ELEAGUE

ELEAGUE Major Rulebook
2017

This document outlines the rules and regulations pertaining to the ELEAGUE Major 2017. Failing to adhere to these rules and regulations may result in disqualification and/or other penalization as determined by ELEAGUE management. Please note that ELEAGUE management has the authority to make final decisions that are not specifically delineated in these rule and regulations to preserve fair play and sportsmanship its sole discretion.

1.0 ELEAGUE Major Event Information

Format = Swiss-system & Single Elimination Bracket
Dates = January 22nd – January 29th
Prizes = $1,000,000

1st	= $500,000
2nd	= $150,000
3rd-4th	= $70,000
5th-8th	= $35,000
9th-16th	= $8,750

Each Player participating in the ELEAGUE Major and/or the Major LAN Qualifier will be required to execute an ELEAGUE Major participant agreement (the "Participant Agreement") and/or additional rights/liability release forms as may be required by ELEAGUE Management or Valve Corporation ("Valve"). Each Participant Agreement shall identify the designated organization/representative legal entity responsible for managing that Player's respective Team (the "Team Organization"), and such designated Team Organization shall be consistent for all members of a specific Team and may not be changed following the commencement of the ELEAGUE Major tournament.

The entire $1,000,000 in available prize money will be awarded solely to the sixteen (16) Teams participating in the ELEAGUE Major tournament based on each Team's final position after completion of the finals pursuant to the payout structure set forth above, and there will be no additional prize money and/or any other participation fees paid to any Team or Player in connection with the Major LAN Qualifier or otherwise beyond of such payouts from the $1,000,000 prize pool. Prize money will be paid within 90 days of the Finals. Prize money will be paid out to the Team's designated organization/representative entity unless, prior to the start of the tournament, the Team requests in writing (and ELEAGUE agrees in writing) that ELEAGUE pay the Players directly.

Any applicable withholding or other taxes on prize money paid out by ELEAGUE shall be the sole responsibility of the Team Organization/Players receiving payment. Each Team Organization/Player receiving payment of prize money from ELEAGUE, as applicable, may be required to complete certain tax-related documentation prior to payment as requested by ELEAGUE, and the payment of any prize money by ELEAGUE will not be made until such documentation has been completed and returned to ELEAGUE.

1.1 TEAMS

- 8 "Legend Teams" invited to the ELEAGUE Major based on previous placement at a recent Major tournament
- 8 "Challenger Teams" from the Major Qualifier

2.0 ELEAGUE Major Schedule

Round 1 – Swiss-system
>   January 22nd

Round 2 – Swiss-system
>   January 23rd

Round 3 – Swiss-system
>   January 24th

Rounds 4&5 – Swiss-system
>   January 25th

Playoffs
>   January 27th Three Quarterfinals
>   January 28th One Quarterfinals + Semifinals
>   January 29th Finals

3.0 ELEAGUE Major and Major LAN Qualifier Formats

The ELEAGUE Major tournament will have sixteen (16) teams each consisting of 5 players and one coach/ reserve player (each a "Team") playing in a Swiss-system as further outlined below. Those sixteen (16) Teams will consist of eight (8) Teams with a current roster that includes three or more players who played together and advanced to the quarter-finals in the previous CS:GO Major Championship (each a "Legend Team") and eight (8) Teams selected via the Major LAN Qualifier described in Section 3.2 below (each a "Challenger Team").

3.1 ROSTER RULES
The rules for the Major LAN Qualifier and ELEAGUE Major Tournament are as follows:

- Teams qualifying for the Major LAN Qualifier through a minor including the Americas Qualifier (each a "Minor LAN Qualifier Team") have 48 hours after their minor to register their starting lineup as well as a sixth person who will be their coach/reserve player. This registration is for the ELEAGUE Major if the Team qualifies. No roster changes following registration of the Team roster for the Major LAN Qualifier will be permitted.

- All Minor LAN Qualifier Teams must maintain a majority of the lineup it used in the minor (i.e. at least three (3) of the five (5) players from such prior competition) to keep its slot in the Major LAN Qualifier.

