



Amateur-Series 1st. division Benelux

Rulebook

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1. Definitions

All definitions and naming with regards to the ESL Amateur Series 1st Division and events will be found in this section. Including, Such as the name of roles in a team, and various requirements that needs to be met by any team participating in the ESL Amateur Series Div.1

1.1 League Structure

This defines the structure of the league that the participants enter in, be it a team or a player.

1.2 The ESL Pro Series

The ESL Pro Series is the pinnacle of the league, a team or player qualifies for the ESL Pro Series, either by doing well enough in the previous season, or earning promotion from the ESL Amateur Series Div.1

1.3 ESL Amateur Series Div.1

The ESL Amateur Series Div,1 is the 2nd tier of competition related to the ESL Pro Series, a participant can qualify to the ESL Amateur Series Div.1 by playing well in the normal ESL Amateur Series.

1.4 ESL Amateur Series

The ESL Amateur Series is a ladder, where anyone can participate at any given time, as long as certain conditions are met. The ESL Amateur Series, have at least one match weekly forced by the ESL, where a team must face a randomly selected opponent, on a chosen map by the ESL Amateur Series administration.

1.5 Participant

An ESL Amateur-Series 1st Division participant is a team or a player that are participating in an ESL Amateur-Series 1st Division, any member of an ESL Amateur-Series 1st Division team is a participant of that team, and locked to it regardless of whether or not the person has played for said team. A player can also not play for more than one ESL Amateur-Series 1st Division team during a season, and participant can't play for more than one team in any ESL Pro Series, Intel Extreme Masters, or ESL Major Series in the same game. And no player is able to participate in 2 ESL Pro Series even if they are 2 different games.

1.6 Team Positions

These are the allowed positions in a ESL Amateur-Series 1st Division team. Any member of the ESL Amateur-Series 1st Division team are allowed to play for the team in an official match.

1.6.1 Team Manager

The team manager is responsible for the day to day running of the team, such as writing match statements, updating and maintaining the roster, and in general being the contact person of the team towards the ESL. This person is responsible for keeping himself and the team updated with regards to rules and regulations around the ESL Amateur-Series 1st Division. The Team manager is eligible to play for the team in a match.

1.6.2 Team Captain

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

1.6.3 Team Orga

The organizer is a member of the organization that has assistant roles to the team manager and captain, and may deal with day to day business delegated by his manager or captain, such as war arranging, writing statements, or otherwise dealing with day to day operation of the team.

1.6.4 Team Player

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

1.7 The Season

The season starts with the deadline for player addition, and ends when the Playoffs have been finalized.

1.8 The Match-week

The match-week (also known as play-day) starts on Monday 00:00, and ends the following Sunday 23:59

1.9 Penalty points

Penalty points are given for rule violations within the ESL Amateur-Series 1st Division, they may be either Minor or Major penalty points dependent on the incident in question.

1.9.1 Minor Penalty points

Minor penalty points are given for minor incidents such as not uploading required match media, insufficient match statements or other related material, and so on. Every minor penalty stands for 2 (two) penalty points.

1.9.2 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 stands for 10 (ten) penalty points.

1.9.3 Assigning penalty points

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

League bans and penalty points outside the ESL Amateur-Series 1st Division does normally not apply towards the ESL Amateur-Series 1st Division the exceptions are:

- In case of cheating
- In case of severe and repeated rule breaking in the ESL system
- in case of repeated bad manner or other insult incidents.
- In case of fraud.

1.9.4 Threshold for being removed from ESL Amateur Series Div.1

Solo Players

A solo player is automatically removed from the ESL Pro Series when he acquired penalty points that would deduct 30% or more of the players prize money during that season.

Teams

A team is automatically disqualified if the team has acquired penalty points that would deduct 35% or more of the teams prize money during that season.

1.10 Special circumstances for removing a participant.

The tournament administration can remove any participants that he sees fit, for any reason.

1.11 Tournament Organisator

The ESL Pro Series Benelux is organized by WSquared Media.

2. General Rules

2.1 Rule changes

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

2.2 Confidentiality

The content of support tickets, discussions, players forum, or any other correspondence between the ESL officials and its participants are deemed strictly confidential, and publication of any such material or information should not be made public knowledge without the written permission of the ESL administration.

2.3 Code of Conduct

All Participants in the ESL Amateur Series Div.1, agree to behave in an appropriate and respectful manner to other participants, spectators, the press, ESL TV, ESL administration, and anyone else that are in contact with or involved in the ESL Amateur Series Div.1. To serve as a role model is the occupational hazard of participating in such as a prestigious league as the ESL Pro Series, or ESL Amateur Series Div.1, and the participants should behave accordingly. Failure to comply with this will be penalized with all possible severity.

