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Intel Extreme Masters Rulebook Season V



Foreword

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

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

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

Yours sincerely
The Intel Extreme Masters Admin Staff



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1 Definitions

1.1 Participants

An Intel Extreme Masters participant is a team or a player that is participating in an Intel Extreme Masters event. Any member of an Intel Extreme Masters 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 any Intel Extreme Masters, ESL Major Series, ESL Pro Series, ESL Amateur Series, ESL Female League or any of those leagues' qualifiers.

1.1.1 Regional limitations for participants

Any individual player may not participate in or try to qualify for more than one Continental Championship in the same season. Also, it is not allowed to try and qualify for a Continental Championship from more than one country. An exception is made if a player succeeded in one qualification but decides to forfeit his slot a reasonable time before the regular season. In that case, the player can, if that's possible, still take part in another qualifier.

1.2 License Holder and Team sheet

This paragraph describes the legal entities surrounding the license holders in the Intel Extreme Masters

1.2.1 Team License

A license holder is always a legal entity (registered association/organization, Ltd company, and so on). If there is no such entity existent in the team in question, the 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 Intel Extreme Masters 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 Intel Extreme Masters or it's qualifiers stay together as a team.

1.2.2 Team Sheet

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

1.2.3 Individual License

In the Case of a solo player it is the player itself that holds the license for the Intel Extreme Masters spot. This spot cannot be drawn to another participant, or in any other way be traded, or sold or expropriated. Except under the sole discretion of the Intel Extreme Masters Administration, every player needs to fill in one individual license sheet, even though there may be more than 1 player from the same organization playing in the Intel Extreme Masters.

1.3 Team Positions

This paragraph describes the positions allowed in an ESL team account in the Intel Extreme Masters.

1.3.1 Team Manager

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



1.3.2 Team Captain

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

1.3.3 Team Organizer

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.

1.3.4 Team Player

The player has 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.

1.3.5 Honorary and inactive player, or Team Owner

Honorary, and inactive members or Team owners, are not allowed on an Intel Extreme Masters team sheet or on the Team page on the ESL website.

1.4 Time Zone

The ESL website will display the times of matches according to the time zone each user has specified in the account settings. Not logged in users will have times displayed in CET/CEST. References to times in news items will have specifically noted which time zone is used.

1.5 The Season

The season starts with the week of the qualification round one of the Continental Championship, and will end with the final match of the World Championship Finals in Hannover 2010.

1.6 The Match week

The match week (also known as Playday) starts on the designated Monday 00:00 for that week and ends the coming Sunday 23:59 the same week.

1.7 Off Week

Off weeks will be placed in between most play days during the online season. Matches may be scheduled from the previous match week into this week, if the appropriate procedures for moving a match have taken place.

1.8 Penalty Points

1.8.1 Definitions and scope of Penalty points

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

1.8.1.1 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 sheet 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.

1.8.1.2 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.

1.8.1.3 Assigned Penalty Points

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

1.8.1.4 League bans and penalty points outside The Intel Extreme Masters

League bans and penalty points outside the Intel Extreme Masters do normally not apply towards the Intel Extreme Masters the exception is when the penalty points have been awarded due to cheating. Some other misbehaviours like ringing/faking or insults can also be punished, depending on the severity.

1.8.1.4.1 Thresholds for being removed from the Intel Extreme Masters

This illustrates what will happen if a certain amount of penalty points have been given to a team or player.

1.8.1.4.2 Solo Players

A solo player is automatically removed from the Intel Extreme Masters when he acquired penalty points that would deduct 30% or more of the players prize money during that stage of the competition.

1.8.1.4.3 Teams

A team is automatically disqualified if the team has acquired penalty points that would deduct 30% or more of the teams prize money during that season.

1.9 Wildcards

A wildcard is used for rescheduling matches in cases where an early agreement with the opponent cannot be met or where the desired matchdate is not one of default dates. Every participant receives one wildcard for the online group stage.

If a participant does not have a wild card but the situation would require one, a major penalty point will be added instead of a wildcard deducted.

1.10 Live matches

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

1.11 Games

The Games used in this season of the Intel Extreme Masters are:

- Counter-Strike 1.6 by VALVE
- Quake Live by ID Software
- StarCraft II: Wings of Liberty by Blizzard Entertainment

1.12 Tournament Organization

The Intel Extreme Masters is organized by the Electronic Sports League (ESL). The Electronic Sports League is



operated by Turtle Entertainment GmbH

Turtle Entertainment GmbH
Siegburger Str. 189
50679 Köln
Germany

<http://www.turtle-entertainment.de>

2 Administration List

Name	Role
Carsten 'Storch' Kramer	Chief Tournament Director
Daniel 'tauBe' Schulte	Assistant Chief Tournament Director
Alexander 'crtmN' Nehr	Tournament Director CS
David 'Shawn' Kugelmann	Tournament Director SC2
Johan 'Junior' Godderis	Tournament Director QL



3 General

3.1 Rule changes

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

3.2 Validity of the Rules

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

3.3 Confidentiality

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

3.4 Code of Conduct

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

3.5 Additional Agreements

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

3.6 Match Broadcasting

3.6.1 Rights

All broadcasting rights of Intel Extreme Masters are owned by the Turtle Entertainment GmbH. This includes but is not limited to: IRC bots, shoutcast streams, video streams, HLTV, replays, demos or TV broadcasts.

3.6.2 Waiving These Rights

Turtle Entertainment GmbH has the right to award broadcasting rights for one or multiple matches to a third party or the participants themselves. In such cases the broadcasts must have been arranged with a head admin before the start of the match. For the necessary contact details please look at point 2 and make sure any additional broadcast has been approved before the match in question starts. (<http://www.esl-world.net/masters/broadcast/>)

3.6.3 Player Responsibility

Players cannot refuse to have their matches broadcast by ESL-authorized broadcasts (<http://www.esl-world.net/masters/broadcast/>), 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.

