

Rulebook



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

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

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

Table of Contents

1 Definitions

8	
1.1	Range of Validity.....8
1.2	Participants.....8
1.3	Time Zone.....8
1.4	Tournament Administration.....8
1.5	Penalty Points.....8
1.5.1	Definitions and Scope of Penalty Points.....8
1.5.1.1	Minor Penalty Points.....8
1.5.1.2	Major Penalty Points.....8
1.5.1.3	Assigned Penalty Points.....8
1.5.1.4	League Bans and Penalty Points Outside the ESL One.....8

2 General

9	
2.1	Rule Changes.....9
2.2	Validity of the Rules.....9
2.3	Confidentiality.....9
2.4	Code of Conduct.....9
2.5	Additional Agreements.....9
2.6	Match Broadcasting.....9
2.6.1	Rights.....9
2.6.2	Waiving These Rights.....9
2.6.3	Teams Responsibility.....9
2.6.4	Drugs and Alcohol.....9
2.7	Communication.....9
2.7.1	E-Mail.....9
2.8	Conditions of Participation in the ESL One.....10
2.8.1	Age Restriction.....10
2.8.2	Regional Limitations for Participants.....10
2.8.3	Home Country/Region.....10
2.8.4	Residence/Nationality and Number of Players in a Team.....10
2.8.5	Home Country/Region on Team Matches.....10
2.8.6	Nicknames.....10
2.8.7	Game Accounts.....10
2.8.7.1	Playing With Wrong Game Accounts.....10
2.8.8	Team Names.....10
2.8.9	Changes on the Team Accounts.....10
2.9	Licenses in the ESL One.....10
2.9.1	Definition.....10
2.9.2	Duration.....11
2.9.3	Team License.....11
2.9.4	Changing the Team License Holder.....11
2.9.5	Withdrawal of License.....11
2.10	Player changes and team lineups.....12
2.10.1	Player changes in pre-qualifiers and qualifier finals.....12
2.10.2	Pre-qualifier restriction for qualified players.....12
2.10.3	Lineup qualifier finals.....12
2.10.4	Lineup main event.....12
2.10.4.1	Invited teams.....12
2.10.5	Multiple Contracts.....12
2.11	Prize Money.....13

2.11.1	Prize Money Distribution.....	13
2.11.1.1	Grand Finals at gamescom.....	13
2.11.2	Prize Deductions Due to Penalty Points.....	13
2.11.3	Withdrawal of Prize Money.....	13
2.11.4	Transfer of Prize Money.....	13
2.12	Replacements.....	13
2.12.1	Replacement Deadline.....	13
2.13	Penalties and consequences for leaving the ESL One.....	14
2.13.1	Leaving during any stage.....	14
2.13.2	Deletion of Matches.....	14
2.13.3	Ban for players.....	14
2.14	Betting or gambling within ESL One.....	14
2.15	Match Start.....	14
2.15.1	Punctuality.....	14
2.15.2	Delaying the Match.....	14
2.16	Match Procedures.....	14
2.16.1	Determining the „better seed“.....	14
2.16.2	Match Result.....	14
2.16.3	Storage and keeping of Match Media.....	14
2.17	Match Protests.....	15
2.17.1	Definition.....	15
	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.....	15
2.17.2	Match Protest Rules.....	15
2.17.2.1	Deadline for Match Protests.....	15
	The latest time that participants are allowed to issue a match protest is the earliest of the three following:.....	15
2.17.2.2	Contents of a Match Protest.....	15
2.17.2.3	Behaviour in Match Protests.....	15
2.18	Results in Rematch.....	15
2.19	Interviews.....	15
3	League system	
.....		
16		
3.1	Stages.....	16
3.2	Europe Qualification.....	16
3.2.1	Pre-qualifier.....	16
3.2.1.1	Qualifier finals.....	16
3.3	North American Qualification.....	16
3.4	Oceanian/Australian Qualification.....	16
3.5	Main Event.....	16
4	Event Rules	
.....		
17		
4.1	Punctuality.....	17
4.2	Equipment.....	17
4.3	Clothing.....	17
4.4	Gaming Areas.....	17
4.5	Administrators.....	17
4.6	Interview.....	17
4.7	Press Conference/Signing session.....	17
4.8	Stage Matches.....	17
4.9	Removable Media.....	17

