



# ESL Major Series Season II





## Introduction

Dear participant, visitor, sponsor,

What you are about to read is one of the fundamentals to every tournament that ever took place, the rules. Without rules you cannot have a tournament, without a tournament you cannot have professional gaming. That is why we consider this rule book one of our priorities in developing the perfect tournament.

This rule book is the combined effort of hard work, lots of experience and the continuous desire for perfection combined with the feedback from the competitors themselves, and hence it is a fundamental ingredient to our tournament and a guide for the gaming community by the gaming community.

We hope that after reading this rulebook you will get a better understanding of how our tournaments work and hopefully understand how important it is to us to strive for perfection and how we try to achieve that goal.

Sincerely,

The ESL Major Series administration





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## 1. Definitions

### 1.1 Participants

An ESL Major Series participant can either be a team or a player. Each member of a team, whether he plays or not, is considered a participant. A participant is not allowed to be part of multiple ESL Major Series teams at the same time after qualifying for the main round of the ESL Major Series. \*\*

### 1.2 Licence holder

A licence holder is the legal entity (registered association, Ltd company, etc.) or the person to whom an ESL Major Series licence is awarded. For Counter-Strike see 4.8. "Property rights of an ESL Major Series team account".

### 1.3 Team Positions

The following positions exist for teams.

#### 1.3.1 Team manager

The team manager must be at least 18 years old. The team manager will act as a spokesman for a team and is responsible for the team's line-up. The team manager will have the final say in all decisions concerning the team, including players, public announcements and line-ups. The team manager is eligible for playing in all matches for his or her team.

#### 1.3.2 Team captain

The team captain must be at least 16 years old and is chosen by the team manager. The team captain will function as an extended arm of the team manager within a team and also in 'in-game' decisions and actions. The team captain is the sole person to make 'in-game' objections to the ESL Major Series match admins. The team captain is eligible for playing in all matches for their team.

#### 1.3.3 Orga

An orga is a person who works "behinds the scenes" and helps the team captain and the team manager with daily work such as scheduling matches. An orga is eligible for playing in any matches for his or her team.

### 1.4 Time

All times are given in Central European Time (CET).

### 1.5 Season

A season lasts from the first round of the ESL Major Series qualification until the end of the finals.

### 1.6 Play day

The play day begins at 0:01 CET on Monday and ends at 23:59 CET on Sunday of the same week.

### 1.7 Penalties

Penalties are assigned for rule violations.

Any rule violation that doesn't directly interfere with the competition of the ESL Major Series and doesn't violate fair-play will be punished with a minor penalty.

Any rule violation that directly affects the competition of the ESL Major Series or which is not in line with fair play will be punished with a major penalty.





A participant that receives ten (10) minor or two (2) major penalties during the main round will be removed from the ongoing season.

Penalties given within the ESL Major Series only apply for the ESL Major Series and not for the normal ESL leagues and ladders. The only exception to this are penalties given for cheating and severe violations of the code of conduct or fraud which will also be penalised in accordance with the normal ESL system.

Penalty points and barrages of the ESL are not valid for the ESL Major Series, except barrages for cheating.

### **1.7.1 Penalties impact on prize money**

Penalties received from the start of the main round to the end of the playoffs will incur a prize money reduction. For each minor penalty received, participants will forfeit 3% of their prize money. For each major penalty received, participants will forfeit 10% of their prize money.

The forfeited prize money for each participant will be distributed between the other prize money winning teams in a split relative to their prize winnings.

## **1.8 Tournament Direction**

The ESL Major Series is organised by the Electronic Sports League (ESL). The Electronic Sports League is part of Turtle Entertainment GmbH.

Turtle Entertainment GmbH  
Siegburger Str. 189  
50679 Köln  
Germany

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

## **1.9 Games**

- Call of Duty 4 by Infinity Ward
- Counter-Strike 1.6 by Valve Corporation
- Counter-Strike: Source by Valve Corporation
- Dawn of War by Relic Entertainment
- Enemy Territory by Splash Damage
- FIFA 08 by EA Sports
- Pro Evolution Soccer 2008 by Konami
- Team Fortress 2 by Valve Corporation
- Unreal Tournament 3 by Epic Games
- Warcraft 3 by Blizzard Entertainment





## 2. General

### 2.1 *Validity of the rules*

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

### 2.2 *ESL Major Series administration*

#### *Tournament Directors*

Antony 'TheRogue' Seedhouse  
[ase@turtle-entertainment.de](mailto:ase@turtle-entertainment.de)

Alexander 'crtmN' Nehr  
[an@turtle-entertainment.de](mailto:an@turtle-entertainment.de)

#### *Tournament Head Admins*

##### **Call of Duty 4**

Iceman – [iceman@esl.eu](mailto:iceman@esl.eu)

##### **Counter-Strike Female**

crtmN – [crtmn@esl.eu](mailto:crtmn@esl.eu)

##### **Counter-Strike: Source**

TheRogue – [therogue@esl.eu](mailto:therogue@esl.eu)

##### **Dawn of War**

EugenusMaximus - [eugenusmaximus@esl.eu](mailto:eugenusmaximus@esl.eu)

##### **Enemy Territory**

Sn4kE - [sn4ke@esl.eu](mailto:sn4ke@esl.eu)

##### **FIFA 08**

NoFx - [nofx@esl.eu](mailto:nofx@esl.eu)

##### **PES 2008**

K-RiboO – [k-riboo@esl.eu](mailto:k-riboo@esl.eu)

##### **Team Fortress 2**

Misfit - [misfit@esl.eu](mailto:misfit@esl.eu)

##### **Unreal Tournament 3**

Rondrian – [rondrian@esl.eu](mailto:rondrian@esl.eu)

### 2.3 *Rule modifications*

The ESL Major Series administration reserves the right to change or modify these rules, and in special cases make decisions not covered by these rules to preserve the spirit of fair competition and sportsmanship.

### 2.4 *Internal texts*

All texts written in either protest or support tickets or written by the ESL Major Series administration to members of the ESL Major Series cannot be published without the written permission of the ESL Major Series administration.





## **2.5 Code of conduct**

All participants are asked to behave in an appropriate manner towards other competitors and to any member of the ESL Major Series administration. Exceptional cases of violation of this rule will be punished with all possible severity.

## **2.6 Additional agreements**

The ESL Major Series administration is not responsible for additional agreements between players or teams and these agreements are only allowed if they do not violate any of the existing rules. The ESL Major Series administration advises against such agreements. The ESL Major Series administration will not enforce any additional agreements.

## **2.7 Game broadcasts**

All broadcasting rights of ESL Major Series matches are owned by the Turtle Entertainment GmbH. This includes all forms of broadcasts, i.e. IRC Bots, shoutcast streams, video streams, HLTV, WaaaghTV, Replays, Demos or TV broadcasts.

Turtle Entertainment GmbH can pass on the broadcasting rights for one or multiple matches to a third party or to the participants themselves. In this case the broadcast must be arranged with a head admin before the match. For contact information see 2.2.

A participant cannot refuse to have their matches broadcast, nor can they choose in what way it will be broadcast.

## **2.8 Alcohol and drugs prohibition**

Playing an ESL Major Series match under the influence of alcohol or drugs is not permitted, be it online or offline. Violation of this rule can result in the exclusion from the ESL Major Series.

