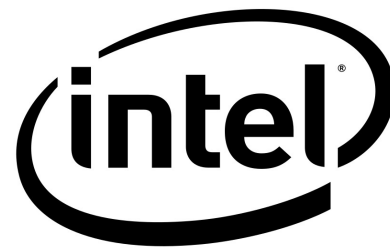




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ESL One: Road to Rio 2020

Rulebook

Foreword

This document outlines the rules that should at all times be followed when participating in an ESL One Road to Rio 2020 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 go 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 One Admin Staff

Table of Contents

1 Definitions.....	8
1.1 Range of Validity.....	8
1.2 Participants.....	8
1.3 Time Zone.....	8
1.4 Region.....	8
1.5 Punishments.....	8
1.5.1 Definitions and Scope of Punishments.....	8
1.5.1.1 Minor Penalty Points.....	8
1.5.1.2 Major Penalty Points.....	8
1.5.1.3 Monetary Fines.....	8
1.5.1.4 Bans/Barrages.....	9
1.5.1.5 Disqualification.....	9
1.5.1.6 Additional Methods of Punishment.....	9
1.5.2 Combination of Punishments.....	9
1.5.3 Punishments for Repeat Offences.....	9
1.5.4 League Bans and Penalty Points Outside the ESL One Road to Rio 2020.....	9
1.6 Live Matches.....	9
1.7 Disciplines.....	9
1.8 Tournament Organization.....	9
1.8.1 Administration List.....	9
2 General.....	9
2.1 Rule Changes.....	9
2.2 Validity of the Rules.....	10
2.2.1 Local Laws.....	10
2.3 Confidentiality.....	10
2.4 Additional Agreements.....	10
2.5 Match Broadcasting.....	10
2.5.1 Rights.....	10
2.5.2 Waiving These Rights.....	10
2.5.3 Player Responsibility.....	10
2.6 Communication.....	10
2.6.1 E-Mail.....	10
2.7 Conditions of Participation in the ESL One Road to Rio 2020.....	10
2.7.1 Age Restriction.....	10
2.7.2 Regional Limitations for Participants.....	10
2.7.3 Home Country/Region.....	10
2.7.4 Residence/Nationality and Number of Players in a Team.....	11
2.7.5 Country/Region of Qualifiers.....	11
2.7.6 Home Country/Region on Team Matches.....	11
2.7.7 Physical location during online matches.....	11
2.8 Player Details.....	11
2.8.1 Nicknames.....	11
2.8.2 Game Accounts.....	11
2.8.2.1 Playing with Wrong Game Accounts.....	11
2.9 Team Accounts.....	11
2.9.1 Standards.....	11
2.9.2 Team Names.....	12
2.9.3 Changes on the Team Accounts.....	12
2.10 Licenses in the ESL One.....	12

2.10.1	Definition.....	12
2.10.2	Duration.....	12
2.10.3	Team License.....	12
2.10.3.1	Multiple Squads.....	12
2.10.4	Changing the Team License Holder.....	12
2.10.5	Withdrawal of License and Removal of Individuals.....	13
2.10.6	Review of License.....	13
2.11	Sponsor Restrictions.....	13
2.11.1	Mature Content.....	13
2.12	Player Changes.....	13
2.12.1	Adding a New Player.....	13
2.12.1.1	Restrictions for Adding New Players.....	13
2.12.1.2	Formal Requirements.....	13
2.12.1.3	Player Addition Deadline.....	14
2.12.2	Multiple Contracts.....	14
2.12.3	Line-up Restriction during an Event.....	14
2.12.4	Line-up Changes during an Event.....	14
2.12.5	Emergency Transfers.....	14
2.13	Prize Money.....	14
2.13.1	Prize Deductions Due to Penalty Points.....	14
2.13.2	Prize Deductions Due to Monetary Fines.....	15
2.13.3	Withdrawal of Prize Money.....	15
2.13.4	Transfer of Prize Money.....	15
2.14	Penalties and consequences for leaving the ESL One.....	15
2.14.1	Leaving During an Event.....	15
2.14.2	Deletion of Matches.....	15
2.15	Match Start.....	15
2.15.1	Punctuality.....	15
2.15.2	Not being Punctual for an online Match.....	15
2.15.3	Participants Not Showing.....	15
2.16	Match Procedures.....	15
2.16.1	Line-up.....	15
2.16.2	Determining the „better seed“.....	15
2.16.3	Match Result.....	16
2.16.4	Storage and keeping of Match Media.....	16
2.17	Match Protests.....	16
2.17.1	Definition.....	16
2.17.2	Match Protest Rules.....	16
2.17.2.1	Deadline for Match Protests.....	16
2.17.2.2	Contents of a Match Protest.....	16
2.17.2.3	People in a Match Protest.....	16
2.17.2.4	Behaviour in Match Protests.....	16
2.18	Results in Rematch.....	16
2.19	Interviews.....	16
3	Qualification.....	17
3.1	Qualification for the Minors.....	17
3.2	Qualification for the Major.....	17
3.3	Replacements.....	17
3.3.1	Replacement Tiebreaker.....	17
3.3.2	Replacement Deadline.....	17
3.3.3	Qualified or Invited Event Group Stage or Playoff Participant.....	17
3.3.4	Legends Stage Teams.....	17

3.3.5 Challenger Stage Teams.....	17
3.3.6 Final Qualifier Participant.....	17
3.3.6.1 Before the relevant open qualifier grid has been finalized.....	17
3.3.6.2 After the relevant open qualifier grid has been finalized but before the final qualifier grid has been finalized.....	17
3.3.6.3 After the final qualifier grid has been finalized but before the first round of the final qualifier has ended. 18	
3.3.6.4 After the first round of the final qualifier has ended.....	18
4 Event Rules.....	18
4.1 Tournament Stages.....	18
4.1.1 Minors.....	18
4.1.1.1 Group stage.....	18
4.1.1.2 Playoffs.....	18
4.1.1.3 Final Challengers Bracket.....	18
4.1.2 Major.....	18
4.1.2.1 Challengers Stage.....	18
4.1.2.2 Legends Stage.....	18
4.1.2.3 Champions Stage.....	18
4.2 Punctuality.....	18
4.3 Causing Delay.....	18
4.4 Equipment.....	19
4.5 Config and Drivers.....	19
4.6 Clothing.....	19
4.7 Administrators.....	19
4.8 Player Brief.....	19
4.9 Technical Checklist.....	19
4.10 Team Communication Tool.....	19
4.11 Media Obligations.....	19
4.11.1 Missing Media Obligations.....	19
4.12 Stage Matches.....	20
4.13 Gaming Areas.....	20
4.13.1 Food, Drinks, Smoking and Behaviour.....	20
4.13.2 Removable Media.....	20
4.13.3 Mobile phones, tablets, cameras or similar devices.....	20
4.13.4 Unused items.....	20
4.13.5 Internet access.....	20
4.14 Warm-up Period.....	20
4.15 Demos and Replays.....	20
4.16 Demo and Replay Rights.....	20
4.17 Photo and Other Media Rights.....	21
4.18 Winners Ceremony.....	21
4.19 ESL-provided Areas.....	21
5 Rule Violations, Punishments and ESIC.....	21
5.1 Code of Conduct.....	21
5.2 First-time and repeat offences.....	21
5.3 Cheating.....	21
5.3.1 Cheat Software.....	21
5.3.2 Information Abuse.....	21
5.3.3 Punishments for Cheating.....	21
5.3.4 Methods to Detect Cheating.....	21
5.4 Doping.....	22
5.4.1 Refusing to be tested.....	22
5.4.2 List of Prohibited Substances and Methods.....	22