2.4 Additional agreements between teams

The ESL Administration is not responsible for upholding any additional agreements made between participants in the ESL Amateur Series Div.1. The ESL administration highly discourages such agreements being made. And agreements that are contradicting the law and the letter of this rulebook is under no circumstances allowed.

2.5 Match Broadcasts

2.5.1 Rights

All broadcasting rights of ESL Pro Series are owned by the Turtle Entertainment GmbH. This includes but not limited to: IRC bots, shoutcast streams, video streams, HLTV, WaaaghTV, SourceTV, Replays, Demos or TV broadcasts.

2.5.2 Waiving these rights

WSquared Media have the ability to pass on 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. 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, nor can they choose in what manner the match itself will be broadcast. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

2.5.4 Interviews

The player should also be available for a comment after the match. Solo players should always be available for pre and post match interviews, when they participate in a match that is broadcast over live TV stream.

2.6 Communication

2.6.1 E-Mail

The main official communication method of the ESL Amateur Series Div.1 is email, the ESL 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 from the league are missed. Any change of e-mail should immediately be notified to the ESL Administration, so the contact info can be updated.

2.6.2 Players Forum

In team leagues up to three (3) people per team can be nominated to participate in the players forum to discuss rule changes, communicate with administrators, and raise potential issues in and around the league. All solo players are automatically added to the players forum. The solo players can also nominate one (1) organizer to represent the solo player. If there are more players from one organization in the team, the solo players from that organization need to agree on one organizer to represent all of them.

2.7 Conditions for participation

Any team or player playing in the ESL Amateur Series Div.1 must meet these conditions in order to be eligible for participation.

2.7.1 Nationality

Solo Games

The participant must reside in the country or region that they participate in.

Team Games

The team can hold an unlimited amount of members, as long as the members are of a European nationality and/or live in an European country.

Nationality in team matches

At least 60% of the line up present in a team match must be a permanent resident in the region that the ESL Amateur Series Div.1 is arranged in. Failure to comply with these regulations can be penalized with two (2) minor penalty points, and the removal of a wildcard. The match may also be replayed if the opponent so desires.

2.7.2 Premium Account

Every participant in each match in the ESL Amateur Series Div.1 must have a premium account for the entire duration of the season any player that does not have premium will be penalized for each play day with 2 minor penalty points per player for the team. The maximum is 1 major per play day.

For each match that a solo participants is not a Premium member, two (2) minor penalty will be awarded.

2.7.3 Player Accounts

Standards

Each participant must have the following entered on his personal profile:

- Nickname
- Real name (must be public)
- Photograph
- Country
- Gameaccount Information

Failure to comply with these regulations may result in 2 minor penalty points per playday for solo players, while it may result in 1 minor penalty point per player with insufficient details for the team. No user may hold more than one user account on the ESL website, and breach of this rule is punishable through the general ESL multi-account user policy.¹

Nickname

A change in nickname during the season must first be notified to the ESL administration for approval before the change can be undertaken. The Nickname in-game must be the exact same nickname as used on the ESL website. Also, no sponsor tags can be used in the nickname under any circumstances.

Photograph

The photo of the participant must be a current photo (no baby pictures), the photo can not have been manipulated in any way, and it must only contain the participant in question.

Gameaccounts

Every playing member must have the game account for their game entered in their ESL member profile.

2.7.4 Team Accounts

Standards

The team account must be an ESL team account only used for the ESL Amateur Series Div.1 and no other tournament. This team account should have no history before entering the ESL Pro Series for the first time. If a team is relegated out of the ESL Amateur Series Div.1 to get promoted at a later stage, the team account that was used the first time the team participated in the ESL Amateur Series Div.1 or ESL Pro Series should be used. An ESL Pro Series or ESL Amateur Series Div.1 account must have the following information entered:

- Team Logo, relevant to the team.
- Team headquarters (home city of the management, or head office)
- One Team Captain

Team Names

The ESL Amateur Series Div.1 team name may not have any extensions such as “CS team” The team name may hold 1 sponsor name, but no product description is allowed. A sponsor may only be the name-sponsor of one ESL Amateur Series Div.1 team in that league, if 2 teams have the same sponsor name, or if 1 team is the Team of one organization, and that organization sponsors also another team, a special permission needs to be sought from the ESL administration in order to both teams keep their respective names.

Changes on the Team Account

Any changes to the team account should be notified to and approved by the ESL administration, before the change can be effected. This is including but not limited to:

- Adding or removing members of the team
- Changing the team name
- Changing contact details, or headquarters

2.7.5 Adding a new member during the season

After the member adding deadline every new member in the account is counted as a new player.