## **2.9 Communication**

### **2.9.1 Email**

Official communication from the ESL Major Series admins and participants will be done by email to the email address used by participants on the ESL website. All participants are reminded that they should check this email regularly so as not to miss important announcements.

### **2.9.2 Players advice forum**

In team leagues, up to three (3) members of a team can have access to the player advice forum. Access will be granted by request from the team manager to the respective ESL Major Series Head admin.

The player advice forum is the only official communication platform between the players and the admin team. All postings in these forums are automatically sent to the invited members.

All information within this forum is to be kept between the admin team and the participants of the player advice forum. Information or statements placed inside this forum by the admin team are not to be made public (news, public forums, etc.) and teams will be punished depending upon the kind of information and content they make available in the form of penalties or a direct disqualification from the league.

### **2.9.3 IRC**

Most ESL Major Series have an official private IRC channel that all participants should make themselves available in so as to make fast communication possible. The details of the private IRC channel for each ESL Major Series can be found in the players advice forum.





## **2.10 Conditions of participation in the ESL Major Series**

### **2.10.1 Age restriction**

Every player must be at least 12 years old unless a higher age is required by law for the specific game in his country. For offline Finals you must fulfil the age which is required by law for the specific game in Germany.

### **2.10.2 Nationality**

A team is entitled to take part in their national qualifiers for the ESL Major Series as long during the qualifier a simple majority of the team in game at all times is of the nationality or resides in the country of the respective qualifier. However it is not permitted for any member of a team to participate in qualifiers of more than one country for the same ESL Major Series.

## **2.11 Player accounts**

### **2.11.1 General**

Each participating player must have an account on the ESL website. In this account a player has to state his or her personal details including date of birth, current place of residence and full "real name". All this information can be hidden from public view, except for their name. Each player must upload a decent picture of himself to his or her ESL profile. A player is not allowed to have more than one account within the ESL. Having more than one account in the ESL will be punished according to the general ESL multi-account rules and can lead to minor penalties in the ESL Major Series.

If a player account does not correspond to the above requirements, then for every playday until the requirements are met, a minor penalty will be given.

### **2.11.2 Player photo**

The photo must clearly show the face of the player. The photo must always be up-to-date (no childhood pictures), manipulation of the player's appearance on the photo is prohibited.

### **2.11.3 Game accounts**

All players have to enter their game account for their respective ESL Major Series game on their ESL profile.

## **2.12 Team accounts**

### **2.12.1 General**

For the ESL Major Series all teams must create and provide an ESL team account. The team must have a team logo. The team name may have a sponsor as an extension, but no extensions like "cs squad" are permitted. It must have a team captain registered to the team.

The listing of "honorary" or "inactive" members in an ESL Major Series team account is not permitted.

If a team account does not correspond to the above requirements, then for every playday, until the requirements are met, a minor penalty will be given.

### **2.12.2 Property rights of an ESL Major Series team account**

The ESL Major Series administration assigns ESL Major Series licences to the qualified contestants (player or team) each season.

This "ESL Major Series licence" is valid for one season and must be renewed before the start of each new season by the ESL Major Series tournament direction.

The ESL Major Series team licence is assigned to a legal entity (registered association, Ltd company, etc.). If a team is not represented by a legal entity, then the ESL Major Series administration may hand the licence





responsibility over to a single person within the team. This is always the team manager or a person appointed by the team manager. This person must be a long standing member of the team and 18+ years of age.

The licence holder is responsible for all actions that concern the team. Changes in the team (e.g. name change) must be submitted to the tournament director and if necessary a new agreement be written. The ESL Major Series licence holder is the entity which will receive the prize money after the season has ended. The licence holder can name another person to receive the prize money at the end of the season. Offences and omissions in the duty to supply valid information can and will be punished with penalties.

### **2.12.3 Conditions**

The ESL Major Series administration reserves the right to issue a team a licence under certain conditions. An offence against the mandatory conditions can lead to the immediate removal of the licence.

### **2.12.4 Licence removal**

The ESL Major Series administration has the right to withdraw the licence from the licensee. This case can arise from ignoring the associated conditions through neglect or deliberateness and from acts that damage the image of the league.

### **2.12.5 Licensee changes**

A licensee can request the ESL Major Series administration to transfer the licence to another natural or legal entity during a season, if there is a relevant reason for doing so. This reason has to be communicated to and accepted by the ESL Major Series Administration. The ESL Major Series administration reserves the right to refuse the transfer of the licence.

### **2.12.6 Player change, new players (team games)**

Up to five new players are permitted to join the team starting from once a team has qualified for the ESL Major Series. Anyone, who is not in the team account after the team has qualified, is considered a new player. A new player has to be added to the ESL team account 24 hours before a match is scheduled.

A player is only allowed to change his or her team once per competition stage. Should a player change his or her team in a competition stage, he or she is not allowed to play against his or her old team or against teams that he or she already played against with his or her old team.

Each new player in the team must be announced by a support ticket and also be approved by the head admins for that ESL Major Series. In the case of ignoring this, a minor penalty will be assigned and the player is not eligible for ESL Major Series matches until this announcement has been approved.

If a team cannot participate because of missing players or is unable to regularly play their games, the team will be excluded from the ESL Major Series and the licence be removed. Each team has to start out with sufficient players in the team in order to be able to compensate for a possible squad withdrawal.

Between seasons, there is no restriction on new players.

### **2.12.7 Player announcements for new season**

Before the start of the ESL Major Series season, the teams have to announce every player who will play for their team. All players that are added after this deadline are new players – see rule 2.12.7

### **2.12.8 Contract conditions**

The ESL Major Series administration will not interfere with and is not responsible for any legal issues between a player and his or her team.





### **2.13 Prize money**

The ESL strives to make payment for each ESL Major Series 90 days after its grand final being completed.

### **2.14 Participant backup**

If before the beginning of the first play day of the main round a team splits up, then another player/team advances to the ESL Major Series. This will be the next participant from the national qualifiers / ESL Pro Series from the according country unless the participant with that slot has already been eliminated. Should a participant leave the ESL Major Series in the main round after the first play day, there will not be a replacement.

### **2.15 Barrage for dropping out from the ESL Major Series**

Any participant who drops out of the current ESL Major Series cannot return later. This applies to any kind of drop out, no matter whether it is by his or her own decision or due to a disqualification e.g. because of too many penalties. The ESL Major Series administration reserves the right to bar a participant for more than one season in extreme cases.

### **2.16 Beginning of a match**

All matches within the ESL Major Series begin according to the times displayed on the web site. All changes must be agreed upon with the ESL Major Series administration and if necessary a wildcard needs to be used. The matches have to begin on time at the indicated times. Participants are required to be available before and after the match, see the game specific rules for further details.

### **2.17 Before a match**

#### **2.17.1 Match statement**

Each participant has to write a statement for his or her match in the ESL Major Series. This match statement has to be posted at least 24 hours but no more than 7 days before a match. This statement has to be written and saved as a match pre-report (not a match comment). The statement has to be of adequate quality and should contain around 50 words. Should the statement be missing, not be of adequate quality or too short the ESL Major Series administration can give one minor penalty.

It is not allowed to edit the statement within 24 hours before the match, as this will change the date and time of the statement and it will no longer be possible to see if the statement has been written in time.

#### **2.17.2 Line-up**

In team games each participants must post it's expected line-up for a match 24 hours before the match start. For ease the line-up should be included in the pre-match statement.