3.6.4 Drugs and Alcohol

To play a match, be it online or offline, under the influence of any drugs, alcohol, or other performance enhancers is



strictly prohibited, and may be punished with exclusion from the Intel Extreme Masters.

3.7 Communication

3.7.1 E-Mail

The main official communication method of the Intel Extreme Masters is email, the Intel Extreme Masters 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.

3.7.2 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.

3.7.3 Internet Relay Chat (IRC)

In addition to the Players forum we have several internal IRC chat rooms available, the information to be able to join these chat rooms are always available at the players forum. We request that all players and managers are present in these chat rooms for rapid communication when required with the players and staff.

3.8 Conditions of participation in the Intel Extreme Masters

The following conditions must be met in order to participate in the Intel Extreme Masters

3.8.1 Age Restriction

In order to participate in the Intel Extreme Masters any participant must be at least 16 years old by the start of the season.

3.8.2 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 is restricted, see. Every member in an Intel Extreme Masters Team sheet must have Premium account, and all info updated at all times. Please refer to for a full list of requirements for an Intel Extreme Masters player sheet.

3.8.3 Nationality/residence on Team Matches

The majority of the line up present in a team match must be a permanent resident in the country from which the team qualified for the Intel Extreme Masters. Failure to comply with these regulations can be penalized with two (2) minor penalty points, and the removal of a wildcard. The match will also be replayed if the opponent desires. In Continental Championships without national qualifiers (America, Asia in season 5), the player can pick between his citizenship and his primary place of residence.

3.8.4 Premium Account

Every member on an Intel Extreme Masters team sheet must have premium for the duration of the season. Every individual player must also have Premium for the entirety of the season. For more info about premium go to: <http://www.esl.eu/eu/premiuminfo/> / <http://www.nationalesl.com/us/premiuminfo>

An individual player can be punished with 3 minor penalty points per week for missing premium. If there is a member in a team missing premium the penalty can be 2 minor penalty point per player missing premium, although the maximum penalty for the team is 4 minor penalty points per week, even though more than 2 members may be missing premium. Penalties will be given every week during the regular season and the weeks of the qualifications rounds, the



relegation and the finals. Only participants still in the tournament will be punished for missing premium.

3.9 Player Accounts

3.9.1 Standards

Each participating member must have his personal details entered in his profile, this includes:

- Real name (must be public)
- Photo (guidelines for photo check)
- Place of Residence
- Country
- Birth Date
- Game account information (see)

Failure to comply with these regulations may result in 2 minor penalty points per week for solo players in Intel Extreme Masters. In the case of a team 1 minor penalty point per player up to a maximum of 3 penalty points per week for the team. An individual player may only hold one ESL account; breach of this rule is punishable according to the standard ESL multi-account rule-set.

3.9.2 Nicknames

A change in nickname during a Intel Extreme Masters season must first be notified to the administration for approval before the change can be undertaken. No sponsor tags are allowed in the nickname under any circumstances.

3.9.3 Photo

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

3.9.4 Game Accounts

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

- SteamID for Counter-Strike
- Quake Live username
- Battle.net ID for StarCraft II

3.9.4.1 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 or a rematch being given. If there is sufficient evidence that a the player in question indeed played the match or if an admin of the Intel Extreme Masters explicitly allowed it beforehand, a protest for a barrage or rematch will not be admitted. Penalties may still be given in either case.

3.10 Team Accounts

3.10.1 Standards

The Intel Extreme Masters team account must be an ESL team account **only** used for the Intel Extreme Masters, and no other tournament. This team account should have no history before entering the Intel Extreme Masters for the first time. If a team is relegated out of the Intel Extreme Masters to get promoted at a later stage, the team account that was used the first time the team participated in the Intel Extreme Masters should be used. An Intel Extreme Masters 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 . The Intel Extreme Masters team sheet may not have positions of Team Owner, Trials, Honorary Member, or Inactive used in the team. Failure to comply with these regulations may result in up to two (2) minor penalty points per match week.

3.10.2 Team Names

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

3.10.3 Changes on the Team Accounts

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

- Adding or removing players
- Changing the team name

3.11 Licenses in the Intel Extreme Masters

Before each season the Electronic Sports League awards the Intel Extreme Masters License to the participating teams, or individuals. In most cases, there are participants that:

- have automatically qualified through a national ESL Pro Series league
- qualified through Intel Extreme Masters National Cups
- won participation through the International Qualifier Rounds
- have been invited to a special event by the tournament organization.
- won participation through other tournaments or events that have been organized by ESL.

These Intel Extreme Masters licenses are valid for one Intel Extreme Masters season, only.

The Intel Extreme Masters license will be awarded to a lawful entity (registered association, Limited company, etc.). If no such entity exists the Intel Extreme Masters license will be awarded to the team, with an individual as the representative for the team. This individual is either the Team leader, or a team organizer that is in long standing with the 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 Intel Extreme Masters 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 will receive the prize money after the end of the season. The license holder is also entitled to nominate a 3rd party that shall receive the prize money after the season has ended

3.11.1 Extra Conditions

The Electronic Sports League reserves the right to deny an Intel Extreme Masters license to any participant(s), if the Intel Extreme Masters feels that the participant(s) in question have not behaved within the guidelines set out by the Intel Extreme Masters, and its governing organization.

3.11.2 Withdrawal of License

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



3.11.3 Changing the License Holder

A license-holder can request a transfer of the Intel Extreme Masters license to another entity during a season, if there is an adequate reason for doing so. It is at the Intel Extreme Masters administrators' discretion whether or not the reason is deemed adequate.

3.12 Adding a new player during the Intel Extreme Masters Season

After the member adding deadline every new member in the account is counted as a new player. A maximum of 5 new players may be added during any stage of Intel Extreme Masters. Before a player can be officially added to the roster, a support ticket to the senior administrators of Intel Extreme Masters must be submitted. This ticket should contain:

- Nick
- Link to the player
- Full Name
- An updated team sheet.