4.10	Warm-up Period.....	17
4.11	Demos and Replays.....	17
4.12	Demo and Replay Rights.....	18
4.13	Photo and Other Media Rights.....	18
4.14	Winners Ceremony.....	18
5	Other Infringements	
.....		
18		
5.1	General.....	18
5.2	Breach of Netiquette.....	18
5.2.1	Insults.....	18
5.2.2	Spamming.....	18
5.2.3	Spamming In-game.....	18
5.3	Unsportsmanlike Behaviour.....	18
5.3.1	Misconduct.....	18
5.3.2	Faking Match results.....	18
5.3.2.1	Definition of Match Media.....	19
5.3.2.2	Faking Match media.....	19
5.3.2.3	Extraordinary Circumstances.....	19
5.3.3	Ringer/Faker.....	19
5.3.4	Playing with Disallowed Player.....	19
5.3.5	Misleading admins or players.....	19
5.3.6	Cheating.....	19
6	Game Specific Rules Counter-Strike: Global Offensive	
.....		
20		
6.1	Anti-Cheat.....	20
6.1.1	ESL Wire Anti-Cheat.....	20
6.2	Match Procedure.....	20
6.2.1	Mappool.....	20
6.2.2	Mapchoice.....	20
6.2.2.1	Best-of-One Matches.....	20
6.2.2.2	Best-of-Three Matches.....	20
6.2.3	Starting Side.....	20
6.2.4	Nickname Ingame.....	20
6.2.5	Number of Players.....	20
6.2.6	Dropping of Players.....	20
6.2.7	Change of Players.....	20
6.2.8	Leaving the Server.....	20
6.2.9	Continuing a Disrupted Game.....	21
6.2.10	Overtime.....	21
6.2.11	Usage of pause function.....	21
6.3	Player Settings.....	21
6.3.1	Configuration / Startparameters.....	21
6.3.2	Forbidden Scripts.....	22
6.3.3	A3D.....	22
6.3.4	Graphics drivers, or similar tools.....	22
6.3.5	Color depth.....	22
6.3.6	Custom Data.....	22
6.4	Server.....	22
6.4.1	Server Settings.....	22
6.4.2	Server Plugins.....	22
6.5	Use of Bugs and Glitches.....	23
6.6	Match Media.....	23

6.6.1 Mandatory Demo Recording.....	24
6.6.1.1 Requesting Demos.....	24
6.6.2 Cheat Accusations.....	24
6.6.3 GOTV Demos.....	24
6.6.4 Screenshots.....	24
6.6.4.1 Missing Screenshots.....	24
6.6.4.2 Score Screenshots.....	24
7 Appendix	
.....	
25	
7.1 List of countries and their assigned ESL One regions.....	25
8 Copyright Notice	
.....	
31	

1 Definitions

1.1 Range of Validity

The ESL One is operated as part of the ESL by Turtle Entertainment GmbH.

This is the only rulebook which is valid for the ESL One, its participants and all matches played within the scope of the ESL One. With his participation the participant states that he understands and accepts all rules.

1.2 Participants

An ESL One participant is a team or a player that is participating in an ESL One competition. Any member of an ESL One team is a participant of that team. No participant can at the same time be part of more than one organization taking part in seasons of Intel Extreme Masters, ESL One, ESL Pro Series, ESL A-Series or any of those leagues' qualifiers.

1.3 Time Zone

The ESL website (www.esl-one.com // www.esl.eu // www.nationalesl.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 Tournament Administration

Each participant can contact the tournament admins via support ticket or protest ticket on the ESL website. During the qualification stages there are also direct communication channels available such as IRC.

In case of any complaints or further questions please contact:

Alexander Nehr – Tournament Director – a.nehr@eslgaming.com

1.5 Penalty Points

1.5.1 Definitions and Scope of Penalty Points

Penalty points are given for rule violations within the ESL One, they may be either Minor or Major penalty points dependent on the incident in question.