Missing or late line-ups will be punished with 1 minor penalty.

### **2.18 Scheduling and wildcards**

A match for the coming play day should be scheduled before the end of the current play day.

#### **2.18.1 Rescheduling**

If you want to reschedule an already scheduled match, you will have to do so before Sunday 23:59 CET of the preceding play week. After that deadline you will incur 1 minor penalty or more if you need to reschedule within 48 hours of the match (See 2.18.2 Wildcards).

Any agreement to reschedule a match must be made by both teams on the ESL website, either in a protest ticket or match comments, otherwise the official match time is that stated on the match page.





If you must reschedule a match then you must make a match protest. Other attempts to contact your opponent (IRC, email, ICQ, etc) to reschedule are encouraged and will be taken into consideration if a time has to be forced by the admin team.

### 2.18.2 Wildcards

A wildcard is used when within 48 hours of the scheduled time a team reports they cannot played. Usage of the wildcard will automatically lead to one minor penalty. Should there be a no-show from a participant and this participant still has his wildcard, one major penalty is to be given to this participant and the wildcard will be removed, however no additional minor penalties are given.

Time of rescheduling	Wildcard	No Wildcard Left
Within 48 hours of the scheduled match time	minor penalty	major penalty
No-show (30 minutes after scheduled match start)*	major penalty +wildcard removed	major penalty +minor penalty

\* A no show during relegation or the playoffs will be a default loss.

### 2.19 Match Start, punctuality, delays and no-show

A match will start at the exact time as stated in the schedule. Should the participant not have shown up after 30 minutes the participant is considered as a no-show and penalties according to 2.21 Wildcards will be assigned.

### 2.20 Protests

A protest is an official protest against a match. The protest can only be filed using the protest form on the ESL page. Protests filed by email or IRC are not valid. At most, they can help explain the circumstances. Please see the protest procedure: [http://www.esl.eu/eu/ems/faq/protest\\_rules/](http://www.esl.eu/eu/ems/faq/protest_rules/)

If a participant wants to submit a protest concerning a specific match, the protest needs to be filed within 72 hours after the starting time of the match. Any protest filed after the deadline will be discarded. Continuously filing protests for the sole purpose of getting an advantage out of filing protests will be treated as violation of the code of conduct.

### 2.21 Seeding and drawings

The ESL Major Series administration reserves the right to seed or to distribute teams into seeding pools for drawings when it is necessary. This includes all kinds of drawings, e.g. the distribution of the teams in groups as well as drawings for possible replacement teams when necessary.

### 2.22 Ranking

If at the end of an ESL Major Series competition stage two or more participants are tied in the rankings by points then first the match result between them will be considered followed by the map/round score difference. Should this still result in a draw tie break matches will be played if needed to decide which participants will move to the next stage.





## 3. Counter-Strike 1.6 Female specific rules

### 3.1 Definitions

#### 3.1.1 Offence

The Offence is the team playing as Terrorists that is attacking the targets.

#### 3.1.2 Defence

The Defence is the team playing as Counter-Terrorists defending the targets from the Offence.

#### 3.1.3 Match

Each team plays one half of a map as Terrorists and one as Counter-Terrorists.

#### 3.1.4 Half

A half consists of 15 rounds.

#### 3.1.5 Round

Round time is 2:00 minutes.

#### 3.1.6 Result

The team which reaches 16 rounds, wins the match.

In the group stage all 30 rounds must be played, in the playoffs a match ends after one team has won 16 rounds.

In the group stage a draw can be the result.

#### 3.1.7 Overtime

During the playoffs, if after 30 rounds the result is a draw then overtime is played. Overtime will be MR5 with 10k startmoney for the first round of each half.

### 3.2 Match procedure

#### 3.2.1 Server search

The server search can be done by the teams themselves but 15 minutes before the match starts the teams need to have come to an agreement on the server or else the admin for the match will force a decision.

The selected server have the have at least one spectator slot for a match admin and one slot for HLTV to allow coverage of the match by the ESL Major Series. If both teams cannot come to an agreement, the admin will enforce the most fair server to play on.

A team that does not show up in time for server search in time forfeits the right to discuss the server enforced by the admin.

#### 3.2.2 Meeting point

In order to improve the communication between the teams and admins, each team has to send a representative to a private IRC channel 60 minutes before the schedule match start time.





### 3.3 Client settings

#### 3.3.1 Aequitas

Every player must have the latest version of Aequitas running during the entire duration of the match. The Aequitas files have to be uploaded, without reminder, by each player within 24 hours of the end of the match. The participant is also responsible for the upload, meaning he or she has to check if the files are complete and working.

Missing, not working, incomplete or modified Aequitas files have to be reported by the other team in a protest and will be punished with one (1) major penalty for the team. A period of 48 hours will then be given to replace the files in question. Should the Aequitas files be replaced with the correct ones the penalty will then be reduced to one (1) minor penalty. If the files of the winning team are still not complete after the period of 48 hours the match will be replayed.

#### 3.3.2 Procedure for non-working Aequitas

In the case of the ESL Major Series website being unavailable, Aequitas will not work. Should Aequitas not work for a player they must take a screenshot of the error message and upload it after the match.

Once in game, each player not using Aequitas will have to take smoke and model screenshots. If a participant reconnects during the duration of the match, he needs to make new screenshots and upload all of them. All media needs to be uploaded to the ESL Major Series website within 24 hours of the end of the match.

The model screenshot needs to include the following things: 1 Terrorist model, 1 CT model, netgraph, primary or secondary weapon.

#### 3.3.3 Client Settings – CVAR

The following CVAR values must be used:

- cl\_lc 1
- cl\_lw 1
- cl\_pitchspeed 225
- cl\_showevents 0
- cl\_movespeedkey 0.52
- cl\_pmanstats 0
- gl\_picmip 0
- gl\_monolights 0
- gl\_polyoffset 0 - 4 (You have to use a value that does not result in the illegal "shine through"-effect.)
- gl\_max\_size higher than 128
- lightgamma 2.5
- texgamma 2.0
- s\_show 0
- s\_a3d 0

#### 3.3.4 Client settings - illegal script and bind examples

By rule all scripts are illegal except for buy-, toggle- & demoscritps. Following are some examples of illegal scripts:

- Turn Script [180° or other values]
- -mlook Script
- Stop-Shoot script [Use- or Awp-Script of any kind]
- Centerviewscrip
- Norecoil-Script
- Burstfire-Script
- Jump- & Bunnyhop-Script [Jumping is only allowed as: bind "x" "+jump"]
- It is illegal to bind "+duck" to the mouse wheel or to use a duck script
- Walking should be done by using "+speed" and not by any other command or script





### **3.3.5 Client settings - A3D**

The usage of A3D is forbidden. The usage of tools and drivers to simulate A3D is also forbidden.

### **3.3.6 Client settings - 32 bit**

Each player needs to have Counter-Strike set to use 32bit colour depth in game. If the game is being played in window mode, the windows colour depth has to be set to 32bit.

### **3.3.7 Client settings - graphics card drivers or other tools**

Changes made to the in-game graphics or textures by the use of graphics card drivers or other tools or programs are forbidden.

### **3.3.8 Client settings - models**

Only the default Counter-Strike 1.6 are allowed.

## **3.4 Server settings**

### **3.4.1 Server settings**

All the servers which will be used for the ESL Major Series need to have the ESL Major Series server pack installed. The server pack will make sure all the servers are configured the same.

