch is to be played, the victim of the incident is to decide whether or not this rematch is actually to be played. If the victim of the offence decides that a rematch is to be played, then the old result is null and void, and only the new result will count in the rankings.

3.20 Interviews

For every game that is broadcast on ESL TV, one player from each team must be available for an over-the-phone interview. The team has to provide contact information for an interview in that case. The player should also be available for a comment after the match. Solo players should always be available for pre and post match interviews.

4 League system

4.1 Stages

A Season of the ESL Major Series One is divided into several stages:

- First Stage: Each Seasonal Cup is one Stage
- Second Stage: Group Stage & Playoffs are one Stage

4.2 Counter-Strike: Global Offensive

4.2.1   Seasonal Cups

The first stage of the ESL Major Series One are the four seasonal Cups. 24 teams will participate in a single elimination bracket which will be played in best-of-one (bo1) mode, expect the grand final which will be played in best-of-three (bo3) mode. Based on their final ranking in a seasonal cup participants gain points (see 4.4.1 Point System) and win prize money (see 3.13.1.1 Seasonal Cups). Seasonal Cups are limited to European participants.

4.2.1.1   Qualification for Seasonal Cups

There are four ways to qualify for a Seasonal Cup:
- Through invitation as a top8 team from the previous season ("Pro teams")
- Through invitation as a national EPS champion from the Top4 EPS leagues.
- Through qualification as Top12 team from the European A-Series
  http://www.esl.eu/eu/csgo/5on5/aseries/
- Through qualification as Winner of a Go4CS:GO Cup
  - Sunday, 12th of May: Go4CS:GO #43 Winner takes a spot in RaidCall EMS One Cup #1
  - Sunday, 19th of May: Go4CS:GO #44 Winner takes a spot in RaidCall EMS One Cup #2
  - Sunday, 26th of May: Go4CS:GO #45 Winner takes a spot in RaidCall EMS One Cup #3
  - Sunday, 2nd of June: Go4CS:GO #46 Winner takes a spot in RaidCall EMS One Cup #4

4.2.1.2   Seeding in Seasonal Cups

Teams will be seeded according to the following criteria in Seasonal Cups:

1st Seasonal Cup:
1. Pro teams according to final placement at the previous season
2. National EPS Champions
3. A-Series teams according to the official A-Series ranking#
4. Go4CSGO Winner

2nd,3rd and 4th Seasonal Cup:
1. All teams will be seeded according to the official points ranking
2. Pro teams without points according to final placement at the previous season
3. A-Series teams without points according to the official A-Series ranking
4. Go4CSGO Winner without points

If at any point two or more teams can not be separated due to their ranking, the tournament direction will determinate the final seeding.

4.2.2   Group Stage

The top16 participants from the official points ranking will qualify for the group stage and will be split up in four groups of four participants. Round robin will be used as format and all matches will be played in best-of-one (bo1) mode. All matches of a group will be played on one day, each group will be played on a separate day.

4.2.2.1   Determining of Groups

The drawing of the teams will be based on the official points ranking and in the following way:

1. 1-4. will be drawn randomly into Group A-D (one in each group)
2. 5-8. will be drawn randomly into Group A-D (one in each group)
3. 9-12. will be drawn randomly into Group A-D (one in each group)
4. 13-16. will be drawn randomly into Group A-D (one in each group)

After the drawing the Top4 of the official points ranking may swap group with another participant from another group:

1. Fourth placed team swaps first
2. Third placed team swaps second
3. Second placed team swaps third
4. Best placed team swaps last

4.2.2.2   Ranking at the end of the Group Stage

Not the visible ranking on the ESL website but the active ranking rule from the rule set valid for a match is binding. The ranking is primarily decided with regards to the number of points that a participant has amassed during that stage of a season. A participant will earn 3 points for winning a match and 0 points for losing a match. The below ranking priority will come into effect if 2 or more participants are on equal points. If at any point, the number of tied participants is reduced, or divided into several groups of tied participants, the still tied participants will in each case be compared again starting with the first point.

1. Points amassed between the tied participants ('Mini-League')
2. Map/Round difference between the tied participants ('Mini-League')
3. Number of map/round wins between the tied participants ('Mini-League')
4. Overall map/round difference
5. Overall number of map/round wins

If after all 5 points the teams are indistinguishable, a decider match or matches have to be played, in an attempt to separate the participants in question. In special cases, the tournament direction can rule on a different way to determine the order in an unsolvable tie (i.e. coin toss).