1.5.1.1 Minor Penalty Points

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

1.5.1.2 Major Penalty Points

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

1.5.1.3 Assigned Penalty Points

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

1.5.1.4 League Bans and Penalty Points Outside the ESL One

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

2 General

2.1 Rule Changes

The Tournament Direction reserves the right to amend, remove, or otherwise change the rules, without further notice. The Tournament Direction also reserves the right to make judgement on cases that are not specifically supported, or detailed in this rulebook, or even goes against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

2.2 Validity of the Rules

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

2.3 Confidentiality

The content of protests, support tickets, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without a written consent from the ESL One tournament directors.

2.4 Code of Conduct

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

2.5 Additional Agreements

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

2.6 Match Broadcasting

2.6.1 Rights

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

2.6.2 Waiving These Rights

ESL 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 the tournament direction before the start of the match.

2.6.3 Teams Responsibility

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

2.6.4 Drugs and Alcohol

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

2.7 Communication

2.7.1 E-Mail

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

2.8 Conditions of Participation in the ESL One

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

2.8.1 Age Restriction

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

2.8.2 Regional Limitations for Participants

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

2.8.3 Home Country/Region

A player's home country is the country where his main place of residence is. The home region is the region that this country belongs to (see 7.1 List of countries and their assigned ESL One regions). For a team, this is determined by the majority of the used lineups. If there is no such majority, a team may have no home country or even no home region. In that case, the team cannot take part in qualifiers restricted to a country or region.

2.8.4 Residence/Nationality and Number of Players in a Team

The team roster can hold an unlimited amount of members from any country or nationality, only the lineup composition in a match may be restricted, see 2.8.5 Home Country/Region on Team Matches.

2.8.5 Home Country/Region on Team Matches

The majority of the lineup present in a team match must have the home country (for qualifiers that are restricted to a country) or region (for qualifiers that are restricted to a region) from which the team qualified for the ESL One. Failure to comply with these regulations will be penalized with a default loss.

2.8.6 Nicknames

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

2.8.7 Game Accounts

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

- SteamID for Counter-Strike: Global Offensive

2.8.7.1 Playing With Wrong Game Accounts

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

2.8.8 Team Names

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

2.8.9 Changes on the Team Accounts

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

- Adding or removing players
- Changing the team name

2.9 Licenses in the ESL One

2.9.1 Definition

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

- have qualified through ESL One national qualifiers
- have qualified through ESL One regional qualifiers
- have been invited to a specific event by the tournament organization.

2.9.2 Duration

ESL One licenses are valid for one ESL One event, only.

2.9.3 Team License

The license in team competitions will be awarded to a legal entity (registered association/organization, Ltd company, and so on). If there is no such entity existent for the team in question or the existing entity has never been reported to and accepted by the ESL One administration (please contact the tournament direction to register your legal entity), 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 team account on ESL, but in such a case the right to the license can only be sustained if the majority of the players that actively played in the last stage(s) of the ESL One or it's qualifiers stay together as a team.

The license holder or representative is responsible for all actions, and commitments of the team. Any changes in the team license must be reported to and accepted by the ESL One administration before it can be followed through. Failure to report any changes in the license, or omitting any needed information about the team may be punished with penalty points or other sanctions.

The License holder is the entity that decides about the recipient of the prize money won under it's license.

2.9.4 Changing the Team License Holder

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

After the change of the license holder, the majority lineup restriction will apply for the team in question for a time span indicated by the league direction from the moment a new legal entity takes over the license from the old one. This restriction is meant as a protection of the players joining a new organisation and to prevent organisations getting a license for their own, not qualified team.

2.9.5 Withdrawal of License

The ESL reserves the right to withdraw a ESL One license from any participant, if the tournament direction feels that the participant in question have not behaved within the guidelines set out by the ESL One, and its governing organization.

2.10 Player changes and team lineups

2.10.1 Player changes in pre-qualifiers and qualifier finals

Teams can change their lineup until the start of a qualifier, deadline to add new players is the official starting time of the tournament itself. After that deadline it's not possible to add new players, therefore ESL advises teams to have a sufficient number of substitutes available. If a team for any reason does not have the sufficient number of players to participate in a match, the team will receive a default loss.