5.4.3 Prescribed medication.....	22
5.4.4 Punishments for Doping.....	22
5.5 Using Alcohol or Other Psychoactive Drugs.....	22
5.6 Betting.....	22
5.7 Competition Manipulation.....	22
5.7.1 Punishments for Competition Manipulation.....	22
5.8 Match Fixing.....	22
5.8.1 Punishments for Match Fixing.....	22
5.9 Limitations for issuing punishments.....	23
5.10 Publisher or ESIC Bans.....	23
5.11 Breach of Netiquette.....	23
5.11.1 Public Behaviour.....	23
5.11.2 Insults.....	23
5.11.3 Spamming.....	23
5.11.4 Spamming In-game.....	23
5.11.5 Damaging or Soiling.....	23
5.12 Unsportsmanlike Behaviour.....	23
5.12.1 Faking Match results.....	24
5.12.2 Faking Match media.....	24
5.12.2.1 Cheat Suspicion.....	24
5.12.3 Ringer/Faker.....	24
5.12.4 Playing with Disallowed Player.....	24
5.12.5 Misleading admins or players.....	24
6 Game Specific Rules Counter-Strike: Global Offensive.....	24
6.1 Game version.....	24
6.2 Anti-Cheat.....	24
6.3 Map selection procedures.....	24
6.3.1 Map pool.....	24
6.3.2 Online Open Qualifiers.....	24
6.3.3 Online Closed Qualifiers.....	24
6.3.3.1 Best-of-One (Bo1) Matches.....	25
6.3.3.2 Best-of-Three (Bo3) Matches.....	25
6.3.3.3 Best-of-Five (Bo5) Matches.....	25
6.3.4 Offline Stage.....	25
6.3.4.1 Best-of-One (Bo1) Matches.....	25
6.3.4.2 Best-of-Three (Bo3) Matches.....	25
6.4 Match settings.....	26
6.4.1 Overtimes.....	26
6.5 Match server.....	26
6.6 In-Game chat.....	26
6.7 Coaching.....	26
6.7.1 Online Competition.....	26
6.7.2 Offline Competition.....	26
6.8 Usage of pause function.....	26
6.8.1 Online Qualifiers.....	27
6.8.2 Offline Stage.....	27
6.8.2.1 Technical Pause.....	27
6.8.2.2 Timeout.....	27
6.8.3 Admin Pause.....	27
6.9 Player Settings.....	27
6.9.1 Configuration Files.....	27
6.9.2 Scripts.....	27

6.9.3 Graphics drivers.....	27
6.9.4 Overlays.....	27
6.9.5 Custom Data.....	27
6.9.6 Device Drivers.....	27
6.9.7 In-Game nickname.....	27
6.9.8 In-Game item's nametag.....	27
6.10 Match Procedures.....	28
6.10.1 Match Breaks.....	28
6.10.2 Number of Players.....	28
6.10.3 Change of Players.....	28
6.10.3.1 Changes in online competition.....	28
6.10.3.2 Changes in offline competition.....	28
6.10.4 Match Interruptions.....	28
6.10.5 Use of Bugs and Glitches.....	28
6.10.5.1 New Positions.....	29
6.10.6 Joining the wrong team.....	29
7 Appendix.....	29
7.1 List of countries/territories and their assigned ESL One Road to Rio 2020 regions.....	29
8 Copyright Notice.....	34

1 Definitions

1.1 Range of Validity

The ESL One Road to Rio 2020 qualifying into it are operated as part of ESL by ESL Gaming GmbH. From here on forward the entirety of these tournaments will be called "ESL One Road to Rio 2020".

This is the only rulebook which is valid for the ESL One Road to Rio 2020, its participants and all matches played within the scope of the ESL One Road to Rio 2020. With their participation the participant states that they understand and accept all rules.

1.2 Participants

An ESL One Road to Rio 2020 participant is a team or a player that is participating in an ESL One Road to Rio 2020 competition. Any member of an ESL One Road to Rio 2020 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 overlapping seasons of ESL professional gaming competitions, including but not limited to Intel Extreme Masters, ESL One, ESL Pro League, ESL National/Regional Championship or any of those leagues' qualifiers. If in doubt, please contact an admin if the league in question poses a conflict.

1.3 Time Zone

The ESL website (<https://www.esl-one.com/>) 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.

1.4 Region

For the ESL One Road to Rio 2020, the world is divided into six main regions which are as follows:

- Asia
- CIS
- Europe
- North America
- Oceania
- South America

The regions can be further divided into sub-regions for qualifiers or invitations, as ESL sees fit.

For a list of all countries and their assigned region, see 8.1.

The regions can be further divided into sub-regions for qualifiers or invitations, as ESL sees fit.

For a list of all countries and their assigned region, see 8.1.

1.5 Punishments

1.5.1 Definitions and Scope of Punishments

Punishments are given for rule violations within the ESL One Road to Rio 2020. They may be either minor or major penalty points, monetary fines, default losses, player/team barrages or disqualification, dependent on the incident in question and often combinations of two or more of those. Participants will be informed about the punishment by mail and will be given a time until which they can appeal the decision. Only the license-holder or their designated spokesperson are eligible to make appeals.

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 one percent (1%) of the overall prize money received by the team or player in the competition it is 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 ten percent (10%) of the overall prize money for that competition.

1.5.1.3 Monetary Fines

Monetary fines are given for failure to fulfil obligations that are not directly related to the tournament, like press/media appointments, or planned sessions for fan interaction.

1.5.1.4 Bans/Barrages

Bans or barrages are given for very severe incidents like ringing or use of an unallowed player. They can be awarded either to a player or an organization.

1.5.1.5 Disqualification

A disqualification will happen in the most severe cases of rule violations. The disqualified participant forfeits all prize money accumulated for the competition in question and gets banned until the end of that competition. In team competitions, the organization and all its members get banned until the end of that competition.

1.5.1.6 Additional Methods of Punishment

In special cases, the tournament administration can define and come up with other methods of punishment.

1.5.2 Combination of Punishments

The listed methods of punishment are not mutually exclusive and may be given in combination as seen fit by the tournament administration.

1.5.3 Punishments for Repeat Offences

All punishments outlined in this rulebook are applicable for first-time offences. Repeat offences will usually be punished more severely than listed in the appropriate section of these rules, in proportion to the punishment listed there.

League Bans and Penalty Points Outside the ESL One Road to Rio 2020

League bans and penalty points outside the ESL One Road to Rio 2020 do normally not apply towards the ESL One Road to Rio 2020 except when the punishment has been awarded for cheating. Some other misbehaviours like ringing/faking or insults can also be punished, depending on the severity.

1.6 Live Matches

The term "Live Matches" refers to matches that take place in a public location, during events, matches in a studio, or matches broadcast by ESL TV or an official partner.

1.7 Disciplines

The game used in this tournament is:

- Counter-Strike: Global Offensive by Valve Corporation

1.8 Tournament Organization

The ESL One Road to Rio 2020 is organized by ESL. ESL is operated by ESL Gaming GmbH.

ESL Gaming GmbH
Schanzenstr. 23
51063 Köln
Germany
<https://www.eslgaming.com/>

1.8.1 Administration List

Name	Role
Alexander 'crtmN' Nehr	Tournament Director
Carsten 'Storch' Kramer	Director League Operations
Michael 'Cynil' Parsons	Head Referee
Markus 'Olodyn' Koskivirta	Assisting Head Referee

2 General

2.1 Rule Changes

ESL reserves the right to amend, remove, or otherwise change the rules, without further notice. ESL also reserves the right to make judgment on cases not specifically covered by the rulebook in order to preserve the

spirit of fair competition and sportsmanship.

2.2 Validity of the Rules

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any other provision of this rulebook.

2.2.1 Local Laws

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way to stay as close as possible to the originally intended effect.

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 a written consent from the ESL One Road to Rio 2020 tournament directors.

2.4 Additional Agreements

The ESL One Road to Rio 2020 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 One Road to Rio 2020 highly discourages such agreements taking place, and such agreements that are contradicting the ESL One Road to Rio 2020 rulebook are under no circumstances allowed.

2.5 Match Broadcasting

2.5.1 Rights

All broadcasting rights of ESL One Road to Rio 2020 are owned by ESL Gaming GmbH. This includes but is not limited to: IRC bots, shoutcast streams, video streams (e.g. PoV-streams), GOTV, replays, demos or TV broadcasts.

2.5.2 Waiving These Rights

ESL Gaming 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 Administration List and make sure any additional broadcast has been approved before the match in question starts.

2.5.3 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 admin. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

2.6 Communication

2.6.1 E-Mail

The main official communication method of the ESL One Road to Rio 2020 is email, the ESL One Road to Rio 2020 may 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 from the league are missed.

2.7 Conditions of Participation in the ESL One Road to Rio 2020

The following conditions must be met in order to participate in the ESL One Road to Rio 2020

2.7.1 Age Restriction

All participants of the ESL One Road to Rio 2020 have to be over 16 years of age.

2.7.2 Regional Limitations for Participants

Any team or player may not try to qualify for the same event from more than one country or region. Single players as part of a team can do that under the restrictions of rule Restrictions for Adding New Players.