4.2.3   Live Event Finals

The top8 teams from the group stage (top2 of each group) will be invited to the seasons live event finals. A single elimination bracket will be played, a first placed team will met a second placed team from another group in the first round, with all matches being played in best-of-three (bo3) mode.

4.3 Dota2

4.3.1   Seasonal Cups

The first stage of the ESL Major Series One are the four seasonal Cups. 24 teams will participate in a single elimination bracket which will be played in best-of-one (bo1) mode, expect the grand final which will be played in best-of-three (bo3) mode. Based on their final ranking in a seasonal cup participants gain points (see 4.4.1 Point System) and win prize money (see 3.13.1.1 Seasonal Cups). Seasonal Cups are limited to European participants.

4.3.1.1   Qualification for Seasonal Cups

There are several ways to qualify for a Seasonal Cup:
• Through invitation as a top8 team from the previous season ("Pro teams")
• Through invitation as a national EPS champion from the Top4 EPS leagues.
• Through qualification as Top12 team from the European A-Series
http://www.esl.eu/eu/dota2/5on5/aseries/

In case that not all slots can be filled with the above mentioned points, more teams will be picked from the European A-Series based on their ranking until all 24 slots for a seasonal cup are full. If this is not possible due to various reasons, the seasonal cup starts will less participants.

4.3.1.2   Seeding in Seasonal Cups

Teams will be seeded according to the following criteria in Seasonal Cups:

1st Seasonal Cup:
5. Pro teams according to final placement at the previous season
6. National EPS Champions
7. A-Series teams according to the official A-Series ranking#
8. Go4CSGO Winner

2nd,3rd and 4th Seasonal Cup:
1. All teams will be seeded according to the official points ranking
2. Pro teams without points according to final placement at the previous season
3. A-Series teams without points according to the official A-Series ranking
4. Go4CSGO Winner without points

If at any point two or more teams can not be separated due to their ranking, the tournament direction will determinate the final seeding.

4.3.2   Group Stage

The top12 participants from the official points ranking will qualify for the group stage and will be split up in three groups of four participants. A double elimination bracket will be used as format and all matches will be played in best-of-three (bo3) mode. All matches of a group will be played over several days.

4.3.2.1   Determining of Groups

The drawing of the teams will be based on the official points ranking and in the following way:

5. 1-4. will be drawn randomly into Group A-C (one in each group)
6. 5-8. will be drawn randomly into Group A-C (one in each group)
7. 9-12. will be drawn randomly into Group A-C (one in each group

4.3.3   Live Event Finals

The top6 teams from the group stage (top2 of each group) will be invited to the seasons live event finals. Additional to that two non-European teams will be invited. A single elimination bracket will be played, a first placed team will met a second placed team from another group in the first round, with all matches being played in best-of-three (bo3) mode, except the grand final which will be played in best-of-five (bo5) mode.

4.4 Seasonal Ranking

4.4.1   Point System

Players and teams accumulate points by playing in EMS One Seasonal Cups as listed in the following table:

Rank	Points
1	100
2	75
3-4	50
5-8	25
9-16	10
17-24	5

4.4.2   Tie Breakers

If at the end of the season two or more participants are tied by points, the one with the better single result(s) is considered better. I.e. a team winning 35 points in one event is considered ahead of a team winning 10+25 = 35 points in two events.
If there are still two or more tied participants after that, the one with the best result at the event with the highest point value (see 4.4.2.1 Point Value of a Cup) is considered better.

4.4.2.1   Point Value of a Cup

The point value of a Cup in a discipline is the sum of all points that it's participants in that discipline accumulated throughout the season. This is used to get an estimate of how strong the field of participants was at any event.

4.5 All-Time Ranking

The all-time ranking is a more sophisticated ranking used for seeding and qualifying purposes. It is based on the same point system, but linearly decaying over 18 months. This ranking exists for single participants as well as countries.

5 Event Rules

5.1 Tournament Stages

5.1.1   Playoffs
The playoffs are played in single elimination and best-of-three mode.

5.2 Punctuality

We expect every player to be at the event 90 minutes before his match to setup, prepare and solve any technical problems that might occur. If you notice at any point you will be late on one of the days, please inform a tournament official as soon as possible! Any delays caused by showing up late may lead to penalty points which means a prize money deduction for you / your team.