Member additions in between seasons are of course still unlimited, and any additions done after the season has ended, and before the start of the following season does not need a support ticket to be completed.

2.7.6 Penalties and consequences for leaving the ESL Amateur Series Div.1

Leaving after the season has ended

A team or solo player can voluntarily relegate from the the ESL Amateur Series Div.1 only if the move happens after a season has ended, and in good time before the new season starts. A team or solo player may also leave the ESL Amateur Series Div.1 entirely after the season ended without penalty. The team or solo player in question will then lose the spot he had, and the next in line will be promoted in his place. If the team or solo player wishes to participate in the future the participant needs to re qualify using the normal league system.

Leaving during the season

Teams

If a team leaves from the ESL Amateur Series Div.1, for any reason, the team, and the organization behind the team might be banned from holding a new ESL Pro Series or ESL Amateur Series Div.1.

Solo players

If a solo player leaves during an ESL Amateur Series Div.1 season, the player might be banned from participating in both the ESL Pro Series and the ESL Amateur Series Div.1 for the current and upcoming season. Any prize money accumulated during the season will be forfeit.

Removal of penalty points

Any penalty point acquired by any team in matches involving a team or solo player that has left the league are removed, and its effects deleted.

Deletion of matches

All results involving a team that has been removed, or left the league before the season has ended will be deleted, and the matches deemed null and void.

2.8 Betting in the ESL Amateur-Series 1st Division

It is strictly prohibited to wage any money, goods or services on any match or result which the member in question is actively partaking in. Violations may be penalized with 1 (one) major penalty point for the team or the player whenever this rule has been breached. If evidence of deliberate match fixing has been found, then the player(s) involved may be locked out for a set number of matches or banned entirely from the ESL Amateur-Series 1st Division for a time period that the ESL Administration, or its governing body sees fit.

2.9 Ranking

The ranking is primarily decided on the number of points that a team receives during the season, a team will receive 3 points for winning the match, and 1 point for drawing a match. The below ranking priority will come into effect if 2 or more teams are on equal points.

1. Points amassed between the participants themselves ('Mini-League')
2. Round/map-difference between the participants ('Mini-League')
3. Number of won maps/rounds between the participants ('Mini-League')
4. Overall Round/Map Difference
5. Overall number of maps won.
6. When a participant is in a lower ranking than the others in the mini league you start over again without the team in question, and rank the teams until you have a clear ranking in-between the teams. If after all 5 points the teams are indistinguishable, a match or mini league between the teams have to be played.

WARNING: The game specific rules may have a different way of calculating the position in case of a draw.

2.10 Starting the match

All matches in the ESL Amateur Series Div.1 should start as stated on the web site. Any change in the match time must be accepted both by the opposing party and by the ESL administration. A wildcard may be needed to change the start time of a match. Everyone should be ready and on the server 10 minutes before the match is scheduled to start.

2.11 Match Times and Wildcards

All times and dates are generated before the start of the season, and a match can only be moved with the use of a Wild Card. Each participant has 2 wild cards for use per season, although minor movements of an hour or less does not need a wildcard to be executed, but only the confirmation from both participants in the match and also the ESL management. If a participant needs to move a match but have already used up all wild cards, then the participant will be penalized with 1 (one) major penalty point.

When a wildcard has been applied the following rules apply:

- The match must be rescheduled by the wild carding party to a time which suits all parties involved.
- If no agreement can be made the match will be rescheduled by the ESL administration according to the most accommodating team.
- It is generally a good practice to have at least 3 alternative times of availability upon wild carding for the opposition to choose from.
- It is not possible to wildcard a match to make a player eligible.
- The player list that was valid on the original match day is the only players that will be eligible for the match regardless of when the match is going to be played.

Wildcarding exceptions:

It is not possible to use a wildcard in the last match week and the matches must be played on the predefined times.

2.12 Using a Wildcard

Wildcards can be used at any time before a match is starting, although the penalty for using the wildcard increases the closer a participant is to the match in question.

In addition the following amount of penalty points will be awarded based on amount of time before the match will start.:

Wildcard Time limits:

- less than 2 hours before matchstart: four (4) Minor Penaltypoints

If a participant fails to show for a match, and/or is incapable of playing the match at the set time, and has not used a wild card, then the participant will be penalized with one (1) major penalty point, and have one wildcard removed.