The ESL Major Series server pack consists of the following parts:

- ESL Serverconfig (with HLSW Livebot support)
- Anti Flashbug Maps (de\_nuke, de\_dust2, de\_train)

The team which provides the server will be responsible for the correct installation of the pack and it's content. Download link: [http://gfx.esl-europe.net/media/eu/ems/ems\\_server\\_pack.rar](http://gfx.esl-europe.net/media/eu/ems/ems_server_pack.rar)

### **3.4.2 Leaving the server**

Each match needs to be completed, meaning one team must have won 16 rounds. Premature leaving of the server will lead to one (1) major penalty.

## **3.5 Map pool**

The following maps can be selected and used for all matches:

- de\_train
- de\_dust2
- de\_nuke
- de\_inferno
- de\_tuscan (Download: <http://www.esl.eu/de/cs/download/1154848/>)

## **3.6 In-game rules**

### **3.6.1 Shield**

The use of the tactical shield is strictly forbidden.

### **3.6.2 Bug using**

Using bugs is strictly forbidden. If bugs which are not listed below should be used, the admin can still decide to give out penalties.





### 3.6.3 Before the match

It is each team's own responsibility to check if the right version of the map is loaded. Should the bugs still be present you can ask to reload the map. Not testing the maps means you agree to using this version of the map and also accept the consequences if the bugs should be used. If a team is found using the bugs on purpose the admin could decide to give the rounds to the opposing team.

### 3.6.4 During the match

- Moving through walls, floors and roofs is strictly forbidden. This also includes skywalking.
- "silent bombs" (i.e. the planting of a bomb which doesn't make a sound ) are illegal.
- Planting bombs so that they cannot be defused is illegal. This does not include plants where multiple players are needed to defuse.
- Boosting with the help of team mates is allowed in general, but it is forbidden in places where the textures, walls, ceilings, floors become transparent or penetrable. For more information read the map specific bugs section.
- Flashbugs are forbidden.
- Throwing grenades under walls is not allowed, throwing grenades over walls or roofs is allowed.
- „Mapswimming“ or „Floating“ is illegal.
- „Pixelwalking“ is illegal (Sitting or standing on invisible map edges)
- General: Using bugs which change the game principle( i.e. spawn bugs) is illegal.

### 3.6.5 Map specific bugs

de\_dust2: The following positions are illegal:

- ([http://gfx.esl-europe.net/stuff/cs\\_rules/de\\_dust21.jpg](http://gfx.esl-europe.net/stuff/cs_rules/de_dust21.jpg))
- ([http://gfx.esl-europe.net/stuff/cs\\_rules/de\\_dust22.jpg](http://gfx.esl-europe.net/stuff/cs_rules/de_dust22.jpg))
- ([http://gfx.esl-europe.net/stuff/cs\\_rules/de\\_dust23.jpg](http://gfx.esl-europe.net/stuff/cs_rules/de_dust23.jpg))
- It is allowed to have multiple players on this box, but they cannot be on top of each other. ([http://gfx.esl-europe.net/stuff/cs\\_rules/de\\_dust24.jpg](http://gfx.esl-europe.net/stuff/cs_rules/de_dust24.jpg))

de\_train:

- Watching underneath the walls is not allowed ( [http://gfx.esl-europe.net/stuff/cs\\_rules/de\\_train.jpg](http://gfx.esl-europe.net/stuff/cs_rules/de_train.jpg) )

### 3.6.6 Server and player crash procedures

If the server crashes before three rounds have been completed, the server must be restarted and the game's score will be reset to 0-0. If the server crashes after the third round has been completed, the game must be restarted with startmoney 5000 and the score will be counted from the last completed round. Furthermore, the maxrounds of the half is changed to equal the remaining rounds left at the point of the server crash.

If a player's computer crashes before the first kill has been made in the first round, the match will be restarted. If a player's computer crashes after the first kill has been made, the server will be paused at the end of the current round. Once the player has rejoined the server and the teams are notified of his or her return, the game will be resumed. It is the each player's responsibility to make sure their hardware/software/internet connection is fully functional before participating in a match. If they are in doubt, they should notify their team captain and appropriate actions should be taken.

## 3.7 Match Media

In general match media have to be uploaded to the ESL website in the period of time stated in the rules. Faking or manipulating match media is of course forbidden and will result in severe penalties. Packing the files is allowed. Match media names for demos, aequitas files, screenshots, etc. have to be chosen in a reasonable way. The name has to be chosen in accordance with the media's content so that it is clearly recognizable whether the file concerned is a demo, an Aequitas file, a round screenshot or a status screenshot etc.





### 3.7.1 Screenshots

#### Screenshots of the scoreboard

Taking screenshots of the scoreboard after each side and map is mandatory for both teams. The screenshot must show the players in their teams. It's not allowed to leave the server or change the side before you take the screenshot.

#### RCON screenshot

An RCON screenshot must be taken before the match begins and whenever a player reconnects to the match server. It is the responsibility of whomever has the RCON password to do this and upload it.

It is the responsibility of both teams to upload all necessary screenshots within 24 hours after the match.

### 3.7.2 Demos

Each player needs to record point-of-view demos of their entire match. These demos need to be kept for a duration of 7 days after the game has ended and need to be uploaded on the request of an admin. If multiple demos are missing a team can get a maximum of 2 minor penalties per match.

### 3.7.3 Requesting Demos

If a team suspects their opponents of cheating, a team representative will have to write a protest ticket within 48 hours after the end of the match. The protest ticket should include a timetable on the bases of a HLTV demo. If the admin thinks there is enough proof or suspicion of cheating the admin himself can request the point-of-view demos. These demos then have to be uploaded within 24 hours of the request by the admin. Participants themselves are not able to request demos from the opposing team.

## 3.8 *Penalty catalogue Counter-Strike*

Penalties will always be given to a team.

#### Major Penalties

- Missing, not working, incomplete or modified Aequitas 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

#### Minor Penalties

- Not entering statement or lineups
- Not turning up in time for server search
- Not being on the match server 10 minutes before the game, each additional 10 minutes will lead to an additional 1 minor penalty
- Illegal client settings - CVAR
- Illegal client settings – models
- Illegal client settings – scripts and binds
- Missing point-of-view demo
- Missing screenshots





## 4. Counter-Strike: Source specific rules

### 4.1 Definitions

#### 4.1.1 Offence

The Offence is the team playing as Terrorists that is attacking the targets.

#### 4.1.2 Defence

The Defence is the team playing as Counter-Terrorists defending the targets from the Offence.

#### 4.1.3 Match

Each team plays one half of a map as Terrorists and one as Counter-Terrorists.

#### 4.1.4 Half

A half consists of 15 rounds.

#### 4.1.5 Round

Round time is 1:45 minutes.

#### 4.1.6 Result

The team which reaches 16 rounds, wins the match.

In the group stage all 30 rounds must be played, in the playoffs a match ends after one team has won 16 rounds.

In the group stage a draw can be the result.

#### 4.1.7 Overtime

During the playoffs, if after 30 rounds the result is a draw then overtime is played. Overtime will be MR5 with 10k startmoney for the first round of each half.

### 4.2 Match procedure

#### 4.2.1 Server search

The server search can be done by the teams themselves but ten minutes before the match starts the teams need to have come to an agreement on the server or else the admin for the match will force a decision.