2.7.3 Home Country/Region

A team players home country is the country where they hold a valid passport from. If a player holds passports from more than one country, they have to inform the tournament administration about which of them they will be using for this competition. This decision will be final and irreversible for the ESL One Road to Rio 2020 and its

qualifiers. The home region is the region that this country belongs to (see List of countries/territories and their assigned ESL One Road to Rio 2020 regions). For a team, this is determined by the majority of the used line-ups. 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 without prior approval from tournament administration.

Residence/Nationality and Number of Players in a Team

The team roster can hold an unlimited number of members from any country or nationality, only the line-up composition in a match may be restricted, see 2.7.5 and 2.7.6.

Country/Region/Sub-Region of Qualifiers

Qualifiers for ESL One Road to Rio 2020, including invitations, are usually restricted to a country, a region or a sub-region.

Teams can request to participate in a different sub-region that is part of their home sub-region, if they can provide ESL validation for their request. Examples for such reasons are:

- i) There are no qualifiers in the home sub-region(s) for the team and the team is willing to travel to the sub-region of the qualifier to play it.
- ii) The team is taking part in (a) competition(s) in a sub-region other than their home sub-region and has matches to play there before and after and in such close timely proximity to the qualifier(s) in their home region(s) that travelling back for that qualifier(s) would be unreasonable.
- iii) The team is staying in another sub-region for good reason (esports-related) for a prolonged time that spans over the time of the qualifier for their home sub-region and it can be clearly shown that this condition has not been created to be able to take part in a qualifier that might be easier to qualify from.

If an exception is granted, the respective sub-region will be considered a team's new home sub-region for the entire event or (if that happens before the end of the event) until the conditions for the exception expire.

Home Country/Region on Team Matches

The majority of the line-up 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 One Road to Rio 2020. As many of the players with the wrong home country/region as would have to be replaced to achieve an allowed line-up will be considered disallowed players (see [Playing with Disallowed Player](#)). Which exact players those are is up to the team.

2.7.4 Physical location during online matches

Online matches have to be played from the region of the competition or qualifier they belong to. If your qualifier is a sub-region, your matches must be played from one of the listed countries for that sub-region. An exception to this rule is only possible by written consent from ESL. It can only be granted if the participant can explain and prove having a valid reason to play from elsewhere. Valid reasons could be similar to the ones from (Country/Region/Sub-Region of Qualifiers).

2.8 Player Details

When requested, players are required to send us all needed information including but not limited to full name, contact details, date of birth, address and photo.

2.8.1 Nicknames

A change in nickname must first be notified to the administration for approval before the change can be undertaken. The general ESL rules for the choice of nicknames apply.

2.8.2 Game Accounts

Every playing member must have their game accounts entered in their ESL/ESEA member profile. This is including but not limited to:

- Steam ID for Counter-Strike: Global Offensive

2.8.2.1 Playing with Wrong Game Accounts

It is not allowed to play with a different game account than the one given in the ESL/ESEA profile. An incorrect game account may lead to a barrage for the player or a rematch being given. If there is sufficient evidence that the player in question indeed played the match or if an admin of the ESL One Road to Rio 2020 explicitly allowed it beforehand, a protest for a barrage or rematch will not be admitted. Penalties may still be given in either case.

2.9 Team Accounts

2.9.1 Standards

The ESL One Road to Rio 2020 team account must be an ESEA team account only used for the ESL One Road to Rio 2020, and no other tournament. This team account should have no history before entering the ESL One Road to Rio 2020 for the first time. If a team is taking part in the ESL One Road to Rio 2020 for the second time, the team account that was used the first time has to be used again. An ESL One Road to Rio 2020 account must have the following information entered:

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

The team name should be written according to rule Team Names.

2.9.2 Team Names

The ESL One Road to Rio 2020 team name may not have any extensions such as “CS team”. It may only consist of the team name and/or a potential name sponsor (see Sponsor Restrictions). To prevent confusion, only names that are not already being used by another team in the same discipline are allowed.

A name sponsor may only be used in the name of one participating team and must be determined prior to the roster deadline (see Formal Requirements & Player Addition Deadline) before the Minors. If two teams are name-sponsored by the same partner, they have to come to an agreement with that partner about which of the teams keeps the name sponsoring during the ESL One Road to Rio 2020.

2.9.3 Changes on the Team Accounts

Any changes in the team account should be approved by the ESL One Road to Rio 2020 administration before the changes are allowed to take place. This includes but is not limited to:

- Adding or removing players
- Changing the team name

No changes at all are allowed after the roster deadline (see Formal Requirements & Player Addition Deadline) before the Minors except in special exceptions for cases of emergency (see Emergency Transfers).

2.10 Licenses in the ESL One

2.10.1 Definition

Before each tournament, ESL awards the ESL One Road to Rio 2020 License to the participating teams. In most cases, these are participants that:

- have qualified for the Major through high placing in the previous Major
- have qualified for the Minor through ESL One Rio 2020 regional qualifiers

2.10.2 Duration

ESL One Road to Rio 2020 licenses are valid for one ESL One Road to Rio 2020 event, only.

2.10.3 Team License

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 One Road to Rio 2020 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 One Road to Rio 2020 team account on ESL/ESEA, 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 One Road to Rio 2020 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 One Road to Rio 2020 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.

2.10.3.1 Multiple Squads

According to [Team License](#) Team License, each organisation and its legal entity can only acquire one license per tournament (including its qualifiers). Therefore, it is not allowed for a squad to participate in an ESL tournament or qualifier if...

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

Unlike in previous ESL One events, no special exception to this will be allowed.

2.10.4 Changing the Team License Holder

A license-holder can request a transfer of the ESL One Road to Rio 2020 license to another entity, if there is an adequate reason for doing so. It is at the ESL One Road to Rio 2020 administrators' discretion whether or not the reason is deemed adequate.

Withdrawal of License and Removal of Individuals

ESL reserves the right to withdraw an ESL One Road to Rio 2020 license from any participant(s), if the ESL One Road to Rio 2020 feels that the participant(s) in question have not behaved within the guidelines set out by the ESL One Road to Rio 2020, and its governing organization.

Valve reserves the same right as well as the right to remove any individual team member from the competition.

2.10.5 Review of License

If a license holder loses over 67% of their starting line-up, ESL can review the license and possibly withdraw it, if the license-holder cannot convince ESL about their ability to continue in the ESL One Road to Rio 2020 on a similar level of play.

2.11 Sponsor Restrictions

2.11.1 Mature Content

Sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature themes and products are not allowed in connection to the ESL One Road to Rio 2020.

2.12 Player Changes

If a team for any reason does not have the sufficient number of players to participate in an ESL One Road to Rio 2020 match, the team will be removed, and its license expires. Therefore, it is suggested that every ESL One Road to Rio 2020 team has substitutes added in the roster to compensate for any player losses during an event.

2.12.1 Adding a New Player

2.12.1.1 Restrictions for Adding New Players

Every player addition is counted as a "new player". This includes new players in other ESL Pro Gaming competitions (including but not limited to IEM, ESL One, ESL Pro League and ESL National Championships). The maximum number of new players any team can add within any 120 days is the number of players in the default line-up (e.g. 5on5 = 5).

A player can only join an ESL One Road to Rio 2020 participant if he has not been playing for more than one team in ESL Pro Gaming competitions during the last 120 days. 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). This exception can never be made when the third team is the same as the first one he played for.

Over the course of the ESL One Road to Rio 2020 and its qualifiers, the following restrictions apply:

- i) A player that played in and qualified from an open qualifier is never allowed to participate in another open qualifier for the same event. The player is also not allowed to play in any closed qualifier for the same event with another team.
- ii) A player that played in and qualified from a closed qualifier is never allowed to participate in another qualifier for the same event. The player is also not allowed to play the Minor for another team but can switch to another Major team if the new team can prove that the change is permanent.
- iii) A player that played in the open qualifier but didn't qualify into closed is allowed to change teams for the Minor or Major in any case. He can even change teams for another qualifier (open or closed), but only if the new team can prove that the change is permanent.
- iv) A player that played in the closed qualifier but didn't qualify into the main event can change teams for the Minor or Major, but only if the new team can prove that the change is permanent.
- v) None of these changes are allowed if the new team is the same that the player has already played for in the last 120 days.

2.12.1.2 Formal Requirements

Before a player can be officially added to the roster, the administrators of ESL One Road to Rio 2020 must be formally informed in writing. This information should contain:

- Nick
- Link to the player
- Full Name
- Previous team history of the last 120 days

After a player is added to the team, the team management also needs to update and resubmit the ESL One Road to Rio 2020 Team sheet (if one was required) that holds all the vital information about the players. The old ESL One Road to Rio 2020 Team sheet will be deemed invalid when any member changes have been made.