2.10.2 Pre-qualifier restriction for qualified players

Any player that played in a match with a team that qualifies through this pre-qualifier for the qualifier finals is not allowed to take part in any other pre-qualifier.

2.10.3 Lineup qualifier finals

In order to take part in the qualifier finals the team needs to continue playing with the majority of the players from the pre-qualifiers. If a team for any reason does not have the sufficient number of players the team gets removed and if possible the slot will be redistributed by the tournament direction as they see fit.

2.10.4 Lineup main event

Depending on their ESL One license teams can change their players freely for the main event.

2.10.4.1 Invited teams

Teams which have been invited due to their final placement at EMS One Katowice have to keep the majority of the lineup in order to keep the invited slot. If a team for any reason does not have the sufficient number of players the team gets removed and the slot will be redistributed by the tournament direction as they see fit.

2.10.5 Multiple Contracts

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

2.11 Prize Money

All prize money should ideally be paid out 90 days after the ESL One finals have been completed. If a team or player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

2.11.1 Prize Money Distribution

2.11.1.1 Grand Finals at gamescom

Placement	Prize money
1 st	\$100.000
2 nd	\$50.000
3 rd /4 th	\$22.000
5 th -8 th	\$10.000
9 th -16 th	\$2.000

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

2.11.2 Prize Deductions Due to Penalty Points

Every penalty point that a participant acquires during the 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 event.

2.11.3 Withdrawal of Prize Money

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

2.11.4 Transfer of Prize Money

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

2.12 Replacements

If a participant is for any reason unable to compete any more in the ESL One, and is removed before the replacement deadline, a replacement will be called up. Replacement participants will be considered and contacted to ask whether or not they want to participate.

If a replacement is needed for an offline event, the tournament direction will first attempt to replace the participant from the same region as the original participant. If no one from the last stage of that region's qualifier for the event can be the replacement, the host region will usually have priority over the third region.

2.12.1 Replacement Deadline

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

2.13 Penalties and consequences for leaving the ESL One

2.13.1 Leaving during any stage

If a participant leaves or gets disqualified from the ESL One during an ongoing stage, the participant forfeits all prize money accumulated for the whole event.

2.13.2 Deletion of Matches

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

2.13.3 Ban for players

If a participant gets disqualified from the ESL One during an ongoing stage, all its members get banned until the end of main event.

2.14 Betting or gambling within ESL One

No players, team managers, senior staff or management of attending organizations may be involved, either directly or indirectly, in betting or gambling on any of the ESL One matches or tournament. Any betting or gambling against your own organisations matches will lead to an immediate disqualification of the organization and a minimal ban of 6 months from all ESL competitions for the person in question. Any other violation will be penalized at the sole discretion of the tournament direction.

2.15 Match Start

2.15.1 Punctuality

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

2.15.2 Delaying the Match

For any delay up to 15 minutes after the scheduled start of the match teams may be penalized as the administration sees fit. At that point, the team will be considered as no show 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 Determining the „better seed“

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

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

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

2.16.2 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 One site. Please refer to the game specific rules for what match records and media that needs to be uploaded.

2.16.3 Storage and keeping of Match Media

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

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

2.17.2.1 Deadline for Match Protests

The latest time that participants are allowed to issue a match protest is the earliest of the three following:

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

2.17.2.2 Contents of a Match Protest

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

2.17.2.3 Behaviour in Match Protests

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

2.18 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 an over-the-phone interview. The team has to provide contact information for an interview in that case. The player should also be available for a comment after the match. Solo players should always be available for pre and post match interviews.