5.3 Equipment

The ESL Major Series One just provides monitors and computers. Participants have to bring their own equipment (in particular: Keyboard, Mouse, Mousepad, In-Ear headphones with long enough cables, PS2->USB adapters if needed). Our machines **do not support PS2-keyboards**!

5.4 Clothing

The players and teams needs to ensure that they are all in equal colored clan attire, failure for a player or a team to bring such attire, will result in ESL provide suitable clothing for the participants. The cost of this clothing will then be subtracted from the prize money paid out to the participants.

5.5 Gaming Areas

If nothing else has been announced, it is forbidden to bring or eat any food in the gaming areas. Smoking is also strictly prohibited. All mobile telephones should be switched off. Exaggerated loud noises and offensive language is forbidden, and may be punished with penalty points.

5.6 Administrators

The instructions of administrators should always be obeyed and followed. Failure to do so may result in penalty points being awarded.

5.7 Interview

Each team must have nominated one participant to be available for pre- and post-match interviews. All solo players must also be available for pre- and post-match interviews

5.8 Press Conference/Signing session

If the league decides that a player needs to be a part of a press conference or a autograph session, then the player cannot deny this, and must attend.

5.9 Stage Matches

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

5.10 Removable Media

It is strictly forbidden to connect, or use any removable media on the tournament computers, without prior examination and approval from the tournament administrators.

5.11 Warm-up Period

A warm-up period of 30 minutes is normally provided before an ESL Live match, although this period may not be guaranteed.

5.12 Demos and Replays

All Demo's or replays must be immediately uploaded to a networked server, or to a USB stick provided by the ESL Major Series One administration.

5.13 Demo and Replay Rights

The Electronic Sports League reserves the right to play, and/or upload to the ESL site, all demos that are recorded in an ESL arrangement

5.14 Photo and Other Media Rights

By participating, all players and other team members grant the Electronic Sports League the right to use any photographic, audio or video material on their website or for any other promotional purpose.

5.15 Winners Ceremony

Participants have to stay in the tournament area for the winners ceremony after the Grand Final.

6 Other Infringements

6.1 General

When a player or team has broken one or several rules set forth by the ESL, it will be referred towards this section for the appropriate penalty, where all general punishments are listed and cataloged.

6.2 Breach of Netiquette

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 administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

6.2.1   Insults

All insults occurring in connection with the ESL Major Series One 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, E-mail or other means of communication will be punished if they can be linked to the ESL Major Series One 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 competitions players may also be barred from playing for one or more match weeks.

6.2.2   Spamming

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

6.2.3   Spamming In-game

3 (three) 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.

6.3 Unsportsmanlike Behaviour

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

6.3.1   Misconduct

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

6.3.2　Faking Match results

If a team is caught entering false match results into the match page, or in other ways trying to falsify the match result, the team will be awarded up to four (4) minor penalty points.

6.3.2.1　Definition of Match Media

Match media are all uploads, including but not limited to: screenshots, ESL Wire Anti-Cheat files, demos, models, and so on.

6.3.2.2　Faking Match media

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

6.3.2.3　Extraordinary Circumstances

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

6.3.3　Ringer/Faker

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

6.3.4　Playing with Disallowed Player

Using a disallowed player results in one (1) major penalty point, and also the player will be barred for 2 more matches before he is eligible to compete. Also, the opponent can demand a rematch.

6.3.5　Misleading admins or players

Any attempts to deceive opposing players, admins, or anyone else related to the ESL Major Series One may be penalized with one (1) to four (4) minor penalty points.

6.3.6　Cheating

When cheating is uncovered twelve (12) penalty points will be awarded to the player, 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 ESL Major Series One and the player will be banned from all competitions in ESL for two (2) years.
The use of the following programs will result in a cheat ban: Multihacks, Wallhack, Aimbot, Colored Models, No-Recoil, No-Flash and Sound changes.
These are only examples, other programs or methods may be considered cheats as well.

7 Game Specific Rules Counter-Strike: Global Offensive

7.1 Match days

7.1.1 Cups

The days for the EMS One Seasonal Cups are Tuesday & Wednesday, starting at 19:00 CET. First three rounds will be played on the first day, the rest of the matches on the second day. An exact scheduled will be provided on the Website.

7.1.2 Group stage

Each group will be played entirely on one day, the days are Monday, Tuesday, Wednesday & Thursday, starting at 19:00 CET. An exact scheduled will be provided on the Website.