2.12.1.3 Player Addition Deadline

For ESL One Road to Rio, the above-mentioned roster deadline on 15th April 2020 applies. You are unable to add any further players after the roster deadline.

2.12.2 Multiple Contracts

For a player in the ESL One Road to Rio 2020 to have a contract or agreement with 2 or more ESL One Road to Rio 2020 teams is strictly forbidden, may it be written or oral. If such a contract or agreement is found to be in existence, ESL reserves the right to bar the player from playing any more matches until the situation has been resolved. If the situation cannot be resolved, the ESL One Road to Rio 2020 have the right to remove the player or team(s) in question.

The only exception from this rule is the case of a loan. In that case, the player is only allowed to play competitions for the team he is loaned out to, not for the team that he is originally contracted with. Other than the fact that the player still has a running contract with his old team, this is in every way considered the same as a transfer, i.e. limitations from Restrictions for Adding New Players apply.

Line-up Restriction during an Event

Once a team plays for the first time in a qualifier, the line-up of the team has to contain a majority of that first line-up until the end of the main event, throughout all qualifiers and stages of the event. This also implies that an organization that tried and failed to qualify with one team is not allowed to sign a new team to still take part in the event.

The above line-up restriction also applies for teams that were invited to the event or a later stage of the qualifiers, in that case the default line-up of the team at the time of the invitation or a specific line-up named in context with the invitation is relevant. Invited teams are considered the same as if they had played throughout the entire qualifier process up until the stage that they have been invited to.

Line-up Changes during an Event

The line-up has to consist of players from the team roster (see Player Addition Deadline).

During ESL One Road to Rio, a team can swap a coach for a player. Each time a coach is swapped in or out, the team suffers a compounding 20% penalty to points remaining at the event. E.g., A team that fields a coach will receive 80% of the points earned at the event. If the original player returns to the lineup, they will incur another penalty and receive 80% of the remaining earned points (64%).

2.12.3 Emergency Transfers

In case of a serious and short notice emergency (e.g. unforeseeable cancellation of all flights or a severe illness or injury of a player) that leaves a team without a full line-up to play with, the tournament direction can decide to allow an emergency transfer in disregard of most of the rules in Player Changes.

Rule Restrictions for Adding New Players remains in place even for emergency transfers.

This rule can only come into play if the team roster had a substitute (coach) but the emergency is not solved by using just than one substitute.

2.13 Prize Money

All prize money should ideally be paid out 60 days after the ESL One Road to Rio 2020 event in question has 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 One Road to Rio 2020 license sheet and hasn't provided it by other means to the head administration either, the prize money will not be paid out until a reasonable time after this has been rectified.

Prize Deductions Due to Penalty Points

Every penalty point that a participant acquires during an event 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 last part of the competition in question, including both online and offline won prizes, but excluding the part that is meant to compensate for travel expenses (if any). The deducted prize money will be proportionally added upon the other teams; thus, no prize money gets lost through penalty points.

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.

Prize Deductions Due to Monetary Fines

Monetary fines are not redistributed to the other participants but just removed from the winnings of the team in question.

2.13.1 Withdrawal of Prize Money

As long as the prize money for the ESL One Road to Rio 2020 has not been paid out, ESL reserves the right to cancel any pending payment if any evidence of fraud or foul play have been discovered.

2.13.2 Transfer of Prize Money

The prize money will be sent as a bank transfer or over PayPal as specified by the License holder. Failure to 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.

2.14 Penalties and consequences for leaving the ESL One Road to Rio

2.14.1 Leaving During an Event

If a participant leaves the ESL One Road to Rio 2020 during an ongoing event (i.e. between qualifier/wildcard-invite and event or between two stages of qualification or even between accepting the invitation to a qualifier and the qualifier), the participant forfeits all prize money accumulated for the event that stage belongs to and all its members get banned until the end of main event.

The next time that participant plays (or the organization of this team fields a team from the same country) in an event within the next 365 days, the player/organization will be penalized with between five (5) minor penalty points and one (1) major penalty point for that event, depending on the reasons and timing of the cancellation. Also, cancelling an offline stage is considered a more severe offence than cancelling an online stage. Higher penalties, not being invited, barrages, suspensions or similar sanctions may also come into effect, especially on very late cancellations, according to what the tournament administration sees fit.

2.14.2 Deletion of Matches

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

2.15 Match Start

2.15.1 Punctuality

All matches in the ESL One Road to Rio 2020 should start as stated on the website, any changes in the time must be accepted by the opposing party and administrators (if rescheduling is generally possible). All participants in a match should be on the server and ready to go at the latest 15 minutes before the match is to start.

Not being Punctual for an online Match

Two (2) 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 (1) additional minor penalty point every 5 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 2.15.3) will be awarded. If the match is broadcast by ESL TV or in any other way a live match, three (3) additional minor penalty points will be awarded for any delay in the match start caused by a team.

2.15.2 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.

2.16 Match Procedures

2.16.1 Line-up

Teams participating in a Minor Championship or Major Championship must submit a full roster of five players, and optionally one coach (who can act as a substitute player). This must be done before 15th April 2020. Once submitted, the roster cannot be updated.

2.16.2 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.

- If a clear seeding was implemented for the first stage of an event (e.g. in the group distribution process), it will remain valid.
- In offline playoffs that are following upon a previous offline round that gave a clear ranking, 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 other cases (e.g. later playoffs rounds), we will stick to coin tosses.

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

2.16.3 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/ESEA website. Please refer to the game specific rules for what match records and media need to be uploaded.

2.16.4 Ranking During Group Stage

Only the active ranking rule from this Rulebook is valid, not the ranking that is displayed on ESL's or ESEA's websites.

If a number of teams are tied by win-loss difference at the end of the group, their ranking order will be decided as described below. When it comes to round scores, every overtime will be considered with the score of 16:15 for the winner. Actual OT scores only matter in the points 11. and 12..

If after any point from 1. to 10., 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 (direct match win > direct match loss)
2. Map difference between the tied participants (3:2 maps > 3:3 maps)
3. Number of map wins between the tied participants (3:3 maps > 2:2 maps)
4. Overall map difference
5. Overall number of map wins
6. Round score difference between the tied participants (23:21 > 23:22)
7. Number of round wins between the tied participants (24:22 > 23:21)
8. Overall round score difference (39:31 > 40:33)
9. Overall number of round wins (40:32 > 39:31)

If the above points bring no further differentiation (this can only occur in case of a three-way-tie or five-way-tie), overtimes will be played among the tied teams until no ties remain that are relevant for qualification or seeding. Any other ties will not be resolved by overtimes, but prize money for the shared ranks will be split among the tied teams.

The match order of the overtimes will be determined before the start of the first one. The first match-up is randomly determined. The next match-up will be chosen by the League based on the nature of the tie and the importance of the ranks (e.g., if the tie happens in a group where only the first place matters and the tie is for ranks 1-3, the second match will be the one with the winner of the first match) Overtimes will be played on the same map, which will be determined by veto. Order of the map veto process is ABCCBA, and the remaining map is played, it gets randomly determined which team is A/B/C. The sides are randomly determined in the first match, after that, each team has to start on the other side first (which determines the rest of the side choices). None of the OTs can end as a draw, it then gets continued until a winner is determined. The result of a multi-OT match will always be counted as 4:3 for all ranking purposes. If after any point from 10.-12. the number of tied teams is reduced or split up into different groups of tied teams, the tiebreaker process will be restarted from point

10. Sort by win-loss difference in the tiebreaker overtimes.
11. Sort by round score difference in the tiebreaker Ots.
12. Sort by number of round wins in the tiebreaker Ots.
13. If there are still unsolved ties, replay the tiebreaker Ots.

In special cases, the Tournament Director can rule on a different way to determine the order in an unsolved tie (i.e. coin toss).

2.16.5 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/ESEA website. Please refer to the game specific rules for what match records and media need to be uploaded.

2.17 Match Protests

2.17.1 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.

2.17.2 Match Protest Rules

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 has to be kept between two matches by all participants)
- Only at offline events: The end of the event day (departure of the admins)

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.

People 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 one (1) minor penalty point.

2.17.2.1 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.

2.18 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.

2.19 Interviews

For every game that is broadcast on ESL TV, one player from each team must be available for a remote 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.