The selected server have the have at least one spectator slot for a match admin and SourceTV (`tv_enable 1`) must be enabled to allow coverage of the match by the ESL Major Series. If both teams cannot come to an agreement, the admin will enforce the most fair server to play on.

A team that does not show up in time for server search in time forfeits the right to discuss the server enforced by the admin.

#### 4.2.2 Meeting point

In order to improve the communication between the teams and admins, each team has to send a representative to a private IRC channel 60 minutes before the schedule match start time.



## 4.3 Client settings

### 4.3.1 Aequitas

Every player must have the latest version of Aequitas running during the entire duration of the match. The Aequitas files have to be uploaded, without reminder, by each player within 24 hours of the end of the match. The participant is also responsible for the upload, meaning he or she has to check if the files are complete and working.

Missing, not working, incomplete or modified Aequitas files have to be reported by the other team in a protest and will be punished with one (1) major penalty for the team. A period of 48 hours will then be given to replace the files in question. Should the Aequitas files be replaced with the correct ones the penalty will then be reduced to one (1) minor penalty. If the files of the winning team are still not complete after the period of 48 hours the match will be replayed.

### 4.3.2 Procedure for non-working Aequitas

In the case of the ESL Major Series website being unavailable, Aequitas will not work.

Should Aequitas not work for a player they must take a screenshot of the error message and upload it after the match.

Once in game, each player not using Aequitas must take a model screenshot and a scoreboard screenshot. If a participant reconnects during the duration of the match, he needs to make new screenshots and upload all of them. All media needs to be uploaded to the ESL Major Series website within 24 hours of the end of the match.

The model screenshot needs to include the following things: 1 Terrorist model, 1 CT model, netgraph and show their primary or secondary weapon.

### 4.3.3 Client Settings - CVAR

The following CVAR values must be used:

- mat\_dxlevel 80/81/90/95 (using a mat\_dxlevel between 80 and 95 is mandatory)
- mat\_bumpmap 1/0 (if you use "mat\_bumpmap 0", you also have to use "mat\_specular 0"; if you use "mat\_bumpmap 1", you can either use "mat\_specular 0" or "1")
- mat\_fastnobump 0
- mat\_fastspecular 1
- r\_rootlod 0/1/2 ( 0, 1, 2 is allowed)
- cl\_pitchspeed 225
- cl\_yawspeed 210

### 4.3.4 illegal script and bind examples

All scripts are illegal except for buy-, toggle- & demoscritps. This includes but is not limited to the follow examples:

- Turn scripts [180° or similar]
- Stop-Shotscripts [Use- oder Awp-scripts]
- Centerviewscripts
- No-Recoil-scripts
- Burstfire-scripts
- Bunnyhop-scripts [any kind of bindings or scripts, +jump wheelup/wheeldown is illegal]
- Ratechangers (Lagscripts)
- FPS-scripts
- Stopsound-scripts
- Anti flash scripts or bindings

The use of No-Flash and No-Recoil Bindings/Scripts in any and all forms will be punished as in Rule 4.4 Cheating with 12 Penalty Points. Regardless of active use, if these Scripts are found in parts or in full in your configfile, you will be penalized.

### **4.3.5 Client settings - graphics card drivers or other tools**

Changes made to the in-game graphics or textures by the use of graphics card drivers or other tools or programs are forbidden.

### **4.3.6 Client settings - models**

Only the default Counter-Strike: Source models are allowed.

## **4.4 Server settings**

### **4.4.1 Server settings**

All servers used for ESL Major Series matches must use the official ESL Major Series config.

The team which provides the server is responsible for the correct setup of the server. The pack includes a config to be put on the server, and a config that is executable by rcon.

Download link: [http://gfx.esl-europe.net/media/eu/ems/ems\\_css.zip](http://gfx.esl-europe.net/media/eu/ems/ems_css.zip)

### **4.4.2 Leaving the server**

Each match needs to be completed, meaning all rounds must be played. Premature leaving of the server before a team has won will lead to (1) major penalty. Premature leaving of the server before all 30 rounds are played in the group stage will lead to one (1) minor penalty.

## **4.5 Map pool**

The following maps will be played in the ESL Major Series:

- de\_train
- de\_dust2
- de\_nuke - The revised version of de\_nuke is mandatory ([Download de\\_nuke\\_doorfix](#))
- de\_inferno
- de\_tuscan

## **4.6 In-game rules**

### **4.6.1 Bug using**

Using bugs is strictly forbidden. This includes but is not limited to the bugs listed below. The penalties for using bugs will be decided on a case-by-case basis by the admins.

### **4.6.2 Before the match**

It is each team's own responsibility to check if the right version of the map is loaded. Should the bugs still be present you can ask to reload the map. Not testing the maps means you agree to using this version of the map and also accept the consequences if the bugs should be used. If a team is found using the bugs on purpose the admins can decide to give rounds to the opposing team after the match.

### **4.6.3 During the match**

- Moving through walls, floors and roofs is strictly forbidden. This also includes sky walking.
- "silent bombs" (i.e. the planting of a bomb which doesn't make a sound ) are illegal.
- Planting bombs so that they cannot be defused is illegal. This does not include plants where multiple players are needed to defuse.
- Boosting with the help of team mates is allowed in general, but it is forbidden in places where the textures, walls, ceilings, floors become transparent or penetrable. For more information read the map specific bugs section.
- Flashbugs are forbidden.
- Throwing grenades under walls is not allowed, throwing grenades over walls or roofs is allowed.
- „Mapswimming“ or „Floating“ is illegal.
- „Pixelwalking“ is illegal (Sitting or standing on invisible map edges)
- General: Using bugs which change the game principle( i.e. spawn bugs) is illegal.

#### 4.6.4 Map specific bugs

de\_dust2: Only one player at a time is allowed to stand on the following position: [1]  
The following positions are illegal: [2] [3] [4] [5] [6] [7] [8]

Looking through these gaps is not allowed: [9], [10]

de\_inferno: To plant the bomb at/in the fountain so that it cannot be defused is illegal.

de\_nuke:

The following positions are illegal: [1] [2]

de\_train:

The following positions are illegal: [1] [2]

#### 4.6.5 Server and player crash procedures

If the server crashes before three rounds have been completed, the server must be restarted and the game's score will be reset to 0-0. If the server crashes after the third round has been completed, the game must be restarted with startmoney 5000 and the score will be counted from the last completed round. Furthermore, the maxrounds of the half is changed to equal the remaining rounds left at the point of the server crash.

If a player's computer crashes before the first kill has been made in the first round, the match will be restarted. If a player's computer crashes after the first kill has been made, the server will be paused at the end of the current round. Once the player has rejoined the server and the teams are notified of his or her return, the game will be resumed. It is the each player's responsibility to make sure their hardware/software/internet connection is fully functional before participating in a match. If they are in doubt, they should notify their team captain and appropriate actions should be taken.

### 4.7 Match Media

In general match media have to be uploaded to the ESL website in the period of time stated in the rules. Faking or manipulating match media is of course forbidden and will result in severe penalties. Packing the files is allowed. Match media names for demos, aequitas files, screenshots, etc. have to be chosen in a reasonable way. The name has to be chosen in accordance with the media's content so that it is clearly recognizable whether the file concerned is a demo, an Aequitas file, a round screenshot or a status screenshot etc.