- Any Player that participated in a minor including the Americas Qualifier cannot change to any other Team participating in the Major LAN Qualifier or ELEAGUE Major in any capacity.

-Deadlines for roster registrations for Minor LAN Qualifier Teams:
  - » European by November 8, 2016
  - » Asia by November 1, 2016
  - » Americas by December 6, 2016
  - » CIS by November 15, 2016

- Teams receiving a direct invite to the ELEAGUE Major LAN Qualifier to be extended to Teams ranking 9-16 the previous Major (each a "Direct LAN Qualifier Team") have until Tuesday, Nov. 15, at 12 p.m. EST to register their starting lineup as well as the sixth person who will be their coach/reserve player. This registration also applies to the ELEAGUE Major if the Team qualifies. No roster changes following registration of the Team roster for the Major LAN Qualifier will be permitted.

- Direct LAN Qualifier Teams that have been invited to the Major LAN Qualifier due to their previous placement at the recent major must maintain a majority of the lineup from such major to keep their slot in the Major LAN Qualifier.

- Legend Teams directly invited to the ELEAGUE Major have until Friday the 9th of December at 12:00pm ET to register their starting lineup as well as a sixth person who will be their coach/reserve player. Changes after this deadline are not permitted.

- Legend Teams that have been invited to the ELEAGUE Major due to their previous placement at the recent major must maintain a majority of the lineup from such major to keep their slot in the ELEAGUE Major.

At any time between registering a coach/reserve player and participating at the ELEAGUE Major, team may swap this position (coach/reserve player) with any of their starting players in the ELEAGUE Major. Following the start of their first ELEAGUE Major match, no roster lineup changes will be permitted. The only exception is for a Team that has not yet made a swap, and only in the event of injury or sickness of a player. ELEAGUE may reject this request if no sufficient evidence is provided. Additionally, the replaced player may not return to the lineup for the remainder of the Major.

3.2 MAJOR LAN QUALIFIER (DECEMBER 15TH - 18TH)

3.2.1 The Major LAN Qualifier will consist of a tournament for sixteen (16) Teams using the Swiss-System format outlined in Section 3.3 below, with the top eight (8) Teams advancing to compete as the "Challenger Teams" for the ELEAGUE Major.

3.2.2 Major LAN Qualifier Team Selection:
   a. Direct LAN Qualifier Teams will be selected by invitation to be extended to Teams ranking 9-16 the previous Major .

   b. Invitations for Minor LAN Qualifier Teams will be extended to the Teams that finished in the top two at one of the preceding Minor Championships or Americas Qualifier.

   c. Overall, the sixteen (16) Major LAN Qualifier Teams will consist of:
      i. Eight (8) Direct LAN Qualifier Teams selected pursuant to Section 3.2.2(a) above.
      ii. Eight (8) Minor LAN Qualifier Teams to be determined as follows:
         1. Top two (2) Teams from Americas Qualifier
         2. Top two (2) Teams from Europe Minor Championships
         3. Top two (2) Teams from Asia Minor Championships
         4. Top two (2) Teams from CIS Minor Championships
         5. In the event any of the above Teams are unable to participate in the Major LAN Qualifier, ELEAGUE Management and Valve will determine an alternate method for filling the remaining Minor LAN Qualifier Team slot(s) and/or adjusting the Minor LAN Qualifier format to account for the vacant slots.

   d. Major LAN Qualifier Teams will be seeded in four (4) pools consisting of four (4) Teams each.
      i. Pool 1: Place 9-12 at ESL One Cologne 2016
      ii. Pool 2: Place 13-16 at ESL One Cologne 2016
      iii. Pool 3: Winners of Regional Minor/Americas Qualifier Championships
      iv. Pool 4: Runner-Ups of Regional Minor/Americas Qualifier Championships

   e. The Major LAN Qualifier will be conducted using the Swiss-system Tournament Format outlined in Section 3.3 below.