3 League system

3.1 Stages

An event of the ESL One is divided into several stages:

- First Stage: Pre Qualifier
- Second Stage: Qualifier Finals
- Third Stage: Main Event

3.2 Europe Qualification

3.2.1 Pre-qualifier

The first stage of the ESL One are the pre-qualifiers. An unlimited amount of teams will participate in a single elimination bracket which will be played in best-of-one (bo1) mode, depending of the available time the final round may be played in best-of-three (bo3) mode. Available pre-qualifier:

- North Qualifier (regional lock)
- South-West Qualifier (regional lock)
- South-East Qualifier (regional lock)
- Open Qualifier

3.2.1.1 Qualifier finals

The top4 participants from each of the pre-qualifiers will move on the the the qualifier finals. The finals will be played in a double-elimination bracket and best-of-three (bo3) mode.

The topX teams from the finals will qualify for the main event.

3.3 North American Qualification

TBA

3.4 Oceanian/Australian Qualification

TBA

3.5 Main Event

The main event will consist of four groups with four teams. Group stage will be played in double elimination and best-of-one format. The top2 teams per group will advance to the playoffs.

Playoffs will be played in a single elimination bracket and best-of-three format.

4 Event Rules

4.1 Punctuality

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

4.2 Equipment

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

4.3 Clothing

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

4.4 Gaming Areas

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

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 Interview

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

4.7 Press Conference/Signing session

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

4.8 Stage Matches

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

4.9 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.

4.10 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.

4.11 Demos and Replays

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

4.12 Demo and Replay Rights

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

4.13 Photo and Other Media Rights

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

4.14 Winners Ceremony

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

5 Other Infringements

5.1 General

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

5.2 Breach of Netiquette

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

5.2.1 Insults

All insults occurring in connection with the ESL One will be punished. This primarily applies to insults during a match but also on the ESL website (forums, match comments, player guest books, support and protest tickets, etc.). Insults on IRC, IM programs, E-mail or other means of communication will be punished if they can be linked to the ESL One and the evidence is clear.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or to the deletion of the player.

Depending on the nature and severity of the insult the penalty will be assigned to the player or to the team in team leagues. In team competitions players may also be barred from playing for one or more match weeks.

5.2.2 Spamming

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

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

5.2.3 Spamming In-game

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

5.3 Unsportsmanlike Behaviour

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

5.3.1 Misconduct

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

5.3.2 Faking Match results

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

5.3.2.1 Definition of Match Media

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

5.3.2.2 Faking Match media

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

5.3.2.3 Extraordinary Circumstances

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

5.3.3 Ringer/Faker

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

5.3.4 Playing with Disallowed Player

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

5.3.5 Misleading admins or players

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

5.3.6 Cheating

When cheating is uncovered twelve (12) penalty points will be awarded to the player, and six (6) minor penalty points will be awarded to the team of the player. The team will be disqualified from the current season of ESL One and the player will be banned from all competitions in ESL for two (2) years.

The use of the following programs will result in a cheat ban: Multihacks, Wallhack, Aimbot, Colored Models, No-Recoil, No-Flash and Sound changes.

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

6 Game Specific Rules Counter-Strike: Global Offensive

6.1 Anti-Cheat

6.1.1 ESL Wire Anti-Cheat

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

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

6.2 Match Procedure

6.2.1 Mappool Qualifiers

The mappool includes the following maps:

- de_nuke
- de_dust2
- de_train
- de_inferno
- de_mirage

6.2.2 Mappool Main Event

The mappool includes the following maps:

- de_nuke
- de_dust2
- de_inferno
- de_mirage
- de_cache
- de_overpass
- de_cobblestone

6.2.3 Mapchoice Qualifiers

6.2.3.1 Best-of-One Matches

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

6.2.3.2 Best-of-Three Matches

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

6.2.4 Mapchoice Main Event

6.2.4.1 Best-of-One Matches

In case of Best-of-One matches, both teams remove maps alternatively until three maps are left. ESL will then randomly pick one of the three remaining maps to be played. Better seed can decide who has to start the veto process. The team who started the veto can also pick the starting side on the map.

6.2.4.2 Best-of-Three Matches

In case of Best-of-Three matches, both teams remove one map alternatively, after that each team will pick one map. ESL will then randomly pick one of the three remaining maps to be played as third map. Better seed can decide who has to start the veto/pick process. A team can always pick the starting side on the map of the opponent, if needed a coin toss will decide who can pick the starting side on the third map.