#### 4.7.1 Screenshots

##### Screenshots of the scoreboard

Taking screenshots of the scoreboard after each side and map is mandatory for both teams. The screenshot must show the players in their teams. It's not allowed to leave the server or change the side before you take the screenshot.

##### RCON screenshot

An RCON screenshot must be taken before the match begins and whenever a player reconnects to the match server. It is the responsibility of whomever has the RCON password to do this and upload it.

It is the responsibility of both teams to upload all necessary screenshots within 24 hours after the match.

#### 4.7.2 SourceTV

The recording and uploading of a SourceTV demo is compulsory by the team who is responsible for the server. If the SourceTV demo is not uploaded within 24 hours of the match ending, the team responsible will be punished with 1 minor penalty point.

#### 4.7.3 Requesting Demos

If a team suspects their opponents of cheating, a team representative will have to write a protest ticket within 48 hours after the end of the match. The protest ticket should include a timetable based on the SourceTV demo. If the admin thinks there is enough proof or suspicion of cheating the admin himself can request the point-of-view demos. These demos then have to be uploaded within 24 hours of the request by the admin. Participants themselves are not able to request demos from the opposing team.

#### **4.7.4 Cheat accusation (timetable)**

If a team wishes to accuse a player or players of another team of cheating in an ESL Major Series match then a timetable based on the SourceTV demo for each half for each player must be submitted in a protest within 24 hours of the demo being uploaded to the ESL match page. If the SourceTV demo is not available then the point-of-view demo is used.

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)

The head admins for the ESL Major Series will decide whether the timetable is sufficient to be forwarded to the Anti Cheat Team to be judged.

#### **4.8 Penalty catalogue**

These penalties will always be given to a team:

##### Major Penalties

- Missing, not working, incomplete or modified Aequitas Files
- Missing, not working, incomplete point-of-view demo with suspicion of cheating
- Illegal client settings that severely impact fair play
- Leaving the server before a winner has been declared
- Changing the server settings
- Severe usage of bugs

##### Minor Penalties

- Late or missing pre-match statement or line-up
- Not turning up in time for server search
- Illegal client settings - CVAR
- Illegal client settings - models
- Illegal client settings - scripts and binds
- Missing, not working, incomplete SourceTV demo
- Missing, not working, incomplete point-of-view demo

## **5. DotA specific rules**

### **5.1 Definitions**

#### **5.1.1 Match**

A match is played best of one.

#### **5.1.2 Results**

The result is entered 1:0 to the winner.

### **5.2 Match procedure**

#### **5.2.1 Host search**

The host search should be done by the teams themselves, but one hour before the match starts the teams need to have come to an agreement on the host, or else an admin for the match will force a decision. The same applies when a team does not show up for the server search. In addition a team that does not show up for server search in time forfeits the right to discuss the host enforced by the admin.

Both teams must look for a good host, if one can not be found then the best host available hosts the game. The default platform for matches is the GG-Client. It is allowed to play via either Hamachi, using Listchecker or via Battle.net if both teams agree. If there can be no agreement on those then the game must be played via GGC.

#### **5.2.2 Meeting point**

In order to improve the communication between the teams and admins, each team has to send a representative to the internal IRC channel 60 minutes before a match starts.

#### **5.2.3 Heroes Draft**

The heroes draft must be done before the match between the 2 teams, there's no requirement to do this on public channel. It can be done in private between the 2 teams.

### **5.3 Matches**

#### **5.3.1 Version**

Version 6.48b is played in the ESL Major Series.

#### **5.3.2 Game mode**

The game mode is -xl, -ap will be done in chat.

#### **5.3.3 IRC & GG-Client**

The ESL International DotA Channel is #esl.dota (quakenet).

The GG-Client channel is "ESL DotA Tournament Room" under League&Tournament > War3[RPG].

#### **5.3.4 Hosts**

Both teams must look for a good host, if one can not be found then the best host available hosts the game.

The primary platform to play games is the GG-Client (GGC). It is allowed to play via either Hamachi, using Listchecker or via Battle.net but only if both teams agree. If there can be no agreement then the game must be played via GGC.

### **5.3.5 Save games**

You must save the game every ten minutes. If there is a neutral host or admin, you may let him save the game.

### **5.3.6 Replays**

For all matches a replay must be uploaded to the ESL site. If the replay is corrupted (by loading a game), you must submit a screenshot of the end screen instead. Missing replays or end game screenshot will be punished with up to 1 minor penalty point per match for both teams.

### **5.3.7 Disconnection**

#### **If the disconnect happens before the first blood, or before 10 minutes have passed in game**

The game has to be restarted with the same hero picks.

#### **If the disconnect happens after the first blood, or after 10 minutes have passed, and the last save game is older than 10 minutes**

The team can decide to continue the game without their missing player or load the save game. The team is allowed to use the disconnected player's heroes and sell his items, but they can not be given to other heroes.

#### **If the disconnect happens after the first blood, or after 10 minutes have passed, and the last save game is less than 10 minutes old**

The game is reloaded from the save game. Except if the other team has +5 or more kills, then that team can choose to continue the game or reload the match from the save game.

### **5.3.8 Submitting a protest**

If you believe your opponent was cheating or guilty of some form of rule abuse you should make a match protest using the ESL protest system within 24 hours of the end of the match.

### **5.3.9 Exploiting**

The exploitation of bugs will not be tolerated. If a player is found abusing a bug, the case will be decided between the leader of that team and the admins.

## **5.4 Ingame rules**

### **5.4.1 Team Killing**

Team killing is allowed in matches under the condition that the teammate is doomed or poisoned. The ability to kill your teammates is allowed for game play purposes. It is an advanced part of the game and will not be restricted.

### **5.4.2 Creep skipping**

Creep skipping in is not allowed. In that we understand the following:

1. When you enter your enemies base with friendly creeps, all building are vulnerable.
2. When you want to attack a building, walking in front of your creeps and enemy creeps are near you, skipping enemy creeps to attack a building is not allowed.

### **5.4.3 Creep blocking**

Blocking creeps with your hero is allowed, blocking them by use of spells such as Fissure and Sprout is not allowed.

## **5.5 Items**

### **5.5.1 Shareable items**

The sharing of basic regeneration items, consumables, and gems is allowed.

Items shared may not be kept or used for any other purpose (selling).

The following items may be shared:

- Ancient Tango of Essifation
- Scroll of Town Portal
- Clarity Potion
- Flask of Sapphire Water
- Observer Wards
- Sentry Wards
- Gem of True Sight
- Cheese
- Aegis

The following items may be shared but must be returned to their original owner in a timely manner:

- Animal courier
- Ring of Regeneration
- Ring of Health
- Sobi Mask
- Void Stone
- Perseverance
- Bottle

### **5.5.2 Sharing for the Aegis at Roshan**

It is allowed to share any item not written down in the 'sharing items' list if you or your ally wants to pick up the Aegis at Roshan's. The shared item must be delivered to base immediately. A hero is not allowed to use the item in any way.

### **5.5.3 Enemy Items**

When an item is dropped by a player or chicken and recovered by an opposing player, this item is considered an Enemy Item.

A team may freely use or trade an enemy item to allied players at any time.

If the item is dropped again and recovered by the original team, the will be considered an Enemy Item.

Divine Rapier in any situation is never considered as an Enemy item.

For example, a sent chicken dies and drops a Staff of Wizardry. The staff is then recovered by a Scourge player. The staff is now considered an enemy item and can be freely shared between the members. Later on, the staff is dropped again and recovered by a Sentinel player. The item is now considered an enemy item for the Sentinel team. These string of events are all considered legal.