3.0 ELEAGUE Major and Major LAN Qualifier Formats

3.3 SWISS-SYSTEM FORMAT

Day 1 – Round 1:
- Each team from Pool 1 plays a single map versus a team from Pool 4
- Each team from Pool 2 plays a single map versus a team from Pool 3

Day 2 – Round 2:
Teams get divided into 2 groups:
- Winners of the first round ("high")
- Losers of the first round ("low")
- Each team plays a single map versus an opponent they have not yet played from their group

Day 3 – Round 3:
Division into 3 groups:
- Teams with a score 2:0 ("high")
- Teams with a score 1:1 ("mid")
- Teams with a score 0:2 ("low")
- Each team plays a single map versus an opponent they have not yet played from their group
- Winners of the high group are (i) qualified for the ELEAGUE Major (for Major LAN Qualifier), or (ii) advance to the quarterfinals (for ELEAGUE Major)
- Losers of the low group are eliminated

Day 4 – Round 4&5:
Round 4:
Division into 2 groups:
- Teams with a score of 2:1 ("high")
- Teams with a score of 1:2 ("low")
- Each team plays a single map versus an opponent they have not yet played from their group
- Winners of the high group are (i) qualified for the ELEAGUE Major (for Major LAN Qualifier), or (ii) advance to the quarterfinals (for ELEAGUE Major)
- Loser of the low group are eliminated

Round 5:
Single group left:
- Teams with a score of 2:2
- Each team plays a single map versus an opponent they have not yet played
- Winners are (i) qualified for the ELEAGUE Major (for Major LAN Qualifier), or (ii) advance to the quarterfinals (for ELEAGUE Major)
- Losers are eliminated

Tie-breaker rules:
- Win-Loss ratio
- Head-to-head match result
- Initial seeding pool of the tournament
- Random draw

The Tie-breaker rule are only necessary for the Major Qualifier to determine which teams are in Pool 3 and Pool 4 of the Major.

3.4 ELEAGUE MAJOR
3.4.1 The ELEAGUE Major tournament will have sixteen (16) Teams consisting of the eight (8) Legend Teams and the eight (8) "Challenger Teams" that advance from the Major LAN Qualifier in Section 3.2.

3.4.2 Teams will be seeded in four (4) pools consisting of four (4) Teams each.
    a. Pool 1 ("Legend Teams"): Place 1-4 at ESL One Cologne 2016
    b. Pool 2 ("Legend Teams"): Place 5-8 at ESL One Cologne 2016
    c. Pool 3 ("Challenger Teams"): Place 1-4 at Major LAN Qualifier
    d. Pool 4 ("Challenger Teams"): Place 5-8 at Major LAN Qualifier

3.4.3 Teams will compete in the Swiss-System Format set forth in Section 3.3 above, with the final eight (8) Teams advancing to the Playoffs

3.4.4 The Playoffs will be played in single elimination, Best of Three (Bo3) bracket. Bracket will be determined based on the Swiss-System Format tournament. The two teams that finished with 3 wins and 0 losses will be placed on the opposite side of the bracket and will each get a random opponent from the three teams that finished with 3 wins and 2 looses. The remaining team with 3 wins and 2 losses will get a random opponent team that finished 3 wins and 1 loss. The remaining two teams that finished with 3 wins a 1 loss will face each other in the Quarter finals. Bracket will look as follows:

    QF1: 3:0 vs 3:2
    QF2: 3:1 vs 3:1
    QF3: 3:0 vs 3:2
    QF4: 3:1 vs 3:2

3.5 Maps (Valve official versions of the maps in the Active Duty Map Group)
1. De_cache
2. De_cbble
3. De_dust2
4. De_nuke
5. De_mirage
6. De_train
7. De_overpass

3.6 MAP SELECTION

3.6.1 For all Best of One (Bo1) matches

    a. The higher seeded Team will determine if they are either Team A or Team B, if both Teams are from the same pool the winner of a coin flip will decide if they are either Team A or Team B.

    b. Team A bans 1 map

    c. Team B bans 1 map

    d. Team A bans 1 map

    e. Team B bans 1 map

    f. Team A bans 1 map

    g. The final map is randomized from the two (2) remaining maps

    h. Team B has side choice CT or T

3.6.2 For all Best of Three (Bo3) matches

    a. The higher seeded team will determine if they are either Team A or Team B, if both Teams are from the same pool the winner of a coin flip will decide if they are either Team A or Team B.