6.2.5 Starting Side Qualifiers

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

6.2.6 Nickname Ingame

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

6.2.7 Number of Players

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

6.2.8 Dropping of Players

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

6.2.9 Change of Players

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

6.2.10 Leaving the Server

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

6.2.11 Continuing a Disrupted Game

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

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

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

6.2.12 Overtime

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

6.2.13 Usage of pause function

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

6.3 Player Settings

6.3.1 Configuration / Startparameters

The following commands are forbidden:

- mat_hdr_enabled

The following startparameters are forbidden:

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

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

use, or even stored in the game folder in question.

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

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

6.3.2 Forbidden Scripts

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

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

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

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

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

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

6.3.3 A3D

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

6.3.4 Graphics drivers, or similar tools

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

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

6.3.5 Color depth

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

6.3.6 Custom Data

Only steam skins are allowed to be changed, any other changes to sprites, skins, score boards, crosshairs are strictly disallowed, also only the official models are allowed. If a player plays with custom files (not models), then this will be penalized with two (2) minor penalties per player. If a player plays with custom models, then this will be penalized with five (5) minor penalties per player and the opponent of the match may request a rematch.

6.4 Server

6.4.1 Server Settings

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

- ESL Settings
- VAC enabled
- sv_pure 1

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

6.4.2 Server Plugins

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

6.5 Use of Bugs and Glitches

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

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

Warm-up – map check:

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

Under the match:

- Moving through any walls, or ceilings, are strictly forbidden, also moving through the floor, or anywhere else which were not intended to be a passage is strictly forbidden.
- „silent planting“ is strictly forbidden (planting the bomb in such a way that no one can hear the beeping)
- To plant the bomb where it is impossible to reach is disallowed. Planting the bomb in a place that you can reach with a boost from a teammate is not part of this rule.
- Standing on top of teammates is generally allowed, it is only forbidden, when such actions allow the player to peek over a wall, or ceiling that should not be allowed according to map design.
- Using flash bugs are strictly forbidden.
- Throwing grenades under walls are forbidden, although throwing grenades and flashes over walls are allowed.
- „map swimming“ or „floating“ is forbidden
- „Pixel walking“ is forbidden (Sitting, or standing on invisible edges on the map).

General:

Generally, the use of any bugs in the game is strictly forbidden. (For example: spawn bugs).

An exception are the following bugs which are explicitly allowed:

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

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

6.6 Match Media

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

Screenshots:

Screen – Round 1

Screen – Round 2

Screen – Status

Demos:

Demo – Clantag – Nick

Modelscreen/Smokescreen:

Model – Clantag – Nick

Smoke – Clantag – Nick

or

Model/Smoke – Clantag – Nick

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

6.6.1 Mandatory Demo Recording

All players must record point of view demos of the entire match.

6.6.1.1 Requesting Demos

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

6.6.2 Cheat Accusations

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

Each timetable must contain:

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

6.6.3 GOTV Demos

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

6.6.4 Screenshots

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

6.6.4.1 Missing Screenshots

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

6.6.4.2 Score Screenshots

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

7 Appendix

7.1 List of countries and their assigned ESL One regions

If your country is not listed below or you are uncertain about which country is yours, see 2.8.3 or ask an admin.

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

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

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

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

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

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

8 Copyright Notice

All content appearing in this document is the property of Turtle Entertainment GmbH or is being used with the owner's permission. Unauthorized distribution, duplication, alteration or other use of the material contained in this document, including without limitation any trademark image, drawing, text, likeness or photograph, may constitute a violation of the laws of copyright and trademark and may be prosecuted under criminal and/or civil law.

No part of the content of this document may be reproduced in any form or by any means or stored in a database or retrieval system, except for personal use, without the written permissions of Turtle Entertainment GmbH.

All content in this document is accurate to the best of our knowledge. Turtle Entertainment GmbH assumes no liability for any error or omission. We reserve the right to change content and files on our website <http://www.esl.eu>, <http://www.esl-world.net>, <http://www.nationalesl.com> or <http://www.esl-asia.net/> at any time without prior notice or notification.