### **5.5.4 Items restriction**

The following items are limited for each team

- A team can only have two Mekansm
- A team can only have two Necronomicon

- A team can only have one Refresher Orb
- A team can only have one Arcane Ring
- A team can only have:
  - two Eul's Scepter of Divinity or
  - two Guinsoo's Scythe of Vyse or
  - one Eul's Scepter of Divinity and one Guinsoo's Scythe of Vyse

## **5.6 *Penalty catalogue***

Breaking ingame or item rules may result in the match having to be replayed, this will be decided on a case by case basis by match protest.

These penalties will always be given to a team:

### Major Penalties

- Leaving the host before a winner has been declared
- Usage of bugs

### Minor Penalties

- Using a player who has not registered his correct game account
- Late or missing pre-match statement or line-up
- Not turning up in time for host search
- Not turning up in time for heroes draft
- Missing replays or end game screenshot
- Breaking an ingame or item rule

## **6. Call of Duty 4: Modern Warfare specific rules**

### **6.1 Definitions**

#### **6.1.1 Offence**

The Offence is the team playing as Terrorists (OpFor, Speznas) that is attacking the targets.

#### **6.1.2 Defence**

The Defence is the team playing as Counter-Terrorists (Marines, SAS) defending the targets from the Offence.

#### **6.1.3 Match**

Each team plays one half of a map as Terrorists and one as Counter-Terrorists.

#### **6.1.4 Half**

A half consists of 12 rounds.

#### **6.1.5 Round**

Round time is 2 minutes. Bombtimer is 45 seconds, defusetime is 7 seconds.

#### **6.1.6 Result**

The team which reaches 13 rounds, wins the match.

In the group stage all 24 rounds must be played, in the playoffs a match ends after one team has won 13 rounds.

In the group stage a draw can be the result.

#### **6.1.7 Overtime**

During the playoffs, if after 24 rounds the result is a draw then overtime is played. Overtime will be MR3.

### **6.2 Match procedure**

#### **6.2.1 Choice of server**

The server search can be done by the teams themselves but ten minutes before the match starts the teams need to have come to an agreement on the server or else the admin team will force a decision.

The selected server has the have at least two spectator slot for match admins. If both teams cannot come to an agreement, the admin will enforce the most fair server to play on.

A team that does not show up in time for server search in time forfeits the right to discuss the server enforced by the admin.

### **6.3 Client settings**

#### **6.3.1 Client Settings - CVAR**

The CVAR values are forced by the GV Punkbuster configs. Please see rule 6.4.4 for details.

### 6.3.2 Illegal script and binds

All scripts are illegal except for nade-, sniper- & demoscritps. This includes but is not limited to the follow examples:

- KEY\_MWHEELDOWN = +attack, MWHEELUP +attack (It is not allowed to bind +attack on mouse wheel!)
- All wait scripts
- Scripts allowing you to bypass the CVAR-settings. It is not relevant if the script allows you the bypass the settings only for a few seconds or the complete match.

### 6.3.3 Client settings - graphics card drivers or other tools

Changes made to the in-game graphics or textures by the use of graphics card drivers or other tools or programs are forbidden.

Also all changes of models, crosshairs, HUD or other files are forbidden. Further the more editing of the \*.IWD files is strongly forbidden. Changes of the game graphic or textures with graphics card drivers or other tools of that kind are also forbidden. Programs allowing these changes are strictly forbidden and can led to exclusion from the EMS and/or a cheating barrage depending on the severity.

## 6.4 Server settings

### 6.4.1 Game version

All matches must played with the game version shown here.

The current version is **1.5**

Download the patch [here](#)

### 6.4.2 Punkbuster

Every match in the ESL must be play with set sv\_punkbuster "1"

If the setting is not correct the match can be deleted.

### 6.4.3 Game-Violations Streaming

Every Server, used to play EMS-Matches, has to stream to [Game Violations](#).

[Get the streaming configs!](#)

#### 6.4.3.1 Game-Violations Punkbuster configs

All servers must have ESL.EU PunkBuster configs installed. The war.cfg has to be execute.

Please download and install the configs. [Get the PunkBuster configs!](#)

### 6.4.4 PAM Competition Mode

Its only allowed to play with the PAM4.01 Final with the actual rule settings.

You can also download the official PAM4.01 Final and the actual rule settings.

[Download here!](#)

#### 6.4.4.1 Ruleset

All matches have to be played with PAM mode **ems**. To use it, /rcon pam\_mode **ems**. Maxrounds is 12, overtime (relegation and playoffs only) will be MR3.

### 6.4.5 Cracked servers

Using servers that do not authorize players original cd-keys from Activisions master server (cracked servers) is illegal and will result in a major penalty point and the match being replayed.

## 6.4.6 Perks

The following perks must be used. They are forced by the ruleset. Please see rule 6.4.6 for details.

```
// Perks
setDvar("scr_game_perks", "1");
// Jugernaught - decreases damage, NOT increases health
// 75 = 75% of damage actually taken (25% of damage voided)
setDvar("perk_allow_specialty_armorvest", "0");
setDvar("perk_armorVest", "75"); // may be set at a higher percentage, no decision until we test
// Stopping Power
setDvar("perk_allow_specialty_bulletdamage", "1");
setDvar("perk_bulletDamage", "40");
// Sonic Boom
setDvar("perk_allow_specialty_explosivedamage", "0");
setDvar("perk_explosiveDamage", "25");
// C4
setDvar("perk_allow_c4_mp", "0");
setDvar("pam_perk_c4_ammo", "0");
// Claymores
setDvar("perk_allow_claymore_mp", "0");
setDvar("pam_perk_claymore_ammo", "0");
// RPG
setDvar("perk_allow_rpg_mp", "0");
setDvar("pam_perk_rpg_ammo", "0");
// Steady Aim
setDvar("perk_allow_specialty_bulletaccuracy", "0");
// Bandolier
setDvar("perk_allow_specialty_extraammo", "1");
setDvar("pam_perk_bandolier_for_all", "0");
// Deep Impact
setDvar("perk_allow_specialty_bulletpenetration", "0");
// Bomb Squad
setDvar("perk_allow_specialty_detectexplosive", "0");
// Sleight of Hand
setDvar("perk_allow_specialty_fastreload", "0");
// UAV Jammer
setDvar("perk_allow_specialty_gpsjammer", "0");
// Martyrdom
setDvar("perk_allow_specialty_grenadepulldeath", "0");
// Iron Lungs
setDvar("perk_allow_specialty_holdbreath", "0");
// Extreme Conditioning
setDvar("perk_allow_specialty_longersprint", "0");
// Eavsdrop
setDvar("perk_allow_specialty_parabolic", "0");
// Last Stand
setDvar("perk_allow_specialty_pistoldeath", "0");
// Dead Silence
setDvar("perk_allow_specialty_quieter", "0");
// Double Tap
setDvar("perk_allow_specialty_rof", "0");
// Extra Specialty Nades
setDvar("pam_perk_specialty_nade_extra_ammo", "0");
setDvar("pam_perk_specialty_flashnade_extra_ammo", "0");
setDvar("pam_perk_specialty_stunnade_extra_ammo", "0");
// Extra Frag Nades
setDvar("perk_allow_specialty_fraggrenade", "0");
setDvar("pam_perk_frag_nade_extra_ammo", "0");
// Hardpoints
setDvar("scr_game_hardpoints", "0");
// UAV
setDvar("scr_game_forceuav", "0");
setDvar("scr_hardpoint_allowuav", "0");
setDvar("pam_hp_uav_streak", "0");
setDvar("pam_hp_uav_active_time", "0");
setDvar("pam_hp_allow_uav_announce", "0");
```

## **6.5 Map pool**

The following maps will be played in the ESL Major Series:

mp\_crash  
mp\_crossfire  
mp\_strike  
mp\_vacant  
mp\_citystreets  
mp\_backlot

## **6.6 In-game rules**

### **6.6.1 Bug using**

Bug using of any kind is strictly forbidden. If a bug which is not listed below is used within a match an admin will decide about the punishment. If you mean that your opponent use a bug, please take a look first [here](#). After you are sure that he use it, make a conflict. The penalties for using bugs will be decided on a case-by-case basis by the admins.