    b. Team A bans 1 map

    c. Team B bans 1 map

    d. Team A picks the map for game 1 and Team B has side choice

    e. Team B picks the map for game 2 and Team A has side choice

    f. Team B bans 1 map

    g. Team A picks the third map and Team B has side choice

3.6.3 Semifinals will follow the same order where the QF1 and QF2 winners will face each other in the first semifinal match series, and QF3 + QF4 winners will face each other in the second semifinal match series. For draft purposes in semifinals team that was seeded in the earlier quarterfinal will have the first decision (so winner of QF1 will be first-seed in SF1, and winner of QF3 will be first-seed in SF2). For grand final draft winner of SF1 will be first-seed to make the first decision.

3.7 Settings

    1. Round-time = 1:55 minutes

    2. Freeze-time = 20 seconds

    3. Buy-time = 20 seconds

    4. C4 timer = 40 seconds

    5. Overtime Money = $10,000

    6. Overtime Rounds = 3 rounds per half

4.0 ELEAGUE Major and Major LAN Qualifier Rules

4.1 GAMEPLAY RULES

4.1.1 Each game will consist of two (2) 15-round halves. A game will end if a Team reaches 16-round wins in the second half. If the score of a game is tied after 30 rounds, overtime will be played. Overtime consists of two (2) three-round halves. Players will start each overtime half with $10,000. A game will end if a Team reaches four-round wins in the same overtime. If the score of an overtime is tied after six rounds, another overtime will be played.

4.1.2 Players will have at least 15 minutes before the start of a match and 10 minutes between each game of a match to setup and ensure their mouse, keyboard, earbuds, and headset are working properly. Fifteen-minute time limits will begin after the conclusion of the preceding match at that station. Ten-minute time limits will begin at the conclusion of the preceding game. There will be a five-minute break at half-time and all Players will wait for the tournament officials' word before starting the next half. All time limits will be strictly enforced.

4.1.3 Teams are not allowed to leave the stage without permission from tournament officials.

4.1.4 With one (1) minute of pre-game remaining, the tournament director will notify the teams that the game will be beginning shortly and to be prepared to start.

4.1.5 No warm-up or practice games are permitted once the match's first game has begun.

4.1.6 Players may not use the alias jump throw bind. Players are allowed to use the macro jump throw.

4.1.7 Clipping is not permitted. A player will be considered to be clipping if they boost their character through a solid object or manipulate their character in order to see over, under, and/or through a solid object.

4.1.8 Pixel walking is not permitted. A player will be considered to be pixel walking if they manipulate their character into sitting or standing on invisible map edges.

4.1.9 The bomb may not be planted in a location where it cannot be defused, in a location where it is not touching a solid object, or in a location where it is not making the normal "beeping" noise.

4.1.10 Players may not use objects to cover a bomb in such a way that it cannot be defused.

4.1.11 Players may not defuse a bomb through a solid object.

4.1.12 Players and coaches may not look at an opposing player's monitor or projected screen during a game.

4.1.13 Players, coaches and team representatives may not intentionally manipulate a teammate's mouse or keyboard during a game.

4.1.14 Only five (5) players and one (1) coach are allowed on stage at any given time during competition. Coach rule is specified in 4.1.17.

4.1.15 Breaking one of the gameplay rules 4.1.6-4.1.14 may result in a forfeit of the game.

4.1.16 Teams are allowed four (4) thirty (30) second timeouts per map. Only one timeout per round is allowed.

4.1.17 During a match, the coach may only communicate with the players during warmup, half-time, or during timeouts that the coach or player can call. The coach is allowed to have notes on paper during the match nothing else is allowed.

4.1.18 Teams are allowed to call technical timeouts if their equipment is malfunctioning but are forbidden to talk during those timeouts other than to ELEAGUE Tournament officials. Technical issues are specified in 4.2.14 and 4.2.15.

4.1.19 If a Player or staff member loses their connection to the server during the first minute of the game, no kills have been registered, and the bomb has not been planted, the game must be restarted from the beginning of the round.