7.2 Anti-Cheat

7.2.1 ESL Wire Anti-Cheat

ESL Wire Anti-Cheat is mandatory for all players to use for the full duration of all matches without exception. If a player cannot use Wire Anti-Cheat then they are not allowed to take part in a match.

Important information about Linesman, which have to be followed as well, can be found on the following website: http://www.esl.eu/eu/wire/linesman/

7.3 Match Procedure

7.3.1 Mappool

The mappool includes the following maps:
- de_nuke_se
- de_dust2_se
- de_train_se
- de_inferno_se
- de_mirage_go

7.3.2 Mapchoice

7.3.2.1 Best-of-One Matches

In case of Best-of-One matches, both teams remove maps alternatively until one map is left which will be played. The team with the lower seeding has to start to remove the first map.

7.3.2.2 Best-of-Three Matches

In case of Best-of-Three matches, both teams remove maps alternatively until three map are left which will be played. The team with the lower seeding has to start to remove the first map. After that each team will pick one map, the team with the lower seeding starts and picks the first map, the higher seeded team will pick the second map. The last map will be played as decider map if needed.

7.3.3 Starting Side

A knife round will be played prior to the match start to determinate on which side a team has to start the match, the winner can pick his side.

7.3.4 Nickname Ingame

Each player has to use the same nickname during official matches as in his ESL profile on the website.

7.3.5 Lineups

The lineup for each match has to be entered on the match page on the ESL website before the start of a match.

7.3.6 Number of Players

All matches have to be played with five players per team (5vs5), other constellations are not allowed. If a team fails to show up with enough players, the match will count as no-show and will be forfeited.

7.3.7   Dropping of Players

If a player drops before the first kill in the first round of a half, then the half will be restarted. If a player drops after the first kill have been made and has not returned when the round have been decided, then the match will be paused at the end of the round/start of the next round. If the player have not returned, or cannot be replaced within 10 minutes after the pause has started, then the team with the dropped player may forfeit the match at admins discretion.

7.3.8   Change of Players

Players can be changed at any time but the opposing team has to be informed in advance. If necessary the game can be paused (see rule Usage of Pause function). This change may not take more than 5 minutes. After the waiting time the match can also be continued without the full team and the player can join in the running game. Changed players must be registered in the team with their CS:GO SteamID.

7.3.9   Leaving the Server

All matches must be played to the end, failure to do so will be penalized. A match is considered complete when one team has reached 16 rounds on the final map.

7.3.10   Continuing a Disrupted Game

If a match is interrupted (e.g. server crash) within the first 3 rounds of play, then the match should be restarted, if the match is interrupted after the first three rounds of play then the match should be continued where it left off, with these changes in the configuration.

- ⏱ mp_startmoney should be set to 5000 for the rest of the half
- ⏱ The rest of the rounds that have not been played should be played.

However, if the match will be played on an official ESL server the admin can decide to continue the match by using the backup files provided by the game instead of using the above mentioned way.

7.3.11   Overtime

In case of a draw after all 30 rounds have been played, an overtime will be played with mp_maxrounds 10 and mp_startmoney 16000. For the start of the overtime teams will stay on the side which they played the previous half on, during half-time sites will be swapped. Teams will continue to play overtimes until a winner has been found.

7.3.12   Usage of pause function

If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The pause function has to be used at the beginning of the next round (during the freeze time). The player has to announce the reason before or immediately after he paused the match. If no reason is given, the opponent may unpause the game and continue playing. Unpausing or pausing the game without any reason will lead to penalty points. The pause function can be used by every player on the server using the command "!pause" in the chat, other ways to pause the game are forbidden.

7.4 Player Settings

7.4.1   Configuration / Startparameters

The following commands are forbidden:

- mat_hdr_enabled

The following startparameters are forbidden:

- +mat_hdr_enabled 0/1
- +mat_hdr_leven 0/1/2

All other configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. A player may be penalized for wrong settings in any config file, regardless if it is in use, or even stored in the game folder in question.

Wrong settings will be penalized with two (2) minor penalties per value and player, but per match a team can not get more than six (6) minor penalties. If three or more players have wrong settings the team will get a default loss.

Note: Admins may under special circumstances decide on a rematch, even if less then three players have wrong settings.

7.4.2   Forbidden Scripts

The use of all scripts is forbidden. However there is an exception for the following scripts:

- ⏱ Buy-Scripts
- ⏱ Demo-Scripts
- ⏱ Say-Scripts
- ⏱ Nickname-Scripts

If you are not sure if a script is allowed or not, then contact the admin team before you play an official match.