A player needs to be added at the latest 24 hours before a the match is to start. If a player is added less than 24 hours before the start of the match, then the opposing team needs to approve the use of the player. A player can only move team once per stage of the tournament. And a player may not play against his former team in that stage of the tournament.

Failure to notify the Intel Extreme Masters Administration with the necessary information before adding the player may be penalized with up to 2 (two) minor penalty points.

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

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

Admins can under no circumstances force an opponent to accept a player that has been added later than 24hours before the match start.

3.13 Player Addition Deadline

A player can at latest be added without penalty on Sunday 23:59 before the start of the first qualification round (QR1). After that, any new players will be counted towards the new player contingent.

3.14 The Intel Extreme Masters License Sheet

Every team and player must have submitted an Intel Extreme Masters license sheet before the start of the online group stage, failure to submit a license sheet before the start of the group stage may result in one (1) minor penalty point per week until the license sheet has been submitted. The license sheet should be submitted to masters.prizemoney@esl.eu

3.15 The Intel Extreme Masters Team Declaration Sheet

This is a sheet declaring all players eligible for play, listing all information that may be needed during an Intel Extreme Masters season. Every player, Organizer, Manager, and other person that is listed on the Team Profile at ESL must be listed, and detailed in this Declaration Sheet. Submission dates and penalties are the same as for the Intel Extreme Masters License Sheet (). The team declaration sheet should be sent to masters.cs@esl.eu

3.16 Multiple Contracts

For a player in the Intel Extreme Masters to have a contract or agreement with 2 or more Intel Extreme Masters 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 Intel Extreme Masters have the right to remove the player or team in question.

3.17 Prize Money System

The prize money received by a participating team or player can be divided into two sections; one section being the end of season prizes for the final position the player or team is awarded. The other is the match win bonuses which are obtainable by winning an Intel Extreme Masters match.

If a participant leaves the Intel Extreme Masters before the end of the season for any reason, the participant forfeits all prize money that has been accumulated.

All prize money should ideally be paid out 90 days after the Intel Extreme Masters finals have been completed, but it may take as long as 180 days for the payment to be completed.

If a team or player is missing the proper payment information in their Intel Extreme Masters license sheet, and the participant makes no effort to fix this, the prize money will not be paid out until this is rectified.

3.17.1 Prize Deductions Due to Penalty Points

Every penalty point that a participant acquires during one season is penalized with a prize money deduction. The deductions are as follows:

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

The deduction is calculated out of the grand total of prize money awarded to the participant, which includes both match win bonuses, and the prize money awarded for the final position in the championship.

Players or teams may have more than 30% (compare) overall prize money deductions, if the penalty points occurred at different stages of the tournament. Only the deductions accumulated in the current stage count towards the disqualification. 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, even though the team has not technically hit the limit for any one of the stages.

3.17.2 Withdrawal of Prize Money

As long as the Prize money for the Intel Extreme Masters has not been paid out, the Electronic Sports League reserves the right to cancel any pending payment if any evidence of fraud, or foul play have been discovered.

3.17.3 Transfer of Prize Money

The prize money will be sent as check, a bank transfer or over PayPal as specified by the License holder. Failure to redeem the checks 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 check within one year of the initial payment date the prizes are forfeited.

3.18 Replacements

If a participant is for any reason unable to compete any more in the Intel Extreme Masters, and is removed before the replacement deadline (), a replacement will be called up. Replacement teams will be considered and contacted to ask whether or not they want to participate in the ongoing online season, all matches involving the new team will be played, and all old results will be deleted.

3.18.1 Replacement Deadline

The deadline for replacing a team that dropped out of the group stage or was removed from it depends on the group size. In the case of groups of four or less, the deadline is the beginning of playday two, for bigger groups it is the



beginning of playday three.

3.19 Penalties and consequences for leaving the Intel Extreme Masters

3.19.1 Leaving During the Intel Extreme Masters Season

If a team leaves the tournament during the online season, and the organization of this team fields a team from the same country for the forthcoming season, the organization will be penalized with one (1) major penalty point in the new season. Special bars, suspensions, or similar sanctions may also come into effect, according to what the tournament administration sees fit.

3.19.2 Removal of Penalty Points

If a team or solo player leaves the Intel Extreme Masters before the season has ended then all penalty points in matches with that participant may be removed. The administration may decide that some penalty points should stay depending on the situation where the penalty point was acquired.

3.19.3 Deletion of Matches

All matches involving teams or solo players that have left the Intel Extreme Masters before it ended will be reset, and deleted.

3.19.4 Reimbursement of Wildcards

Any wildcards that were used in matches where the opponent has withdrawn from the Intel Extreme Masters will be refunded.

3.20 Ranking

The Ranking is primarily decided with regards to the number of points that a participant has amassed during the season. A participant will earn 3 points for winning a 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. If at any point, the number of tied participants is reduced or divided into several groups of tied participants, the still tied participants will in each case be compared again starting with the first point.

- Points amassed between the participants themselves ('Mini-League')
- Score difference between the participants ('Mini-League')
- Score (number of wins in the Score Difference) between the participants ('Mini-League')
- Overall score difference
- Overall score (number of wins in the Score Difference).
- If after all 5 points the teams are indistinguishable, a decider match or matches have to be played, in an attempt to separate the participants in question. In special cases, the tournament direction can rule on a different way to determine the order in an unsolvable tie (i.e. coin toss).

3.21 Starting the Match

All matches in the Intel Extreme Masters should start as stated on the website, any changes in the time must be accepted by the opposing party, and administrators, and if needed a wildcard needs to be deducted. All participants in a match should be on the server and ready to go at the latest 10 minutes before the match is to start.

3.22 Rescheduling Matches

A match may be moved if both parties agree, and the agreement has been struck no later than 23:59 on the Thursday before the match week in question. The new match date may only be on a Tuesday, Wednesday or Thursday of the week of the original match date, allowed times are between 18:00 and 22:00 CET.