2.20 Conflict of Interest

A conflict of interest exists when a competitor has a financial interest in the success of a team or player they are competing against. Teams are required to either:

- [] affirm that they have no business entanglement (including, but not limited to, shared management, shared ownership of entities, licensing, and loans) with any other participating team or its players, or
- report any existing conflicts of interest to the tournament organizer and Valve in writing prior to registration, under the understanding that this report will be made publicly available and that failure to report any conflict of interest may result in disqualification from the event and/or forfeiture of proceeds.

3 Qualification

3.1 Qualification for ESL One Road to Rio

For qualification into the ESL One Road to Rio, teams would have been within one of the three categories below.

- have qualified for the Major through high placing in the previous Major
- have qualified through earning a Minor spot through ESL One Rio 2020 regional qualifiers
- Won a tiebreaker match in their region for the remaining slots in ESL One Road to Rio

3.2 Replacements

If a participant is for any reason unable to compete any more in the ESL One Road to Rio 2020, a replacement will be called up. If this happens before the replacement deadline, the replacement will inherit any financial benefits like paid flights and hotels from the dropped participant.

Usually tournament groups or brackets will not be reseeded if they were already publicly announced before the drop-out happened. In special cases, when the fairness of the competition is in jeopardy, the administration can still change or even re-draw the tournament.

Replacement participants will be considered and contacted to ask whether or not they want to participate.

3.2.1 Replacement Tiebreaker

If participants have an identical score/position on/in the relevant invite list or qualifier, the one that has had the smallest change in line-up since then will be preferred.

If that leaves several options, the tournament administration will make a choice based on other results or/and random draw.

3.2.2 Replacement Deadline

A replacement deadline will be set by the tournament administration. Its passing does not mean that there will be no further replacement, but the rules for replacing are different from that point on, see 3.3.3-3.3.4. If no replacement can be found, the stage may start with one less participant instead.

If no earlier deadline has been set, the public announcement of the tournament drawing is usually the replacement deadline.

Qualified or Invited Event Group Stage or Playoff Participant

a) Before the replacement deadline

The next in line will replace from the same qualifier, invite list or poll. If no one from the final stage of the same qualifier is available, the qualifiers of the other regions will be considered, starting with the home region.

b) After the replacement deadline

The administration will try to find any replacement by all available means.

3.2.3 Legends Stage Teams

If a team drops out that was pre-qualified for Legends Stage (4.1.2.2) from reaching Champions Stage at the previous Major, it will be replaced by qualifying an additional team from the current Challengers Stage.

3.2.4 Challenger Stage Teams

If a team drops out that was qualified for Challengers Stage (4.1.2.1), it will be replaced by the next team in line from the same group, from the previous applicable stage of the tournament.

3.2.5 Final Qualifier Participant

3.2.5.1 Before the relevant open qualifier grid has been finalized

The next in line from the applicable list or ranking will be invited.

3.2.5.2 After the relevant open qualifier grid has been finalized but before the final qualifier grid has been finalized

The next in line from the open qualifier will be invited. If several teams are tied for that position, tiebreaker matches will be played.

3.2.5.3 After the final qualifier grid has been finalized but before the first round of the final qualifier has ended

The next in line from the open qualifier will directly replace the dropped-out participant in the grid.

3.2.5.4 After the first round of the final qualifier has ended

The slot remains empty.

4 Event Rules

4.1 Tournament Stages

4.1.1 Group stage

4.1.1.1 Group stage

Each region of ESL One Road to Rio will start with a Round Robin Group Stage.

Europe – sixteen teams – two groups of eight teams, top four from each group progress to the Double Elimination play-offs. 1st and 2nd into bracket the upper bracket and 3rd and 4th into the lower bracket.

CIS – twelve teams – two groups of six teams, Top three from each group progress to the play-offs - 1st into semi-finals and 2nd and 3rd into Quarter Finals

North America – twelve teams - two groups of six teams, Top three from each group progress to the play-offs - 1st into semi-finals and 2nd and 3rd into Quarter Finals

South America – four teams – one group. Top three from each group progress to the Gauntlet play-offs. 1st from the group goes into the final, 2nd and 3rd into the semi final.

Asia – eight teams - two groups of four. Top two from each group progress to the Single-Elimination play-offs.

Oceania - One group of four. Top three from each group progress to the Gauntlet play-offs. 1st from the group goes into the final, 2nd and 3rd into the semi final.

4.1.1.2 Playoffs

Each region play-off and finals stage will be either decided in a Double-Elimination, Single-Elimination or Gauntlet format.

EU – eight team Double Elimination bracket. 1st and 2nd from each group will start in the upper bracket, whilst 3rd and 4th from groups will start in the lower bracket. The bracket will be played out in Bo3's apart from the final which will be a Bo5 with a 1 map advantage to the team from the upperbracket.

CIS – six team Single-Elimination bracket. 1st from each group will start in the semi-finals, whilst 2nd and 3rd from each group will play in the quarter finals matches. The bracket will be played with all matches being a Bo3.

North America - six team Single-Elimination bracket. 1st from each group will start in the semi-finals, whilst 2nd and 3rd from each group will play in the quarter finals matches. The bracket will be played with all matches being a Bo3.

South America – three team Gauntlet bracket. 1st from the group stage will go directly into the finals, whilst 2nd and 3rd from each group will play in the quarter finals matches. The bracket will be played out in Bo3's.

Asia – four team Single-Elimination bracket. The bracket will be played with all matches being a Bo3.

Oceania – three team Gauntlet bracket. 1st from the group stage will go directly into the finals, whilst 2nd and 3rd from each group will play in the quarter finals matches. The bracket will be played out in Bo3's.

4.2 Punctuality

We expect every player to be at the tournament area as stated in the tournament directions info mails 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! Mitigating circumstances and attempts to inform ESL about the lateness and minimize the impact will be benevolently considered.

The following penalties apply in the first case (repeat offences will be more severely punished):

- arriving between the requested time and 30 minutes before match start – warning
- for every 5 minutes later arrival (29-25 / 24-20 / 19-15 / etc.) – one Minor Penalty

If a participant is not ready to play at the latest 15 minutes after the scheduled time, the tournament administration can decide to award (partial) default losses or disqualify the participant.

4.3 Causing Delay

If the match gets delayed due to late arrival (e.g. because of technical problems that could have been discovered beforehand without the lateness) or because of general misbehaviour (e.g. as listed in 4.13.1):

- for every (partial) 5 minutes delay in the match start caused by this (1-5 / 6-10 / 11-15 / etc) – three Minor Penalties

Equipment

ESL always provides monitors and computers. Depending on the discipline and the stage of the tournament, noise-cancelling headphones may be provided as well. 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!

All player equipment is subject to the approval of ESL administration. ESL reserves the right to deny the use of any equipment and/or device providing an unfair competitive advantage. Players might be asked to hand in their equipment for additional checks.

Config and Drivers

All participants have to send in their configs and drivers until a specific deadline set by the tournament direction before the event. If any player or team doesn't send in their configs and drivers, they have to manually setup their config on site and play with default drivers.

4.4 Clothing

The players and teams need to ensure that they are all in equal coloured team attire, orderly long trousers and closed shoes (i.e. shorts or flip-flops are not allowed). Any kind of headwear is forbidden. Penalties will be awarded for minor violations of this rule, but in major cases (for example but not limited to offensive content, other team clothing etc.), players will not be allowed to start their matches before the problematic piece of clothing has been replaced. If possible and deemed appropriate by the administration, ESL will provide suitable clothing for the participants that are not dressed according to the rule. The cost of provided clothing will then be subtracted from the prize money paid out to the participants.

Any delay caused by change of clothing will be considered the players fault and penalised according to the rules of punctuality.

4.5 Administrators

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

4.6 Player Brief

The player brief is a document that will be sent to the participants by mail before the tournament. It is meant as an extension to the rulebook for a specific offline event and equally binding.

4.7 Technical Checklist

After completing their setup process the player will sign off on the ESL admins technical checklist. This process exists to ensure the integrity of the system used to compete before the match starts. Technical pauses caused by problems that would have been noticed if the checklist had been properly followed will be punished with one (1) minor penalty.

4.8 Team Communication Tool

ESL will provide local TeamSpeak servers for all participants in team games to use as the main voice communication system. The communication on the voice server will be monitored by the tournament referees. ESL reserves the right to record all TeamSpeak communication during the event. No other communication tools are allowed.