2.13 Delaying the match

Two (2) minor penalty points will be awarded if a participant is not ready to play at the latest 10 minutes before the announced starting times. If the participant is still not ready to play 15 minutes after the scheduled match time, an additional three (3) penalty points will be awarded. And a further three (3) minor penalty points will be awarded if the team is not ready to play 30 minutes after the scheduled match time.

2.13.1 Participants not showing

If a participant does not show for a match, then the participant will be penalized according to the rules, and the match will have to be rescheduled. There is no such thing as a default win for no-show in the ESL Amateur-Series 1st Division, and all matches are to be played.

2.14 Match information

This details the information that is required to be submitted before a match is to be played.

2.14.1 Pre Match statement

All participants must have a pre match statement containing a minimum of 50 words, this statement must be written at the earliest 7 days before the start of a match and latest 12 hours before the start of a match. Failure to add a pre match statement may be penalized with 3(three) minor penalty points, if the pre match statement is up with less than 12 hours the penalty will be reduced to 1 (one) minor penalty point.

2.14.2 Lineup

For team games the full lineup must be entered into the site no later than 12 hours before the match start. Failure to do so will be penalized with 3(three) minor penalty points, If the lineup is up with less than 12 hours remaining the penalty will be reduced to 1 (one) minor penalty point.

2.14.3 Post match statement

A post match statement must be minimum 25 words, and at the latest added 12 hours after the match is completed. It must be match relevant. Failure to write a proper post match statement may be awarded with 1(one) minor penaltypoint.

2.14.4 Match result

The result must be immediately added and confirmed by both parties. Even if more match records are missing. A protest may still be made on the match after the result has been confirmed, and accepted on the ESL site, by going to Settings, pressing «create a protest» and selecting the match in question. Please refer to the game specific rules for what match records and media that are required for your game.

Storage and keeping of match media

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

2.14.5 Protest Guidelines

- A match can be protested up until 72 hours after the starting time of the match. Protests after the 72 hour deadline has passed may not be considered by the ESL administration.
- 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. It is advised that only one representative per team is writing in the protest. If it is a single player which is the offending party that player may also participate in the protest ticket.
- 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 lack of documentation is not presented. A simple „they are cheaters“ will not do.
- Insults and flaming are strictly prohibited in a protest, and may result in penalty points or the protest being ruled against the insulting party.

2.14.6 Playing the rematch

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

3. Penalty points catalogue

3.1 General

When a player or team has broken one or several rules set forth by the ESL then it will be referred towards this section for the appropriate penalty, where all general punishments are listed and catalogued. Punishments listed in other sections of the rulebook are still valid, this catalogue merely lists any penalty points that may be given to a breach outside the normal scope of the rule set

3.2 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 two (2) to eighteen (18) 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).

3.3 Insults

All insults occurring in connection with the ESL will be punished. This primarily applies to insults during a match but also on the ESL website (forums, match comments, player guestbooks, 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 Pro Series 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 leagues players may also be barred from playing for one or more match weeks.

3.4 Spamming

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

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

3.5 Unsportsmanlike Behaviour

3.5.1 Spamming in game

2 (four) minor penalty points may 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, not for your own personal amusement.

3.5.2 Changed or wrong server settings

Both parties need to check the server settings. Wrong server settings must be corrected before the match starts. If wrong server settings are noticed early in the match they have to be corrected immediately.

3.6 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.

3.6.1 Faking a match result

If an incorrect result is entered, in a knowing attempt to falsify the result of the match, then twelve(12) minor penalty points may be awarded. If there is a dispute over the match result, then a protest should be lodged.

3.6.2 Faking match media

Match media, is all uploads, including but not limited to: screenshots, aequitas files, demos, models, and so on.

Faking match media may result in three(3) to twelve(12) minor penalty points.

3.6.3 Extraordinary circumstances

When cheating is suspected, and the match media in question has been faked, then eighteen(18) minor penalty points will be awarded.

3.6.4 Misleading admins or players

Any attempts to deceive opposing players, admins, or anyone else related to the ESL or its Leagues will be penalized with 3(three) to twelve(12) penalty points.

3.6.5 Using a disallowed player

Using a disallowed player results in one(1) major penalty point, and the player in question will be barred for further 2 play days.

3.6.6 Ringer/Faker

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

3.7 Cheating

When cheating is uncovered, the player will be given twelve(12) normal ESL Penalty points, and will be barred from all ESL Competitions for two(2) years. Also, the team that housed the player in question will receive eighteen(18) minor penalty points.

These programs are classified as cheats, and include but not limit to:

- Multihacks
- Wallhack
- Aimbot
- Colored models
- Maphack
- No Recoil
- No Flash
- No Smoke
- Sound changes
- Disconnect hack