Any movement of matches after this or movement of matches to different days must involve a wildcard.



If only one team wants to move the match, and it is before the deadline, the team has to use a wildcard, to force a reschedule of the match.

3.23 The Wildcard

When a wildcard has been applied the following rules apply:

- Using a wildcard entitles the team that wildcarded to postpone a match with up to one (1) extra week. Exception is the last playday, where the matches can not be postponed to after the end of the last playday. Also, the match from the last playday always has to be the last match of the regular online season.
- The number of wildcards that a team has remaining is stated in the far right of the group ranking under the heading “WC”.
- The match must be rescheduled by the wildcarding 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.
- As a last resort, wildcarded matches that cannot be agreed upon will be forced to the following times (usually the week after the original date, but never to a day outside the regular online season or later than the match of the last playday):
 - Counter Strike Europe: Wednesday 21:00
 - Quake Live Europe: Wednesday 21:00
 - StarCraft 2: Tuesday 21:00
- It is generally a good practice to have at least 3 alternative times of availability upon wildcarding for the opposition to choose from.

3.23.1 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. Using a wildcard on Thursday before the match date or earlier will not incur any penalty.

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

Wildcard Time limits:

- between Thursday before the match week and 48 hours before match start: three (3) Minor Penalty points
- between 48 and 24 hours before match start: five (5) Minor Penalty points
- between 24 and 2 hours before match start: seven (7) Minor Penalty points
- less than 2 hours before match start: nine (9) Minor Penalty points
- after the schedule match start: eleven (11) Minor Penalty points
- If the match in question was supposed to be on ESL TV additional three (3) minor penalty points will be awarded.

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 wildcard, then the participant will be penalized with one (1) major and one (3) minor penalty points, and will have one wildcard removed.

3.23.2 Pre-poning a Match with a Wildcard

If a match has been wildcarded to a pre-poned date, the match officials must be notified, and have accepted the new date and time at a minimum of 24 hours before the new match start. Any notifications after this may not be deemed valid, and a new match time may have to be found.

3.24 Delaying the Match

Two minor penalty points can be awarded if a participant is not ready to play at the latest 10 minutes before the announced starting times. This penalty gets increased by one additional minor every 10 minutes until 30 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 will be awarded. If the match is broadcast by ESL TV or in any other way a live match, three additional penalty points will be awarded for any delay.



3.25 Participants Not Showing

If a participant is not ready to play until 30 minutes after the scheduled start of the match, he is considered a no show. In that case, 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 group stages of the Intel Extreme Masters, and all matches are to be played.

3.26 Match Statements

All participants must have a pre match statement, this statement must be a minimum of 50 words, can not be posted earlier than 7 days before the match start, but no later than 24 hours before the match starts. Generic statements will not be accepted, and the statements should be specifically about the match in question. Furthermore, for any team game a post-match statement should also be added, at the latest 30 minutes after the match has been completed. These statements are made in written form or as a video, and must be a match report (it is not allowed to post the statements in normal comments). Post match statements should be a minimum of 25 words in length. Failure to post the required statements may be penalized with three (3) minor penalty points per incident, shortness, inadequateness or untimeliness may result in one (1) minor penalty point, each.

3.26.1 Match Statements as Video

A participant may if he so chooses elect to post a video of his or her match statement. The match statement must follow the same guidelines regarding to substance as the written statement, such as number of words, and relevance to the match, the video statement must also follow these guidelines

- There can be only one video per team
- The video must be uploaded by a team member of the ESL Pro Series
- The video must be at least 30 seconds long
- The content of the video must be related to the match.
- The link to the video must be added in the pre-match statement box.

3.27 Lineup

For team games, the lineup must be added at the latest 24 hours before match start.

3.28 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 Intel Extreme Masters site. Please refer to the game specific rules for what match records and media that needs to be uploaded.

3.29 Storage and keeping of Match Media

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

3.30 Protest Guidelines

- A match can be protested up until 72 hours after the starting time of the match in the [Protest form](#). Protests after the 72 hour deadline has passed may not be considered by the Intel Extreme Masters 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 proper 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.

3.31 Results in Rematch

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

3.32 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 contact information for an interview will be taken from the Intel Extreme Masters Team Declaration sheet. The player should also be available for a comment after the match. Solo players should always be available for pre and post match interviews.



4 Event Rules

4.1 Equipment

The Intel Extreme Masters will provide every participant with a monitor and a computer to be used at the event, any other equipment needs to be provided by the participants, that includes mouse, keyboard, headset, mouse mat and so on.

4.2 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.

4.3 Gaming Areas

It is forbidden to bring or eat any food in the gaming areas, all mobile telephones should also be switched off. Exaggerated loud noises and offensive language is forbidden, and may be punished with penalty points.

4.4 Administrators

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

4.5 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

4.6 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.

4.7 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.

4.8 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.

4.9 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.

4.10 Demos and Replays

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

4.11 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.



4.11.1 Penalty Points

The penalty points acquired at the Intel Extreme Masters Finals will not count towards disqualifications, but will only count towards the final penalty towards the prize money received from the Intel Extreme Masters. ()

4.11.2 Seeding at Finals

The seeding of the first round is preserved throughout the tournament, except the grand final. For the grand final the player hailing from the upper bracket is the higher-seeded player. If a second best of 3 needs to be played, the player who won the first map will be the higher-seeded player



5 Other Infringements

5.1 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 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 offenses are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

5.3 Insults

All insults occurring in connection with the Intel Extreme Masters 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 Intel Extreme Masters 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.

5.4 Spamming

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

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

5.5 Unsportsmanlike Behavior

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 behavior (e.g. harassment).

5.6 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.

5.7 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.

5.8 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.



5.8.1 Match media

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

5.8.2 Faking Match media

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

5.8.3 Extraordinary Circumstances

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

5.8.4 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 playdays before he is eligible to compete. Also, the opponent can demand a rematch.