4.9 Media Obligations

If the league decides that one or more players need to be part of interviews (short pre-/post-match interviews and/or longer interview-sessions), a press conference or an autograph-, photograph- or video-session, then the players cannot deny this and must attend. Most events will have a mandatory media day, where participants will be photographed, filmed and interviewed by the ESL crew for the event presentation. The participants will receive a media schedule beforehand to be informed about nature, duration and schedule of any activities of this kind that take more than 5 minutes.

4.9.1 Missing Media Obligations

Not fulfilling the media obligations will result in monetary fines. Their range depends on the details. The following fines are standard punishments for the most common cases:

- Not showing up complete and on time for the media day: \$4000 + 5% of the prize money winnings
- Appearing incomplete or too late for a signing session:
 - 1-30% of the line-up missing: \$600 + 0.75% of the prize money winnings
 - 31-50% of the line-up missing: \$800 + 1% of the prize money winnings
 - 51-70% of the line-up missing: \$1000 + 1.25% of the prize money winnings
 - 71-99% of the line-up missing: \$1200 + 1.5% of the prize money winnings
 - 100% of the line-up missing: \$2000 + 2.5% of the prize money winnings
- Appearing incomplete or too late for a press conference:
 - 1-30% of the line-up missing: \$360 + 0.45% of the prize money winnings
 - 31-50% of the line-up missing: \$480 + 0.6% of the prize money winnings
 - 51-70% of the line-up missing: \$600 + 0.75% of the prize money winnings
 - 71-99% of the line-up missing: \$720 + 0.9% of the prize money winnings
 - 100% of the line-up missing: \$1200 + 1.5% of the prize money winnings

Similar punishments will be applied if other, comparable media obligations are missed.

The fines can be reduced if the participant shows up with delay but still early enough to create the required content/have a reasonable session. The fines can be also/further reduced if the participant delivers proof of mitigating circumstances. The decision about that will be made by the administration alone.

4.10 Stage Matches

Each participant is required to play their stage matches, if they reach them. This part is an integral component of the tournament and exceptions will not be allowed.

4.11 Gaming Areas

4.11.1 Food, Drinks, Smoking and Behaviour

If nothing else has been announced, it is forbidden to bring or eat any food in the tournament areas. Smoking or vaping is also strictly prohibited. Players are allowed to have beverages, but only in cups or bottles that have been provided by ESL, and only below the table unless told otherwise. Exaggerated loud noise and offensive language are forbidden.

Participants have to follow the hotel or venue rules in the practice areas.

Any violations can be punished with penalty points.

4.11.2 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.

Mobile phones, tablets, cameras or similar devices

Participants are not allowed to bring any electronic devices, cameras or similar devices into the gaming area unless prior permitted by the head admin. Such devices have to be handed to tournament officials before starting to setup before the first match.

Participants are not allowed to take photos and/or make any recordings on stage and during the opening ceremonies.

Paper versions of documents for tactical purposes are allowed in reasonable sizes and numbers (e.g. a notebook).

4.11.3 Unused items

Items that are not immediately necessary (e.g. clothing that is not being worn, bags etc) have to be stored out of sight as indicated by ESL.

4.11.4 Internet access

Internet access on tournament computers is disabled for all participants.

4.12 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.

4.13 Demos and Replays

All demos or replays must be made available if requested by the administrators.

4.14 Demo and Replay Rights

ESL reserves the right to play, and/or upload to the ESL websites, all demos that are recorded in an ESL arrangement.

4.15 Photo and Other Media Rights

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

Additionally, each player has to sign two copies of a release form that they will receive beforehand for reading and have to sign before they start their first match.

Winners Ceremony

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

ESL-provided Areas

Only marketing activities that have been authorized by ESL are allowed in any ESL-provided areas (e.g. tournament areas, practice rooms, hotel rooms etc.).

5 Rule Violations, Punishments and ESIC

ESL and its tournaments are part of ESIC, the Esports Integrity Commission. That means that all rules and regulations of ESIC apply to all ESL tournaments, including the ESL One Road to Rio 2020. You can look them up on their website at <https://esic.gg/>.

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

5.1 Code of Conduct

All ESL One Road to Rio 2020 participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, ESL TV, and ESL One Road to Rio 2020 administration. Being role models is the occupational hazard of being an ESL One Road to Rio 2020 player or organizer and we should behave accordingly. Any sort of harassment should be reported to the above listed 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 participants, but every single person involved with or present at a stage of the ESL One Road to Rio 2020. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

5.2 First-time and repeat offences

All punishments listed below are meant for first-time offences. Repeat offenders (both the specific player and - in team competitions - his team) will be punished proportionally harder.

5.3 Cheating

5.3.1 Cheat Software

The use of the following programs is considered cheating: Multihacks, 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.

5.3.2 Information Abuse

Communication during the match with people not involved in the match is strictly forbidden, the same is true for using information about your game from other external sources (e.g. streams).

5.3.3 Punishments for Cheating

When cheating is uncovered in the ESL One Road to Rio 2020, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money, receive twelve (12) (ESL-) penalty points and be banned from all competitions in ESL for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances.

In team competitions, the team will be disqualified from the ESL One Road to Rio 2020 event where the cheating occurred.

5.3.4 Methods to Detect Cheating

ESL reserves the right to use different methods to inspect participants and their equipment, with or without prior information. One of these is the use of metal detectors on participants entering the stage. Participants are not allowed to refuse these inspections.

5.4 Doping

5.4.1 Refusing to be tested

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

List of Prohibited Substances and Methods

The List of Prohibited Substances and Methods created by the Esports Integrity Commission (ESIC) is valid for the ESL One Road to Rio 2020 tournaments. The list can be found here:

<https://esic.gg/codes/esic-prohibited-list/>

Any unsanctioned use of these substances is considered doping.

5.4.2 Prescribed medication

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

5.4.3 Punishments for 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 nullification of the results achieved under the influence of the substance, a ban of one to two (1-2) years, forfeiture of the prize money won, as well as disqualification of the participant.

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.

5.5 Using 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 linked under List of Prohibited Substances and Methods, 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.

5.6 Betting

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 ESL 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 1 year from all ESL competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

5.7 Competition Manipulation

Offering money/benefits, making threats or exerting pressure towards anyone involved with ESL One Road to Rio 2020 with the goal of influencing a result of a match is considered competition manipulation. The most common example is offering your opponent money to let you win.

5.7.1 Punishments for Competition Manipulation

When attempted competition manipulation is uncovered in the ESL One Road to Rio 2020, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit their prize money and be banned from all competitions in ESL for a duration of between one and two (1-2) years. A monetary fine is possible.

In team competitions, the team will be disqualified from the ESL One Road to Rio 2020 event where the attempt occurred.

5.8 Match Fixing

Using any means to manipulate the outcome of a match for purposes that are not sportive success in the tournament in question is considered match fixing. The most common example is intentionally losing a match to manipulate a bet on the match.

5.8.1 Punishments for Match Fixing

When match fixing is uncovered in the ESL One Road to Rio 2020, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit their prize money and be banned from all competitions in ESL for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances. A monetary fine is possible.

5.9 Limitations for issuing punishments

Punishments can be issued for a limited amount of time after the incident that is being punished. In case of cheating and match-fixing, this duration is set to 10 years. For infractions like ringing, faking, lying about legally relevant personal information (name, age, nationality, residency, ...), the duration is set to 5 years. Smaller infractions may expire earlier.

5.10 Publisher or ESIC Bans

ESL One Road to Rio 2020 will not qualify, nor allow in any qualifying event, any players who have been VAC-banned in CS:GO unless given permission from Valve (which has to be verified and confirmed prior to the start of each event). Players who have been previously banned and then cleared by Valve need to contact tournament administration (via email: csgomajor@eslgaming.com) at least seven days prior to the start of the qualifier in order to get a permission to participate in the event.

Any player without clearance who is VAC banned on any of their accounts will be immediately disqualified from participation in the tournament. Any team on which a banned player has played during the period starting with the first Minor Championship and ending with the end of the tournament, will be banned. Also, ESIC bans will be honoured and translated into ESL bans.

5.11 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 penalty points. The most important and most common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of breach of netiquette (e.g. harassment).

5.11.1 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.

5.11.2 Insults

All insults occurring in connection with the ESL One Road to Rio 2020 will be punished. This primarily applies to insults during a match but also on the ESL/ESEA website (forums, match comments, player guestbooks, support and protest tickets, etc.). Insults on IM programs, E-mail or other means of communication will be punished if they can be linked to the ESL One Road to Rio 2020 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 disqualification 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.