4.1.20 If a Player disconnects from a round/game that will not be restarted, they will be allowed to rejoin the game, but their character will be considered dead in the round during which they disconnected. If all Players on a Team are disconnected from a game at the same time, and the game will not be restarted, the Team will forfeit the round.

4.1.21 If a staff member disconnects from a game that will not be restarted, but all Players remain in the game, the round must be completed.

4.1.22 The use of in-game changing scripts is strictly prohibited.

4.1.23 Only game-related chat is allowed during live gameplay.

4.2 EQUIPMENT RULES

4.2.1 Players must provide their own mouse, keyboard, mouse pad, and earbuds for use on stage as well as in their practice rooms.

4.2.2 For tournament matches, Players and Coaches must use the PC, monitor, tournament station headset, Team communication software, and network equipment provided by ELEAGUE. If a Player finds that an issue has occurred with any of this equipment, such Players should pause the game and notify a tournament

official immediately. Players are exclusively responsible for ensuring proper function of the audio equipment prior to the start of all games.

4.2.3 If a tournament official is able to confirm that an issue has occurred, they will determine whether the game should be restarted, the game win should be awarded to a Team, or the conditions under which the game should be resumed. Restarted and resumed games will use the match medic system. Use of the match medic system must be approved by the tournament director.

4.2.4 All Player equipment is subject to the approval of ELEAGUE Management and designated tournament officials. ELEAGUE reserves the right to deny the use of any equipment, device or other facilitative object suspected of providing an unfair competitive advantage. ELEAGUE also reserves the right to inspect all equipment.

4.2.5 Players must submit all configuration and driver requests to minsik.ko@img.com by 5:00 PM ET on the January 6th 2017.

4.2.6 Mice and keyboards must utilize standard USB interfaces. Players may not use PS2 interface equipment.

4.2.7 Players competing in a tournament match must wear their earbuds in their ears for the duration of all games. Players and Coaches competing in a tournament match must wear the ELEAGUE-provided headset over their ears for the duration of all games.

4.2.8 Players may not use third party applications, programs, or download any software onto tournament computers without approval from a tournament official.

4.2.9 Players may not use a USB flash drive or other storage devices.

4.2.10 Players may not alter game files or modify drivers.

4.2.11 During a game, Players may not have applications, browsers, or streams open other than the CS:GO client and any necessary drivers.

4.2.12 Players who break equipment rules 4.2.6-4.2.11 above, may be given a warning or may be subject to forfeit the game. After the first warning, each subsequent warning that a Team receives will result in a forfeit of the game.

4.2.13 ELEAGUE will attempt to help Players with technical issues related to their mouse, keyboard, or earbuds, but will not allow such issues to delay the tournament.

4.2.14 If a Player's equipment is malfunctioning they will have five (5) minutes to replace the malfunctioning

equipment before they will be forced to use an ELEAGUE-provided equipment.

4.2.15 All Players (including substitutes) will be required to turn in all keyboard/mice they will be using for the week during Media Day.

4.2.16 Equipment that is provided by ELEAGUE for use in the Player practice rooms must remain in Player practice rooms at all times.

4.3 GENERAL RULES

4.3.1 The ELEAGUE Major will not qualify, nor allow in any qualifying event, any player who has been VAC-banned in CS:GO. Any player who is VAC banned on any of their accounts will be immediately disqualified from participation in the Tournament. Any team on which a banned player has played during the period starting with the LAN Qualifier and ending with the end of the Tournament, will be banned ("banned team"), including forfeiture of any tournament prize payouts otherwise payable to such team. Valve also reserves the right to disqualify any player, team, broadcaster, commentator or producer in its sole discretion, and ELEAGUE will immediately disqualify such person or team upon notice from Valve. Any Tournament winnings by such player or such banned team will be forfeit. No player from a banned team will be eligible to compete in the Tournament with any other team.

4.3.2 Players/Teams that are disqualified prior to the start of a game will not be allowed to play in the game. Players/Teams that are disqualified during a game must disconnect from the game. Players/Teams that are disqualified will not receive any benefits (prize, etc.) for their ranking in the tournament. Such Players/Teams may also be subject to a ban from a future tournament(s).