5.8.5 Misleading admins or players

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

5.8.6 Ringer/Faker

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

5.9 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 player will also 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 1.6

6.1 Client

6.1.1 ESL Wire Anti-Cheat & Linesman

Each player has to run the latest version of ESL Wire Anti-Cheat & Linesman (plugin which is integrated into ESL Wire and will start automatically) during the entire match. The Files created by Linesman have to be uploaded as match media promptly, and without fail. All Linesman files must be uploaded, at the latest 24 hours after the match has ended. Linesman files have to be uploaded even if the match is lost. Additionally, it is the teams' responsibility that the uploaded Linesman files can be downloaded, decompressed, and viewed without errors.

If you do not use ESL Wire Anti-Cheat or any Linesman files are missing, incomplete, or manipulated, one of the parties involved in the match has to file a protest. Not using ESL Wire Anti-Cheat and missing, incomplete or manipulated Linesman files may then lead to one (1) major penalty point being awarded.

After the protest was filed it is possible to upload proper Linesman files for another 48 hours. If proper Linesman files are uploaded within that timeframe the penalty will be reduced to three (3) minor penalty. If even after those 48 hours no proper Linesman files were provided for all players the opponent of the match may request a rematch.

6.1.1.1 Screenshot function of Linesman & Modelscreenshots

Currently it's still possible to deactivate the screenshot function (if you deactivate the ingame-overlay then you also turn of the screenshot function) of Linesman manually. This is only allowed if you do so before the match, it's forbidden to change it during an official match. If you want to deactivate it before the match, then you have to notify your opponent and take a modelscreenshot before the match. The modelscreenshot must include the following: net_graph 3, a CT as well as a T model, the scoreboard and a weapon (no knife, no grenade, no bomb).

If modelscreenshots are missing, incomplete, or manipulated, one of the parties involved in the match has to file a protest. Missing, incomplete or manipulated modelscreenshots may then lead to one (1) major penalty point being awarded.

After the protest was filed it is possible to upload proper modelscreenshot for another 48 hours. If proper modelscreenshots are uploaded within that timeframe the penalty will be reduced to three (3) minor penalty. If even after those 48 hours no proper modelscreenshots were provided for all players the opponent of the match may request a rematch.

6.1.1.2 Behaving if the ESL Website is unavailable

In the rare case that the ESL website is not available, ESL Wire Anti-Cheat will not be able to function. In these rare cases a screenshot of the error message that is displayed must be taken, and uploaded when the site is available. The admin may then allow the players to play without ESL Wire Anti-Cheat. If players are allowed to play without ESL Wire Anti-Cheat, it is required to make a screenshot containing the scoreboard, net_graph3, an ignited smoke grenade, a weapon model, a T- and a CT-model. This additional file must then be uploaded to the website within 24 hours of the end of the match. This does not relieve the players of their obligation to upload other files as required by the rules. If any screenshots or demos are missing, incomplete or manipulated, one of the parties involved in the match has to file a protest. Missing, incomplete or manipulated screenshots are punished with one (1) major penalty point. After the protest was filed it is possible to upload proper screenshots and demos for another 48 hours. If proper screenshots and demos are uploaded within that time frame, the penalty will be reduced to (1) minor penalty. In the case that even after those 48 hours proper screenshots or demos were not provided for all players the opponent may request a rematch.

6.1.1.3 Special Circumstances with regards to ESL Wire Anti-Cheat

In special circumstances, Tournament Directors have the ability to allow a player to not use ESL Wire Anti-Cheat, if the problems in question are properly documented, and there is no possible way to rectify the situation. Demos and Screenshots should be taken in accordance with rule .



6.2 Player Settings

6.2.1 Penalty

A player may be penalized for any script, configuration, or 3rd party program found, regardless if it is in use, or even stored in the game folder in question. Any team may be penalized for multiple infringements in the list, but no single infringement can be penalized by more than 6 minor penalty points per team per match.

6.2.2 The Configuration

These values must be present in the configuration:

- cl_movespeedkey 0.52
- cl_pitchspeed 225
- cl_showevents 0
- cl_pmanstats 0
- cl_lc 1
- cl_lw 1
- gl_max_size greater than or equal to 128
- gl_monolights 0
- gl_picmip 0
- gl_polyoffset 0.1(Nvidia) / 4(ATI) (Only values that does not produce the illegal „translucency“ effect are allowed)
- s_show 0
- s_a3d 0
- net_graph 0
- fastsprites 0
- lightgamma 2.5
- texgamma 2.0
- Jumping is only allowed by binding a key to „+jump“
- binding „+duck“ to mouse wheel is strictly forbidden
- Walking is only allowed with „+speed“

All other configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. 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.

6.2.3 Forbidden Scripts

Following scripts and variations of them are strictly forbidden:

- Turn Scripts [180° or similar]
- -mlook Scripts
- Stop-Shotscripts [Use- or Awp-Scripts]
- Centerviewscripts
- NoRecoil-Scripts
- Burstfire-Scripts
- Jump- & Bunnyhop-Scripts
- Duck-Scripts

6.2.4 Configuration Changes – 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.



6.2.5 Configuration Changes – Graphics drivers, or similar tools

Any changes to the graphics or textures of the game using 3rd party tools or drivers are strictly prohibited.

6.2.6 Player Settings – 32bit color

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. Every player that does not have this configuration setting will be penalized with five (5) minor penalty point and the opponent may also request a rematch to be played.

6.2.7 Custom Data

Only steam skins are allowed to be changed, any other changes to sprites, skins, score boards, crosshairs are strictly disallowed, also only the Normal 1.6 models are allowed. The CS:CZ models that some times gets installed are also not allowed and needs to be replaced. Failure to adhere to this may result in up to three (3) minor penalty point per isolated incident, with no limitations of maximum penalty points per match.