### **6.6.2 Out of bounds**

In general: Using bugs which change the game principle is illegal. This includes but is not limited to the follow examples:

- It is not allowed to jump or strafejump on positions allowing you strong advantages.
- It is strictly forbidden to jump out of the map.

### **6.6.3 GV-Banlist**

If there is a user, who can't connect to the server because of a GV-Banlist-Entry, but is not already barred in the ESL, he is not allowed to to play the match.

### **6.6.4 COD 4 specific bugs**

#### **6.6.4.1 Timeout**

It is not allowed to call a timeout in a round before the bomb has been planted.

#### **6.6.4.2 Scope cannot be selected**

If a player switches from the class sniper to another one, it is possible that he cannot switch back to the class sniper after roundswitch. In this case the user has to join the spectator mode and join the team again.

## **6.7 Match Media**

In general match media has to be uploaded to the ESL website in the period of time stated in the rules. Faking or manipulating match media is of course forbidden and will result in severe penalties. Packing the files is allowed. Match media names for demos, aequitas files, screenshots, etc. have to be chosen in a reasonable way. The name has to be chosen in accordance with the media's content so that it is clearly recognizable whether the file concerned is a demo, an Aequitas file, a round screenshot or a status screenshot etc.

## 6.7.1 Screenshots

### 6.7.1.1 Score-Screenshots

A screenshot of the on-screen results must be made of every game that is played. The screenshots must be uploaded onto the page with the match details as soon as possible after the game has ended. One screenshot showing each result (e.g. per half or map) is needed and can be uploaded by either the winners or the losers.

### 6.7.1.2 *pb\_plist*

Before the game, a Screenshot of the CoD4 PunkBuster GUIDs of all players must be taken from the console. In addition the commands are to be input in the console `/pb_plist` and a screenshot `/screenshot.jpeg` taken. If a player leaves during the Match and reconnects, another COD4 PunkBuster GUID screenshot should be taken. These Screenshots are to be uploaded with the result-Screenshots to each Match. According to matchrules, at least a COD4 PunkBuster GUID Screenshot is required.

### 6.7.1.3 *pb\_sv\_plist*

Additional to our matchscreen we add now the `pb_sv_plist`-Screenshot `/rcon pb_sv_plist`. Since this command is usable only per rcon, also only the server-putting team is responsible for this Screenshot. An RCON screenshot must be taken before the match begins and whenever a player reconnects to the match server. It is the responsibility of whomever has the RCON password to do this and upload it. It is the responsibility of both teams to upload all necessary screenshots within 24 hours after the match.

### 6.7.1.4 Demos

All players must record demos from the whole match. The demos are to be kept for at least 14 days and must be presented to the admin at request. If it should come to a protest, the demos must be kept until 14 days after conclusion of the protest.

### 6.7.1.5 Requesting Demos

If a player or team suspects that another player or team is violating a regulation during a game, the demo can be demanded of the opposing team straight away. The admins are only to be called in, when suspicions continue to exist even after the demos have been viewed. In this case, the clan or player may proceed and send the admin the game demos. The admin will then take the appropriate action.

Both clans may request the demos from the other clan during a match conflict (4 per map). Match media (replays/demos) can only be requested within the first 60 minutes after the end of a match. If a clan hasn't uploaded their demos on the Matchdetails within 1 day (24 hours), a matchconflict can be made to request them.

A demo request has to be made as follows:

Within the matchdetails the button

Request match media (demos/replays) has to be used giving these informations:

- team side
- player name

### 6.7.1.6 Cheat accusation (timetable)

If a team wishes to accuse a player or players of another team of cheating in an ESL Major Series match than a timetable based on the requested demo for each half for each player must be submitted in a protest within 24 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)

The head admins for the ESL Major Series will decide whether the timetable is sufficient to be forwarded to the Anti Cheat Team to be judged.

## **6.8 *Penalty Catalogue***

### **6.8.1 Major Penalties**

- Missing, not working, incomplete point-of-view demo with suspicion of cheating
- Illegal client settings that severely impact fair play
- Leaving the server before a winner has been declared
- Changing the server settings
- Severe usage of bugs

### **6.8.2 Minor Penalties**

- Late or missing pre-match statement or line-up
- Not turning up in time for server search
- No streaming to Game-Violations
- Wrong GV Script versions
- Missing screenshots
- Illegal client settings – CVAR
- Illegal client settings – models
- Illegal client settings - scripts and binds
- Missing, not working, incomplete point-of-view demo

## **7. Penalty catalogue**

This catalogue is a point of information. The ESL Major Series administration reserves the right to give penalties not covered by this catalogue or give different penalties than the ones listed here.

### **7.1 *Violation of netiquette***

Netiquette is a catch-all term for the conventions of politeness recognized on the internet. Violations of the netiquette are punished according to their severity and occurrence.

#### **7.1.1 *Insults***

All insults that are connected to the ESL Major Series are considered. Especially insults on the ESL Major Series web site and insults in a match. Also insults that are being done via IRC, ICQ, E-Mail, Forums and similar media can lead to penalties. Extreme cases of insults can result in further penalties up to exclusion from the ESL Major Series.

#### **7.1.2 *Spamming***

The excessive posting of senseless, annoying or offensive postings or texts is considered to be spamming in the ESL Major Series and will be punished depending on the severity.

### **7.2 *Unsportsmanlike behaviour***

#### **7.2.1 *Spamming in-game***

Abusing the in-game chat function of a game to irritate an opponent or to interfere with the course of a game (broadcast or not) is not allowed. Depending on the severity of the in-game spamming a minor or a major penalty can be given.

#### **7.2.2 *Kicking of players***

Continuously kicking a player out of a game is not allowed. Kicking a player from a server in an on-going game on purpose will be punished with a major penalty.

### **7.3 *Ringers/Fakers***

Using a player who is not listed on the ESL team page will lead to a disqualification from the ESL Major Series in accordance with a 2 year ban from all ESL leagues.

### **7.4 *Cheating***

Modifying the behaviour or the appearance of the game in any way and/or using third party programs which give the user an advantage over other participants is considered cheating and punished accordingly with 12 penalty points and a 2 year ban from the Electronic Sports League.

Depending on the severity of the cheating, admins may decide to give out penalties or remove the participant from the current season and ban a participant from playing in the ESL Major Series for more than one season.

### **7.5 *Game-specific penalties***

See game-specific rules and game-specific penalty point catalogues.

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