A player may be penalized for forbidden scripts in any config file, regardless if it is in use, or even stored in the game folder in question.

Forbidden scripts will be penalized with two (2) minor penalties per value and player, but per match a team can not get more than six (6) minor penalties. If three or more players have wrong settings the team will get a default loss.

Note: Admins may under special circumstances decide on a rematch, even if less then three players have forbidden scripts.

7.4.3   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.

7.4.4   Graphics drivers, or similar tools

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

Furthermore it's forbidden to use all kinds of overlays which will show the usage rate of the system in any way in-game (e.g. Nvidia SLI display, Rivatuner Overlay). Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

7.4.5   Color depth

Every player must play with the highest color setting in Counter-Strike (32 bit); if the player is playing in windowed mode then the desktop must also be on 32bit setting.

7.4.6   Custom Data

Only steam skins are allowed to be changed, any other changes to sprites, skins, score boards, crosshairs are strictly disallowed, also only the normal 1.6 models are allowed. The CS:CZ models that some times gets installed are also not allowed and needs to be replaced. If a player plays with custom files (not models), then this will be penalized with two (2) minor penalties per player. If a player plays with custom models, then this will be penalized with five (5) minor penalties per player and the opponent of the match may request a rematch.

7.5 Server

7.5.1   Servers

All online stages of the tournament will be played on ESL Servers unless there is another agreement in place between both teams as well as the tournament direction.

7.5.2   Server Settings

All servers that are to be used for an EMS One match must have the official settings loaded as well as the mappool installed. Additional to that the server mus have the following settings

- ESL Settings
- VAC enabled
- sv_pure 1

The team providing the server is responsible for making sure that the server has all the necessary components required. However with the start of the match both teams agree on the settings as well as the map version. If possible wrong settings have to be changed after the start of the match if there is no big disadvantage for one of the teams.

7.5.3　　Server Plugins

No extra plug-ins are allowed to be installed on the server, especially gameplay mods such as metamod are not allowed. The only exception is official ESL Plugin for CSGO.

7.6 Use of Bugs and Glitches

The intentional use of any bugs, glitches, or errors in the game are penalized with six (6) minor penalty points per incident, up to a maximum of eighteen (18) minor penalty points per match. Furthermore, it is up to the admins discretion whether or not the use of said bugs had an affect on the match, and whether or not he will award rounds, or the match to the opposing team, or to force a rematch. In extreme cases, the penalty for abusing bugs may be even higher.

The usage of the following bugs is strictly forbidden, if any bug is used which is not listed here it is up to the admins discretion whether or not a punishment is necessary.

Warm-up – 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.

Under 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 no one can 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 teammate is not part of this rule.
- Standing on top of teammates 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.
- „map swimming" or „floating" is forbidden
- „Pixel walking" 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: spawn bugs).

An exception are the following bugs which are explicitly allowed:

- Defusing the bomb through walls and items etc.
- So called "surfing" on tubes
- So called "fireboost"

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

7.7 Match Media

All match media must be named in the following fashion when uploaded to the site (Demos, Screen shots, etc.):

Screenshots:
Screen – Round 1
Screen – Round 2
Screen – Status

Demos:
Demo – Clantag – Nick

Modelscreen/Smokescreen:
Model – Clantag – Nick
Smoke – Clantag – Nick
or
Model/Smoke – Clantag – Nick

All clan tags must be equal for all players in the team, failure to comply may result in one (1) minor penalty per incident. Protest tickets or support tickets regarding this issue will not be admissible.

7.7.1   Mandatory Demo Recording
All players must record point of view demos of the entire match.

7.7.1.1   Requesting Demos

Demos can be requested within 24 hours after the scheduled match time via protest on the ESL website. Other ways of requesting demos are not valid. After requesting a demo, the player in question has time until 48 hours after the scheduled match time to upload his demos.

7.7.2   Cheat Accusations
If a team wishes to accuse a player or players of another team of cheating in an EMS One match than a timetable based on the POV demo for each half for each player must be submitted in a protest within 72 hours of the demo being uploaded to the ESL match page.

Each timetable must contain:
1. Download link and name of demo
2. Player name and type of suspected cheat/hack (wallhack, aimbot...)
3. Specific times in the demo which look suspicious, along with a reason for each (I.e. why it cannot have been coincidence, luck, hearing or skill)

7.7.3   GOTV Demos
The recording and uploading of a GOTV demo is mandatory by the team who is responsible for the server. If the GOTV demo is not uploaded within 24 hours of the match ending, the team responsible will be punished with 3 minor penalties.