6.2.8 Configuration Check

The ESL administration may at any time check if the configuration of a player's computer is within the parameters set by this rulebook. If discrepancies are found then penalties may be awarded.

6.3 Match Procedure

6.3.1 Map Pool

The map pool in the Intel Extreme Masters is:

- de_nuke
- de_dust2
- de_train
- de_tuscan
- de_inferno

6.3.2 Map Choice (Bo1)

The map choice is based on veto: The team that vetoes first is decided by coin toss. Then that team vetoes a map, before the opponent vetoes a map, and back and forth until one map is remaining, that map is then played.

6.3.3 Overtime

In the even of a draw on a map the match will continue in a MR5 format with mp_startmoney set at 16000, until a winner has been found. In the overtime, the teams will stay at the side they finished the previous half on. And then swap over at half time in overtime.

6.3.4 Map Choice (Bo3)

- Team1 and Team2 are determined through coin toss by the administration.
- Team1 removes 1 map from the map pool
- Team 2 removes 1 map from the map pool
- Team 1 chooses 1st map to be played
- Team 2 chooses 2nd map to be played
- The map that remains is the map that will be played as 3rd map.
- A knife round is used on every map to determine CT/T side.



6.3.5 Number of Players

A 5on5 match must have 5 players on each side, playing 4vs5 is not allowed, and failure to meet at the scheduled time with the full 5 players of the squad will be penalized according to the no show rules stated in and .

6.3.6 Leaving the Server

All matches must be played to the end, failure to do so may be penalized with five (5) minor penalty points, and the remaining rounds will be given to the opponent. A match is considered complete when one side has reached 16 rounds, on the final map.

6.3.7 Dropping of Players

If a player drops before the first kill of the first round, the match will just be restarted, if a player drops after the first kill have been made, then the match will be paused after the round have been decided. If the player has not returned by the start of the next round then the team with the lost player needs to take their time-out while waiting for the player. If the player have not returned, or cannot be replaced within 5 minutes after the pause started then the team with the dropped player will be awarded a six (6) minor penalty points penalty, and the match needs to be continued at a later time making use of rule .

6.3.8 Continuing a Disrupted Game

If a match is interrupted 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
- The rest of the rounds that have not been played should be played.
- mp_startmoney should be reset to normal upon change of sides if this has not already happened.

6.4 Server

6.4.1 Server Choices in the Intel Extreme Masters

Any server used in the Intel Extreme Masters must have a minimum of 3 spectator slots available (1 for HLTV, 1 for ESL-TV and 1 for Masters admin)

6.4.2 Readying of the Match Server

The reported match server must be ready for inspection and use 30 minutes before the match is to start. RCON password, server password, and any other information must be correctly set, and all people not associated to the match in question should not be on the server. Any warm-up or practice matches revolving around this match must be finished, or moved to another server. If the server is not ready 30 minutes before the match start, a warning or a single minor penalty point may be awarded.

6.4.3 Server Change

A server change is no longer possible as of 10 minutes before the match start. The preparation stage for the players is between the 30 minutes to 10 minutes before match start. And therefore it is not longer possible to change a server after this deadline has passed.



6.4.4 Server Search

You have to agree on a server with your opponent at least 24 hours before the match's starting time.

If you, for some reason, do not agree on a server, you have to meet with the match admin in IRC 60 minutes before the match is due to start. The match admin will contact you in #masters.cs and tell you the channel where to discuss that topic. Make sure you are present at that time! If you do not show up at least 45 minutes before the starting time, the match admin will select a server without you. This decision might be to your disadvantage, so be there! The server selection starts by suggesting servers to your opponent. You might suggest servers from outside your country as they might have a more equal ping for you and your opponent. The match admin will suggest servers himself, too, if available.

If no server is found after 45 minutes of searching, (15 minutes before the game is starting) the match admin will choose one of the suggested servers that provides the most equal conditions for both teams in his opinion. This rescission will be final. However the admin can decide on a two-server-match, if there is a big difference in the conditions for one team. Then the match will be played on two different servers where both teams have a disadvantage on either one of the servers.

It might be helpful if some or all players are online at that time to help server testing. The server choice won't be changed if it turns out, that the server selected has a bad ping for one player of the team that previously were not there to test it.

6.4.5 Notification of Server Choice

The Server choice, including all information should be sent to the ESL Administration at the latest 15 minutes before the start of the match, this info should include the server ip, password, and rcon password. Failure to do so may result in two (2) minor penalty points. Any changes in the server information must be immediately reported to, and confirmed by the administration by email an any other instant messaging service available.

6.4.6 Server Settings

All servers that are to be used for an Intel Extreme Masters match must have the ESL Server pack installed, and no other modifications. This server pack ensures that the match can run smoothly and without problems. The server pack contains the following:

- ESL Serverconfig (with HLSW Livebotcontrol)
- Anti Flashbug Maps (de_nuke, de_dust2, de_train)
- de_tuscan

The team providing the server is responsible for making sure that the server has all the necessary components required, and the pack can be downloaded here: <http://www.esl-world.net/masters/download/8431310/>

6.4.7 Server Plug-ins

No extra plug-ins are allowed to be installed on the server, also gameplay mods such as metamod are not allowed.



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 match administrator's 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.

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)

6.5.1 Map Specific Bugs

de_tuscan: No disallowed spots.

de_dust2: Following positions are disallowed:

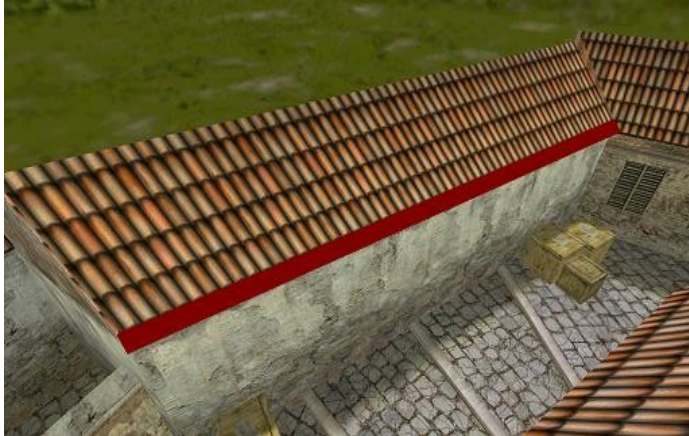


Several players are allowed on this box, but they are not allowed to stand on top of each other:



de_inferno:

This Edge is forbidden.