5.11.3 Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the ESL One Road to Rio 2020.

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

5.11.4 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.

5.11.5 Damaging or Soiling

Participants taking action that could or does result in damage or soiling of rooms, furniture, equipment or similar items will be fined. The fine will be based on the cost to restore the original state, handling efforts to fix the issue and damaged reputation with third parties or public.

5.12 Unsportsmanlike Behaviour

For an orderly and pleasant game, it is essential that all players have sportsmanlike behaviour. The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour.

5.12.1 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.

5.12.2 Faking Match media

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

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

5.12.2.1 Cheat Suspicion

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

5.12.3 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.

This rule often happens in connection with rule [Playing with Disallowed Player](#), in that case the punishments are cumulated.

5.12.4 Playing with Disallowed Player

Using a disallowed player results in one (1) major penalty point, and also the player will be barred for 2 matches before he is eligible to compete. Also, the opponent will be offered a rematch. If the administration decides there is not enough time for a rematch (this will always be the case in matches in continuous order, like all except the last round of a cup, but can happen in other cases as well), a default win will be given to the opponent.

5.12.5 Misleading admins or players

Any attempts to deceive opposing players, admins, or anyone else related to the ESL One Road to Rio 2020 may be penalized with one (1) to four (4) minor penalty points.

6 Game Specific Rules Counter-Strike: Global Offensive

6.1 Game version

The tournament will use the latest available version of the game client. If the latest available version is considered unplayable due to bugs or extreme balance changes within close proximity by ESL administration, an older version might be used if it's available for rollback. Any update during the event will result in a rollback to the original version (if possible).

6.2 Anti-Cheat

ESEA Client is mandatory for all players to use for the full duration of all matches played online and offline. If a player cannot use the ESEA Client, then they are not allowed to take part in a match. Players are responsible for having their login credentials available to them at the time of the competition.

6.3 Map selection procedures

6.3.1 Map pool

Tournament will be played on the current competitive map pool (Valve Active Duty Map Group) which consists of the following maps:

- Dust2 (de_dust2)
- Inferno (de_inferno)
- Mirage (de_mirage)
- Nuke (de_nuke)
- Overpass (de_overpass)
- Train (de_train)
- Vertigo (de_vertigo)

6.3.2 Online

Teams will start the map selection process 30 minutes before scheduled match start. The map selection process will be completed with the assistance of the tournament referee on the Discord server provided by ESL.

6.3.2.1 Best-of-One (Bo1) Matches

The better seeded team decides if they are either Team A or Team B. Team A starts the process and the order of the ban / pick is as follows:

1. Team A removes one map.
2. Team B removes two maps.
3. Team A removes two maps.
4. Team B removes one map.
5. Remaining map is being played.

The sides on the map are determined by a knife round.

6.3.2.2 Best-of-Three (Bo3) Matches

The better seeded team decides if they are either Team A or Team B. Team A starts the process and the order of the ban / pick is as follows:

1. Team A removes one map.
2. Team B removes one map.
3. Team A picks the first-played map, team B decides the sides on this map.
4. Team B picks the second-played map, team A decides the sides on this map.
5. Team A removes one map.
6. Team B removes one map.

The remaining map is played as a decider, if required, the sides on the map are determined by a knife round.

6.3.2.3 Best-of-Five (Bo5) Matches

Best-of-Five Matches are only being used in the European Finals. The team from the upper bracket will start with a 1:0 lead over the team from the lower bracket, so only 4 maps at most will be played.

The team from the upper bracket decides if they are either Team A or Team B. Team A starts the process and the order of the ban / pick is as follows:

1. Team A removes one map.
 2. Team B removes one map.
 3. Team A picks one map.
 4. Team B picks one map.
 5. Team A picks one map.
 6. Team B picks one map.
- Every team decides sides on the map choice of their opponent.

6.4 Match settings

The following match settings need to be used during the ESL CSGO competition:

- Rounds: Best out of 30 (mp_maxrounds 30)
- Round time: 1 minute 55 seconds (mp_roundtime 1.92)
- Start money: \$800 (mp_startmoney 800)
- Freeze time: 20 seconds (mp_freezetime 20)
- Buy time: 20 seconds (mp_buytime 20)
- Bomb timer: 40 seconds (mp_c4timer 40)
- Overtime rounds: Best out of 6 (mp_overtime_maxrounds 6)
- Overtime start money: \$10,000 (mp_overtime_startmoney 10000)
- Round restart delay: 5 seconds (mp_round_restart_delay 5)
- Break during half time: 2 minutes 30 seconds (mp_halftime_duration 150)
- Break during half time in overtimes: disabled.

6.4.1 Overtimes

In case of a draw after all 30 rounds have been played, an overtime will be played in best out of 6 mode (mp_maxrounds 6) and with \$10,000 start money (mp_startmoney 10000). For the start of the overtime teams will stay on the side which they played the previous half on, during half-time sides will be swapped. Teams will continue to play overtimes until a winner has been found.

6.5 Match server

Matches are played on the servers provided by ESL. Teams are required to check all the necessary game

aspects (including skins, bugs on load etc.) and network components (latency and server variance) before starting the match. 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 might be continued under these conditions.

6.6 In-Game chat

It is not allowed to write about things that are not directly related to the match in the in-game chat. This is including but not limited to discussion of the technical issues and any sort of advertisement.

6.7 Coaching

6.7.1 Online Competition

Teams are allowed to have one coach connected to the game server. After joining the server, the coaches need to type in console "coach t" or "coach ct" to move to the coaching position. During ESL One Road to Rio 2020, coaches are allowed to talk throughout the match./

6.8 Usage of pause function

The pause function can be used at any time, but it will only come into effect during freeze time (immediately if used during freeze time, else at the beginning of the next freeze time).

6.8.1.1 Technical Pause

If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The technical pause function can be called by typing ".tech" or ".technical". The player has to announce the reason before or immediately after he paused the match. During a technical pause, headsets have to stay on. Unless the referee instructs the match participant otherwise any form of communication including but not limited to text and voice communication between players and coaches is forbidden during a technical pause.

6.8.1.2 Timeout

Each team is allowed to invoke a timeout (tactical pause) of 30 seconds up to four times per map. Timeouts can be called via the in-game vote system (ESC → Call Vote → Call Tactical Timeout). Teams are allowed to take all four timeouts at once by calling them all individually once the previous timeout expires. Team will not be given additional timeouts in the overtimes, but the unused timeouts can still be used in overtime.

6.8.2 Admin Pause

The admin can pause the game from his station or from a player station, when it is required. If for some reason the player pausing does not work, they have to request the admin to do it.

6.9 Player Settings

6.9.1 Configuration Files

All 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. The following commands are forbidden:

- `cl_showpos 1` – the value needs to be set to 0.

Teams are required to contact the tournament administration if they are unsure on the validity of a command and its value. A team may be penalized for having forbidden commands in their configuration file, regardless if it was in use.

6.9.2 Scripts

All scripts are illegal except for buy, toggle, demo scripts. A team may be penalized for having forbidden scripts in their configuration file, regardless if it was in use.

6.9.3 Graphics drivers

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.

6.9.4 Overlays

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) is forbidden. Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

6.9.5 Custom Data

Players are not allowed to use any form of custom game files during the official matches. Only CSGO skins are

allowed to be changed. Any other changes, including but not limited to modification of sprites, HUDs, score boards, crosshairs are strictly disallowed.

6.9.6 Device Drivers

Using device drivers to pre-install / pre-script illegal macros on the player's devices (keyboard, mice, sound cards) is forbidden and may be punished under the cheating paragraph. Tournament officials reserve the right to request any piece of gear used by the players for inspection.

6.9.7 In-Game nickname

Players are only allowed to use their own official nicknames - without any additions - during ESL matches. Every player that has officially registered his nickname with Valve for sponsored events is required to use the same nickname for all ESL matches.

6.9.8 In-Game item's nametag

Players are not allowed to use nametags on in-game items which violate the code of conduct.

6.10 Match Procedures

6.10.1 Match Breaks

Teams will have at least 10 minutes of a break between matches and 8 minutes between maps in best-of-three and best-of-five matches. In best-of-five matches, team will also get an extended break (at least 15 minutes) between map 3 and 4. The exact times will be communicated by the tournament administration. There are no breaks at half times.

6.10.2 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.

6.10.3 Change of Players

Only players that are part of the team can be substituted in. The opposing team and tournament administration have to be informed beforehand.