7.7.4   Screenshots
Screenshots are only valid as long as all players have the exact same nick as in their ESL profiles, fake nicks or fun nicks may be penalized with one (1) minor penalty per incident. Failure to provide a screenshot with the correct nicknames in may be penalized according to the missing match media rules.

7.7.4.1   Missing Screenshots

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

7.7.4.2   Score Screenshots

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

8 Game Specific Rules DotA2

8.1 Match days

8.1.1 Cups
The days for the EMS One Seasonal Cups are Monday & Tuesday, starting at 19:00 CET. First three rounds will be played on the first day, the rest of the matches on the second day. An exact scheduled will be provided on the Website.

8.1.2 Group stage
Each group will be played entirely on one day, the days are Monday & Tuesday, starting at 19:00 CET. An exact scheduled will be provided on the Website.

8.2 Match Procedure

8.2.1 Lobby Hosting
Most of the matches get hosted by an admin. In that case teams will be informed that an admin will host the lobby and get all relevant information to join the lobby. If the match is not hosted by an admin, then one of the teams has to host the match.

8.2.1.1 Match sanctioning by the administration

It is not allowed to start and play any matches without an EMS One admin present in the game, unless it is specifically permitted otherwise by the tournament administration. Ignoring this can result in penalties for both teams.

8.2.2 Spectators
Only participants of the match, admins & official broadcasters are allowed to spectate matches directly from the lobby. Any other person needs the permission of the tournament administration to join the lobby.

8.2.3 Server Location
All matches have to be played on the European Servers.

8.2.4 Game Mode
A lobby must have the following settings:
- Game mode: Captains Mode
- Cheats: No
- Version: Tournament

8.2.5 Starting Side
The team that has the better seeding (see 3.17.2) can choose on which side they want to start (Radiant or Dire). In a bo3 match, the other team will decide on the second map. If a third map is required, the team with the better time-coefficient from the first two maps (see rule Fehler: Referenz nicht gefunden) decides on which side they want to start.

8.2.6 Picks & Bans
The hero pool always consists of all in Captains Mode available heroes and is thus going to change several times during the competition. The game must not be paused during the draft, unless a drafter disconnects. tted otherwise by the tournament administration. Ignoring this can result in penalties for both teams.

8.3 During the match

8.3.1 Reasons for pause
Pause may be invoked by either a tournament admin or a player when there are technical issues that could put a team at a disadvantage.
Tournament admins can order the pause of a match for any reason. Tournament admins are allowed to execute a pause command on any player station.
Players can pause the match at any time, but must signal a tournament admin immediately after the pause to identify the reason. If the situation clearly requires the game to be paused and any player is aware of it, he is supposed to invoke it as quickly as possible.

Below are examples of accepted reasons for a player issued pause, but an acceptable reason is at the sole discretion of a tournament admin:

- After any player has disconnected from the game due to any form of network disconnect or computer crash. (e.g. "Player has disconnected" message appears on screen.)
- Hardware malfunctions (e.g. monitor, peripheral, etc)
- Physical disruption of the player (e.g. fan interference, table or chair breakage)

The game will not resume until clearance from an admin is issued and all players are notified and are ready at their stations.
If a player pauses or unpauses the game without permission reason deemed valid by tournament admins, it will be considered unfair play. Penalties will be applied by the tournament director.

8.3.1.1   Pause Duration

In any case a pause must not take longer than ten minutes

8.3.2   Game Restart
A game can be restarted only at the discretion of the tournament director. Below are examples of acceptable reasons for a game restart, but an acceptable reason is at the sole discretion of the tournament director

- If an admin determines that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events such a minion spawn).
- If the game experiences a critical bug at any point during the match that significant alters game stats or gameplay mechanics.
- If an admin determines that there are environmental conditions that are not conducive to fairness (e.g. noise, weather, venue, player conditions).

8.3.3   Time limit
In case a match is becoming a stalemate the admins can call for a time limit. After this time limit is over the team that destroyed the most buildings (according to the score screen) wins.

8.3.3.1   Completion of the match

The match as a whole has to be finished. It is not allowed to disrupt a match between maps without the permission of the tournament administration. If a player refuses to start the remaining map/maps he will be counted as not having showed up and receive the according penalties for a no-show.