4.3.3 All Player and Coach apparel (including, without limitation, hats or other forms of headwear) must be approved by ELEAGUE. ELEAGUE reserves the right to require the removal of unapproved apparel as well as the right to disqualify a Player/Team for wearing unapproved apparel.

4.3.4 Teams must have at least four (4) Players present in order to start a game. A Team will forfeit game 1 if they do not have at least four (4) Players present by five (5) minutes prior to a match's scheduled start time (grace period). If a Team has forfeited game 1, they will forfeit a Bo3 series if they do not have at least four (4) Players present by 15 minutes prior to the match's scheduled start time. Teams that played a previous game(s) in a match will forfeit games 2 and 3 if they don't have at least four (4) Players present by 10 minutes after the conclusion of the previous game (grace period). Teams with four (4) Players present will be forced to start a game at the end of a grace period. Players are permitted to join games that are in progress, but Players are not permitted to add a character to a game for a Player who is absent. Bots are not permitted in any game. If Teams that are scheduled to play each other both forfeit a game or match, a coin toss will determine the game/match win. If a match can't begin at its scheduled start time, the grace period will begin at the conclusion of the station's preceding match.

4.3.5 If a match has not been completed, Players may ask their referee for permission to leave their

respective station. Referees may set a time limit by the end of which the Player must return to their station or they may deny the Player's request. Teams may forfeit a game(s), or be forced to play a game(s) shorthanded, if a Player(s) hasn't returned by the end of the referee's set time limit. Teams may forfeit a game(s), or be forced to play a game(s) shorthanded, if a Player(s) leaves their station without their referee's permission, or is otherwise unable to play.

4.3.6 In order to dispute game results, Players/Teams must notify the referee that they would like to protest the game before a new game has begun. In order to dispute match results, Players/Teams must notify their referee that they would like to protest the match before the match results have been submitted.

4.3.7 Requests made pertaining to general rules 4 and 5 will be decided upon by the Tournament Director.

4.3.8 Language used in Team communication will be governed by the ELEAGUE Conduct Rules.

4.3.9 Coaches are not allowed to leave the stage during an official game, but they are allowed to leave the stage during halftime.

4.3.10 In-Game Player names, Player avatars and Team names must be pre-approved by ELEAGUE. Player and Team name have to be clean and without a sponsor. Player avatars must consist of a Player picture provided by ELEAGUE or an approved Team and/or Team Organization logo.

4.3.11 All Players and Coaches will turn in their cell phones and all other electronic devices to the referees while being on stage, to be returned once they leave the stage.

4.3.12 Only Players playing in the match and one more person (i.e. Coach/manager) will be allowed on the stage at the time of a game.

4.3.13 Players are not allowed to hang jackets or other objects over the chairs, in front of cameras, or anywhere else that is deemed by tournament officials to be obstructing the broadcast or fair play of the tournament. Same rules apply to hats or hoodies covering the headphones.

4.3.14 Photography and/or audiovisual recording of any kind inside ELEAGUE events is permitted with the prior written consent of ELEAGUE. Players and/or Team Organizations may not use the names, trademarks or logos of ELEAGUE and/or its affiliated entities for any commercial purpose (including for publicity or public relations), without the prior written consent of ELEAGUE in each instance.

4.3.15 ELEAGUE has permission to use Team and/or Team Organization logos, Player pictures and videos for use on stage material, live-streaming, television broadcasts of ELEAGUE and related events, online use, including but not limited to, social media posts and videos, and for the advertising/promotion of the ELEAGUE television and/or online broadcasts, (e.g., institutional promotion), and in connection therewith, ELEAGUE corporate partners and sponsors.

4.3.16 Teams are required to be available for photo and video shooting on the Media Day preceding their match days. Exact details of the photo and video shooting schedule will be delivered to Teams prior to their arrival.

4.3.17 Players, Coaches and/or other Team representatives shall not, at any time during ELEAGUE competitions, mention or "plug" any commercial product, service, venture or entity (including the name of an individual's employer) (collectively, "Commercial Products/Services"), including, without limitation, by using equipment, apparel, and/or other items featuring the name/logo of such Commercial Product/Service, without pre-approval from tournament officials in each instance. Tournament officials reserve the right to require Teams/Players to take reasonable steps to obscure (e.g., tape over) any visible manufacture names/logos on any Team/Player supplied equipment.