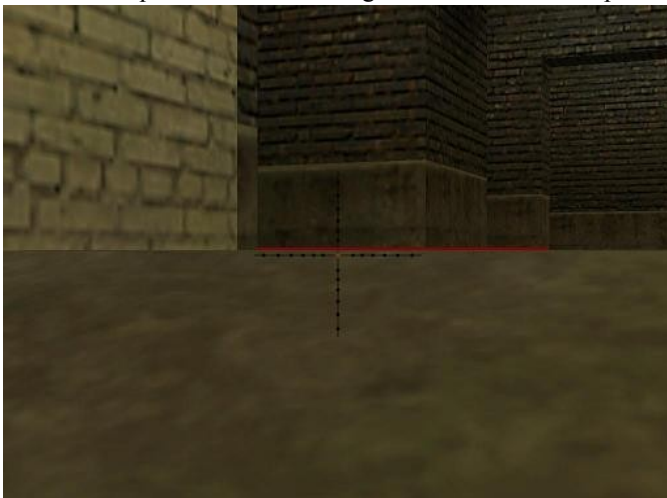
de_nuke:

Standing on the outside wall of terror side de_nuke is strictly forbidden



de_train:

It is forbidden to peek and shoot through this crack in the map.





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

ESL Wire Anti-Cheat:

WAC – Clantag – Nick (1/2/3)

Demos:

Demo – Clantag – Nick – (T/CT or map)

Modelscreen:

Model – Clantag – Nick (1/2/3)

Smokescreen

Smoke – Clantag – Nick (1/2/3)

All clan tags must be equal for all players in the team, failure to comply may result in 1 minor penalty point 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. The demos can only be requested by an admin. Missing point of view demos may be punished with one (1) minor penalty, or one (1) major penalty with a sufficient timetable.

6.6.1.1 Demo Upload

At least one demo per team per map should be uploaded at all times, regardless if a demo has been requested. Failure to do so will be penalized with three (3) minor penalty point per missing demo.

6.6.1.2 Cheat Accusations, and requesting in-eye Demo

If a team wishes to accuse a player or players of another team of cheating in an Intel Extreme Masters match than a timetable based on the HLTV demo for each half for each player must be submitted in a protest within 48 hours of the demo being uploaded to the ESL match page.

Each timetable must contain:

Download link and name of demo

Player name and type of suspected cheat/hack (wallhack, aimbot...)

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)

If the head admin for the Intel Extreme Masters thinks there is enough proof or suspicion of cheating the admin himself can request the point-of-view demo. These demo files then have to be uploaded within 24 hours of the request by the admin. Participants themselves are not able to request demo files from the opposing team.

If the HLTV demo is not available then the point-of-view demo is used.



6.6.2 Screenshots

Screen shots are only valid as long as all players have the exact same nick as in the license sheet provided to the Intel Extreme Masters administration, fake nicks or fun nicks may be penalized with one (1) minor penalty point per incident. Failure to provide a screen shot with the correct nicknames in may be penalized according to the missing match media rules.

6.6.3 Missing Screenshots

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

6.6.3.1 Score Screenshots

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

6.6.4 Nickname Rules

Every player must have the same nickname in game as it is written on the Team declaration sheet, failure to do so may be penalized with one (1) minor penalty point per offence.

6.7 Offline Matches

6.7.1 Problems

If any problems appear with the sound, the network or the computer at all, the player has to notify the admin immediately. If the admin is not notified in time we can not guarantee that the problem will be fixed in time for the match start. Match start times are absolute.

6.7.2 Match Start, Punctuality, and Delays

A match will start at the exact time as stated in the schedule. Participant have to be on the server and ready to play 15 minutes before the match starts. Not being ready to play at the time the match is scheduled will lead to a minor penalty being given. Another minor penalty will be given if the participant is still not ready to play 5 minutes after the match was scheduled. Each additional 5 minutes will lead to 1 minor penalty.

Furthermore it's not allowed to leave the gaming area within 30 minutes before the match start without the permission of the assigned admin. Failure to do so can result in a minor penalty.

6.7.3 Timeouts

Each team can call one timeout per map, the team has to call this time out before the end of the previous round, and then pause the game, when all players on one team is dead, or round is over, but before next round starts. The teams will then have 3 minutes to confer with each other before the match has to be resumed. Match will be resumed when both teams have declared themselves „ready“ in say, and the team that took the timeout will then un-pause the game.

6.7.4 Settings

The graphics card color settings should all be default, except for the gamma which can be set to 70%. All other graphic card settings can be changed as long as they do not result in a major and unfair gameplay advantage that is comparable with a cheat.

6.7.5 Demos

For coverage and match administration reasons it is absolutely necessary to record demos! It is obligatory to upload the demos as *.zip file with the name of the player by a prepared link on the desktop to a laptop on the network. Failure to



do so can result in a minor penalty.

6.8 Game Specific Penalty Points Catalogue

6.8.1 Major Penalties

Major penalties will deduct 10% of the overall prize money earned.

- Missing, not working, incomplete or modified ESL Anti-Cheat or Linesman Files
- Illegal client settings
- Changing the server settings
- Leaving the server before a winner has been declared
- Usage of the tactical shield
- Usage of bugs
- Missing point-of-view demo with suspicion of cheating

6.8.2 Minor Penalties

Minor penalties will deduct 3% of the overall prize money earned.