9 Appendix

9.1 List of countries and their assigned EMS One regions

If your country is not listed below or you are uncertain about which country is yours, see 3.8.3 or ask an admin.

Ascension Island	Europe & Africa
Andorra	Europe & Africa
United Arab Emirates	Asia & Australia
Afghanistan	Asia & Australia
Antigua and Barbuda	Americas
Anguilla	Americas
Albania	Europe & Africa
Armenia	Europe & Africa
Netherlands Antilles	Americas
Angola	Europe & Africa
Antarctica	Americas
Argentina	Americas
American Samoa	Asia & Australia
Austria	Europe & Africa
Australia	Asia & Australia
Aruba	Americas
Åland	Europe & Africa
Azerbaijan	Europe & Africa
Bosnia and Herzegovina	Europe & Africa
Barbados	Americas
Bangladesh	Asia & Australia
Belgium	Europe & Africa
Burkina Faso	Europe & Africa
Bulgaria	Europe & Africa
Bahrain	Asia & Australia
Burundi	Europe & Africa
Benin	Europe & Africa
Bermuda	Americas
Brunei	Asia & Australia
Bolivia	Americas
Brazil	Americas
Bahamas	Americas
Bhutan	Asia & Australia
Bouvet Island	Americas
Botswana	Europe & Africa
Belarus	Europe & Africa
Belize	Americas

Canada	Americas
Cocos (Keeling) Islands	Asia & Australia
Democratic Republic of the Congo	Europe & Africa
Central African Republic	Europe & Africa
Republic of the Congo	Europe & Africa
Switzerland	Europe & Africa
Côte d'Ivoire	Europe & Africa
Cook Islands	Asia & Australia
Chile	Americas
Cameroon	Europe & Africa
People's Republic of China	Asia & Australia
Colombia	Americas
Costa Rica	Americas
Czechoslovakia	Europe & Africa
Cuba	Americas
Cape Verde	Europe & Africa
Christmas Island	Asia & Australia
Cyprus	Europe & Africa
Czech Republic	Europe & Africa
East Germany	Europe & Africa
Germany	Europe & Africa
Djibouti	Europe & Africa
Denmark	Europe & Africa
Dominica	Americas
Dominican Republic	Americas
Algeria	Europe & Africa
Ecuador	Americas
Estonia	Europe & Africa
Egypt	Europe & Africa
Western Sahara	Europe & Africa
Eritrea	Europe & Africa
Spain	Europe & Africa
Ethiopia	Europe & Africa
European Union	Europe & Africa
Finland	Europe & Africa
Fiji	Asia & Australia
Falkland Islands	Americas
Federated States of Micronesia	Asia & Australia
Faroe Islands	Europe & Africa
France	Europe & Africa
Gabon	Europe & Africa
United Kingdom	Europe & Africa
Grenada	Americas
Georgia	Europe & Africa

French Guiana	Europe & Africa
Guernsey	Europe & Africa
Ghana	Europe & Africa
Gibraltar	Europe & Africa
Greenland	Europe & Africa
The Gambia	Europe & Africa
Guinea	Europe & Africa
Guadeloupe	Americas
Equatorial Guinea	Europe & Africa
Greece	Europe & Africa
South Georgia and the South Sandwich Islands	Americas
Guatemala	Americas
Guam	Asia & Australia
Guinea-Bissau	Europe & Africa
Guyana	Americas
Hong Kong	Asia & Australia
Heard Island and McDonald Islands	Americas
Honduras	Americas
Croatia	Europe & Africa
Haiti	Americas
Hungary	Europe & Africa
Indonesia	Asia & Australia
Republic of Ireland / NorthernIreland	Europe & Africa
Israel	Europe & Africa
Isle of Man	Europe & Africa
India	Asia & Australia
British Indian Ocean Territory	Asia & Australia
Iraq	Asia & Australia
Iran	Asia & Australia
Iceland	Europe & Africa
Italy	Europe & Africa
Jersey	Europe & Africa
Jamaica	Americas
Jordan	Asia & Australia
Japan	Asia & Australia
Kenya	Europe & Africa
Kyrgyzstan	Asia & Australia
Cambodia	Asia & Australia
Kiribati	Asia & Australia
Comoros	Europe & Africa
Saint Kitts and Nevis	Americas
Democratic People's Republic of Korea	Asia & Australia
Republic of Korea	Asia & Australia
Kuwait	Asia & Australia