6.10.3.1 Changes in online competition

During online competition, line-up changes can be made at any point of the match if there is a proper reason (i.e. connection problems). If necessary, the game can be paused for the change. The delay caused must not exceed 5 minutes and excessive changes/abuse of this rule are forbidden.

6.10.4 Match Interruptions

If a match is interrupted for reasons beyond the control of the participants (e.g. server or player crash), the tournament administration will restore the round using the CSGO's backup & restore feature, but in some scenarios may decide to replay the round or even a whole match.

- If the issue takes place during the first minute of the round, before any damage has occurred and the opponent or referee has been immediately notified, the round will be restored.
- If the issue takes place during a round and after the damage has been made and the outcome of the round can still be determined (e.g. a single player has dropped but others remain), then the round will not be replayed or restored. The round will continue to be played and will count. Special exceptions can be made if the damage dealt was ruled insignificant e.g. accidental teammate damage dealt at the start of the round or damage dealt to the opposing side by the team that was affected by the crash.
- If the issue takes place during the round, after damage has occurred and the outcome of the round cannot be determined (e.g. due to server crash), the match will be restored to the beginning of the round.
- If the issue takes place during the round, after damage has occurred and the outcome of the round is obvious (e.g. one team is saving with 10 seconds remaining), but it cannot be continued due to for example a server crash, then the round can be awarded.

The matches will not be stopped and/or rounds will not be restored or replayed in cases where it is clearly a participant's fault (e.g. mis-buying a weapon).

6.10.5 Use of Bugs and Glitches

The intentional use of any bugs, glitches, or errors in the game is forbidden. It is up to the admin's discretion whether or not the use of said bugs had an effect on the match, and whether or not he will award rounds, or the match to the opposing team, or to force a rematch. The usage of the following bugs is strictly forbidden, if any bug is used which is not listed here it is up to the admin's discretion whether or not a punishment is necessary.

- Moving through clipped areas where the movement is not intended by the design of the map is strictly forbidden (any walls, ceilings, floors etc).
- The bomb may not be planted in a location where it cannot be defused. Planting the bomb in such a way that no one can hear the beeping sound, or the planting sound is also forbidden.

- Standing on top of teammates is generally allowed, it is only forbidden, when such actions allow the player to peek over, under and/or through a solid object (e.g. wall, box, ceiling) that should not be allowed according to map design.
- Pixel walking is forbidden. A player will be considered to be pixel walking if they sit or stand on invisible pixels on the map, where there is no visible edge.

It is recommended to check with tournament administration whether or not certain bug or glitch is considered illegal.

The following bugs are explicitly allowed:

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

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

6.10.5.1 New Positions

If any player or team wants to use a new position which is not commonly known, it's strongly recommended to contact tournament officials to check if that position is allowed before using it in any official match. Players and teams have to consider that it takes time to check new positions and therefore they have to contact tournament officials in a reasonable time frame before an official match.

6.10.6 Joining the wrong team

Joining the wrong team on the server is forbidden and may be penalized with one (1) minor penalty point.

7 Appendix

7.1 List of countries/territories and their assigned ESL One Road to Rio 2020 regions

If your country is not listed below or you are uncertain about which country is yours, see [Home Country/Region](#) or ask an admin.

Albania	Europe
Andorra	Europe
Austria	Europe
Belgium	Europe
Bosnia and Herzegovina	Europe
Bulgaria	Europe
Croatia	Europe
Cyprus	Europe
Czech Republic	Europe
Denmark	Europe
Estonia	Europe
Finland	Europe
France	Europe
Germany	Europe
Hungary	Europe
Iceland	Europe
Greece	Europe
Ireland	Europe

Italy	Europe
Latvia	Europe
Liechtenstein	Europe
Lithuania	Europe
Luxembourg	Europe
Malta	Europe
Monaco	Europe
Montenegro	Europe
Netherlands	Europe
Norway	Europe
Poland	Europe
Portugal	Europe
Romania	Europe
San Marino	Europe
Serbia	Europe
Slovakia	Europe
Slovenia	Europe
Spain	Europe
Sweden	Europe
Switzerland	Europe
Turkey	Europe
The former Yugoslav Republic of Macedonia	Europe
United Kingdom of Great Britain and Northern Ireland	Europe
Antigua and Barbuda	North America
Bahamas	North America
Barbados	North America
Belize	North America
Canada	North America
Colombia	North America
Costa Rica	North America
Cuba	North America
Dominica	North America
Dominican Republic	North America
Ecuador	North America
El Salvador	North America
French Guiana	North America
Grenada	North America
Guatemala	North America
Guyana	North America
Haiti	North America
Honduras	North America
Jamaica	North America
Mexico	North America
Nicaragua	North America
Panama	North America

Peru	North America
Saint Kitts and Nevis	North America
Saint Lucia	North America
Saint Vincent and the Grenadines	North America
Suriname	North America
Trinidad and Tobago	North America
United States of America	North America
Venezuela, Bolivarian Republic of	North America
Argentina	South America
Bolivia (Plurinational State of)	South America
Brazil	South America
Chile	South America
Falkland Islands (Islas Malvinas)	South America
Paraguay	South America
Uruguay	South America
Armenia	CIS
Azerbaijan	CIS
Belarus	CIS
Georgia	CIS
Kazakhstan	CIS
Kyrgyzstan	CIS
Republic of Moldova	CIS
Russian Federation	CIS
Tajikistan	CIS
Turkmenistan	CIS
Ukraine	CIS
Uzbekistan	CIS
Australia	Oceania
Fiji	Oceania
Kiribati	Oceania
Marshall Islands	Oceania
Micronesia (Federated States of)	Oceania
Nauru	Oceania
Nez Zealand	Oceania
Palau	Oceania
Papua New Guinea	Oceania
Samoa	Oceania
Solomon Islands	Oceania
Tonga	Oceania
Tuvalu	Oceania
Vanuatu	Oceania
Democratic People's Republic of Korea	East Asia
Japan	East Asia
Mongolia	East Asia
Republic of Korea	East Asia

Chinese Taipei	East Asia
Bangladesh	Southeast Asia
Bhutan	Southeast Asia
Brunei Darussalam	Southeast Asia
Cambodia	Southeast Asia
India	Southeast Asia
Indonesia	Southeast Asia
Lao People's Democratic Republic	Southeast Asia
Malaysia	Southeast Asia
Maldives	Southeast Asia
Myanmar	Southeast Asia
Nepal	Southeast Asia
Philippines	Southeast Asia
Singapore	Southeast Asia
Sri Lanka	Southeast Asia
Thailand	Southeast Asia
Timor-Leste	Southeast Asia
Vietnam	Southeast Asia
Greater China	Greater China
Afghanistan	Middle East
Bahrain	Middle East
Iran (Islamic Republic of)	Middle East
Iraq	Middle East
Israel	Middle East
Jordan	Middle East
Kuwait	Middle East
Lebanon	Middle East
Oman	Middle East
Qatar	Middle East
Pakistan	Middle East
Saudi Arabia	Middle East
Syrian Arab Republic	Middle East
United Arab Emirates	Middle East
Yemen	Middle East
Algeria	Africa
Angola	Africa
Benin	Africa
Botswana	Africa
Burkina Faso	Africa
Burundi	Africa
Cao Verde	Africa
Cameroon	Africa
Central African Republic	Africa
Chad	Africa
Comoros	Africa

Congo	Africa
Côte D'Ivoire	Africa
Democratic Republic of the Congo	Africa
Djibouti	Africa
Egypt	Africa
Equatorial Guinea	Africa
Eritrea	Africa
Eswatini	Africa
Ethiopia	Africa
Gabon	Africa
Gambia (Republic of The)	Africa
Ghana	Africa
Guinea	Africa
Guinea Bissau	Africa
Kenya	Africa
Lesotho	Africa
Liberia	Africa
Libya	Africa
Madagascar	Africa
Malawi	Africa
Mali	Africa
Mauritania	Africa
Mauritius	Africa
Morocco	Africa
Mozambique	Africa
Namibia	Africa
Niger	Africa
Nigeria	Africa
Rwanda	Africa
Sao Tome and Principe	Africa
Senegal	Africa
Seychelles	Africa
Sierra Leone	Africa
Somalia	Africa
South Africa	Africa
South Sudan	Africa
Sudan	Africa
Togo	Africa
Tunisia	Africa
Uganda	Africa
United Republic of Tanzania	Africa
Zambia	Africa
Zimbabwe	Africa

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