- Not entering statement or lineups
- Not turning up in time for server search
- Illegal client settings – CVAR
- Illegal client settings – models
- Illegal client settings – scripts and binds
- Missing point-of-view demo
- Missing screenshots



7 Game Specific Rules Quake Live

7.1 Before the match

Game type is Duel, and is played in a best of 3 maps format, the time limit for each map is 10 minutes, with 2 minute overtime intervals, if the score is equal after the allotted time.

7.1.1 Match Rules

7.1.1.1 Map choice

The left player in the match details on the ESL website will decide which player starts the map elimination process. The players then take turns eliminating maps from the pool until 3 maps are left. The player who started the elimination process will pick the first map to be played. The other player will pick the second map. The last map will be used as a decider map if it's needed.

7.1.1.2 Map list

- Aerowalk
- Lost World
- Furious Heights
- Hektik
- Blood Run
- Dismemberment
- Vertical Vengeance

7.1.2 Servers, and server choice

Servers will be provided by ESL if the involved players are unable to spawn their own servers and the password will be announced by a match admin before the start of the match. All matches have to be played on servers most suitable for both players.

7.1.2.1 Multiple Server Match

Sometimes players cannot agree to play on a specific server, because they can't find a fair server. Those matches will be played on two servers, while on each player's server choice the opponent's map is being played. If a third map is needed it will be played with 5 minutes time limit on both already played servers and the score is added to decide a winner.

7.2 During the Match

7.2.1 Disconnects

These are the rules that handle the cases of disconnects, and what to do in any stage of the match when they occur.

7.2.1.1 Disconnects in the first 3 minutes of a map

Between the third and seventh minute the map will be restarted with the remaining time played again, both players spawn and the match will be played until the normally remaining time is played (e.g. a player drops after 4 minutes, then the map is replayed after restart until 6 minutes have passed). The score of both played parts are added afterwards.



7.2.1.2 Disconnects between 3:01 and 6:59 of a map

Between the third and seventh minute the map will be restarted with the remaining time played again, both players spawn and the match will be played until the normally remaining time is played (e.g. a player drops after 4 minutes, than the map is replayed after restart until 6 minutes have passed). The score of both played parts are added afterwards.

7.2.1.3 Disconnects in the last 3 minutes of a map

Disconnects in the last three minutes of the map are depending on an admin decision. The admin can decide whether the remaining minutes/seconds are played after a restart of the map or if the score at the time of disconnect counts as final result.

7.3 Custom HUD and configs

Players are free to use your own configuration files and manipulate your HUD as long as no unfair advantage is gained. Please consult the admin team prior to your match to see whether your changes are O.K. to use.

7.4 Spectators

Spectators are not allowed, only admins and ESL authorized coverage partners are allowed to spectate matches. Players are not allowed to forward the password to any external person.

7.5 Match media

7.5.1 Screenshots

All players have to make screenshots of each map and have to keep them until the end of the tournament. They also have to upload them to each match within 24 hours after the match has been played.

7.5.2 Demos

All players have to record demos from their matches. They have to those recordings until the end of the tournament. Replays have to be uploaded on the match site until 24 hours after the match has been played.

7.6 Leaving a game

It is not permitted to leave the match until time is out on the last map. Neither is it allowed to stop playing before time is up. Failure to adhere to this rule may be penalized with up to two (2) minor penalty points.

7.7 Continuing a disrupted game

If a game was disrupted for whatever reason, and had to be restarted at a later stage, then the score from the previous part of the match will stay, and the match will be continued with however much time was left on the map.

7.8 Quake Live premium account

All players need to be able to connect to servers running premium content.



8 Game Specific Rules StarCraft II

8.1 Before the match

All games have to be played with the most up to date version of "StarCraft II: The Wings of Liberty". The game speed has to be "faster", no handicap, no A.I. opponents and 1vs1 mode.

8.2 Match Rules

8.2.1 Map choice

The left player in the match details on the ESL website will decide which player starts the map elimination process. The players then take turns eliminating maps from the pool until 3 maps are left. The player who started the elimination process will pick the first map to be played. The other player will pick the second map. The last map will be used as a decider map if needed.

8.2.2 Map list

- Blistering Sands
- Jungle Basin
- Scrap Station
- Steppes of War
- Xel'Naga Caverns
- Delta Quadrant
- Lost Temple
- Metalopolis
- Shakuras Plateau

8.2.3 Battle.Net

Games are to be played on the following Battle.net locations:

European Championship: Europe

American Championship: North America

Asian Championship: South Korea

The tournament administration reserves the right to adjust these locations if necessary.

8.2.4 Game settings

Players can freely choose which race to play and may also change race between maps. Picking random race is allowed.

8.2.5 Before the match start

8.2.5.1 Match sanctioning by the administration

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



8.2.5.2 Player colors

Players have to use a certain in-game colors (red or yellow) when asked to by an Extreme Masters official, ignoring this can lead to a minor penalty.

8.2.6 During the match

8.2.6.1 Disconnections

If a player disconnects involuntarily, the following procedure will apply:

- a) The opponent will be asked whether he wants to restart the map in question or not. Should the opponent opt for a restart of the map, the map will be restarted.
- b) Should the opponent decline a restart of the map, the tournament administration will establish whether the outcome of the map was still open or a clear advantage for one of the players was evident. The administration will then decide whether the map will be restarted or whether the match will be decided in favor of the player who remained in the game.

8.2.6.2 Completion of the match

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

It is not allowed to take breaks between matches in a best-of-3 map match. In best-of-5 playoff matches players make take a short break after the 3rd map was finished.

8.2.7 Draws

A draw on a map may occur if:

- a) Both players are unable to destroy each other's buildings and both players agree to it being a draw.
- b) The tournament administration declares a draw based upon the observation of the map.

In case of a draw the same map has to be replayed until a winner is established.

8.3 Match media

All players have to save the all replays of their matches and name them in a recognizable fashion (e.g. player1_player2_mapname)



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