Cayman Islands	Americas
Kazakhstan	Asia & Australia
Laos	Asia & Australia
Lebanon	Asia & Australia
Saint Lucia	Americas
Liechtenstein	Europe & Africa
Sri Lanka	Asia & Australia
Liberia	Europe & Africa
Lesotho	Europe & Africa
Lithuania	Europe & Africa
Luxembourg	Europe & Africa
Latvia	Europe & Africa
Libya	Europe & Africa
Morocco	Europe & Africa
Monaco	Europe & Africa
Moldova	Europe & Africa
Montenegro	Europe & Africa
Madagascar	Europe & Africa
Marshall Islands	Asia & Australia
Macedonia	Europe & Africa
Mali	Europe & Africa
Myanmar	Asia & Australia
Mongolia	Asia & Australia
Macau	Asia & Australia
Northern Mariana Islands	Asia & Australia
Martinique	Americas
Mauritania	Europe & Africa
Montserrat	Americas
Malta	Europe & Africa
Mauritius	Europe & Africa
Maldives	Asia & Australia
Malawi	Europe & Africa
Mexico	Americas
Malaysia	Asia & Australia
Mozambique	Europe & Africa
Namibia	Europe & Africa
New Caledonia	Asia & Australia
Niger	Europe & Africa
Norfolk Island	Asia & Australia
Nigeria	Europe & Africa
Nicaragua	Americas
Netherlands	Europe & Africa
Norway	Europe & Africa
Nepal	Asia & Australia

Nauru	Asia & Australia
Niue	Asia & Australia
New Zealand	Asia & Australia
Oman	Asia & Australia
Panama	Americas
Peru	Americas
French Polynesia	Asia & Australia
Papua New Guinea	Asia & Australia
Philippines	Asia & Australia
Pakistan	Asia & Australia
Poland	Europe & Africa
Saint-Pierre and Miquelon	Americas
Pitcairn Islands	Asia & Australia
Puerto Rico	Americas
Palestinian territories	Asia & Australia
Portugal	Europe & Africa
Palau	Asia & Australia
Paraguay	Americas
Qatar	Asia & Australia
Réunion	Europe & Africa
Romania	Europe & Africa
Serbia	Europe & Africa
Russia	Europe & Africa
Rwanda	Europe & Africa
Saudi Arabia	Asia & Australia
Solomon Islands	Asia & Australia
Seychelles	Europe & Africa
Sudan	Europe & Africa
Sweden	Europe & Africa
Singapore	Asia & Australia
Saint Helena	Europe & Africa
Slovenia	Europe & Africa
Svalbard and JanMayenIslands	Europe & Africa
Slovakia	Europe & Africa
Sierra Leone	Europe & Africa
San Marino	Europe & Africa
Senegal	Europe & Africa
Somalia	Europe & Africa
Suriname	Europe & Africa
South Sudan	Europe & Africa
São Tomé and Príncipe	Europe & Africa
Soviet Union	Europe & Africa
El Salvador	Americas
Sint Maarten	Americas

Syria	Asia & Australia
Swaziland	Europe & Africa
Turks and Caicos Islands	Americas
Chad	Europe & Africa
French Southern and Antarctic Lands	Americas
Togo	Europe & Africa
Thailand	Asia & Australia
Tajikistan	Asia & Australia
Tokelau	Asia & Australia
East Timor	Asia & Australia
Turkmenistan	Asia & Australia
Tunisia	Europe & Africa
Tonga	Asia & Australia
East Timor	Asia & Australia
Turkey	Europe & Africa
Trinidad and Tobago	Americas
Tuvalu	Asia & Australia
Taiwan	Asia & Australia
Tanzania	Europe & Africa
Ukraine	Europe & Africa
Uganda	Europe & Africa
United Kingdom	Europe & Africa
United States of America	Americas
Uruguay	Americas
Uzbekistan	Asia & Australia
Vatican City	Europe & Africa
Saint Vincent and the Grenadines	Americas
Venezuela	Americas
British Virgin Islands	Americas
United States Virgin Islands	Americas
Vietnam	Asia & Australia
Vanuatu	Asia & Australia
Wallis and Futuna	Asia & Australia
Samoa	Asia & Australia
Yemen	Asia & Australia
Mayotte	Europe & Africa
SFR Yugoslavia / FR Yugoslavia	Europe & Africa
South Africa	Europe & Africa
Zambia	Europe & Africa
Zimbabwe	Europe & Africa

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