4.3.18 Each Team and Player will be required to use their official FaceIT account (or create one prior to the commencement of tournament play).

4.3.19 ELEAGUE Management has the final ruling on all tournament matters.

5.0 ELEAGUE Major – Conduct Rules

5.1 FOUL RULES

5.1.1 Players and Coaches may not use a USB flash drive, unplug anything from a monitor, PC, or audio equipment, or touch power units without a tournament official's permission. Players and Coaches may not move a monitor, PC, or audio equipment without a tournament official's permission. Players and Coaches may not adjust monitor settings, other than volume, without a tournament official's permission.

5.1.2 Players may not communicate with a spectator, or a Player other than a Teammate, during the course of a match.

5.1.3 Players, Coaches and Team Representatives will act professionally at all times and may not curse or use vulgar or inappropriate language.

5.1.4 Coaches may not taunt an opposing Player or Coach. Taunting of an opposing Player or Coach is defined as derogatory language or gestures, aimed at an opponent, which is audible and/or visible to the opponent.

5.1.5 Players/Teams may not use a match's designated station for warm-up games during, or prior to the start of, a match without an ELEAGUE tournament official's permission.

5.1.6 Players/Teams that have not been eliminated from the tournament have priority over other Players/Teams regarding the use of stations for warm-up.

5.2 TECHNICAL FOUL RULES

5.2.1 Players, Coaches and Team Representatives may not stand on chairs, tables, or other ELEAGUE equipment and will follow all rules of the venue as designated by ELEAGUE.

5.2.2 Players, Coaches and Team Representatives may not verbally abuse a tournament official. Verbal abuse of a tournament official includes, but is not limited to, the use of vulgar language directed at a tournament official, the use of insulting words or gestures directed at a tournament official, and excessive argument with a tournament official that results in the delay of a match.

5.2.3 Players, Coaches and Team Representatives may not incite spectators into taunting a Player, Coach, or spectator.

5.2.4 Players, Coaches and Team Representatives may not taunt or celebrate in excess. Excessive taunting/celebration includes, but is not limited to, post-match taunting or celebration directed at or referencing an opponent(s). Post-match interactions between opponents must be limited to acts of sportsmanship.

5.2.5 Players, Coaches and Team Representatives may not engage in unsportsmanlike physical contact.

5.2.6 Players, Coaches and Team Representatives may not throw anything in the direction of an opponent. Players and Coaches may not throw anything into the audience or otherwise intentionally make unwanted contact with any spectator, tournament official, or other individual in attendance at any ELEAGUE event.
5.2.7 Players, Coaches and Team Representatives may not engage in any other conduct that, in the discretion of tournament officials, violates the spirit of these rules, affects the ability of tournament officials to conduct a fair and safe competition, and/or is detrimental to ELEAGUE and/or its partners.

5.3 ADDITIONAL RULES
5.3.1 Players/Teams are expected to put forth their best effort in all games.

5.3.2 Players, Coaches, Team staff and/or managers, and other Team or Player Representatives shall not participate in or otherwise be involved with, either directly or indirectly, any fantasy sports, betting or gambling that uses tournament stats or results or that is otherwise related to ELEAGUE in any way, and shall not associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, any fantasy sports, betting or gambling that uses tournament stats or results or that is otherwise related to ELEAGUE in any way. Any betting or gambling by a Player, Coach, Team staff and/or manager, or other Team or Player Representative against his/her own Team's/Player's matches will result in immediate disqualification of the entire Team and, at the discretion of ELEAGUE Management, a ban from one or more subsequent ELEAGUE competitions (up to permanent expulsion from all future ELEAGUE events).

5.3.3 Players/Teams may not intentionally forfeit a game or conspire to manipulate rankings or brackets.

5.3.4 Players, Coaches and Team Representatives are expected to treat all members of ELEAGUE staff, and sponsors, with respect.

5.3.5 Public discussions of, or agreements to, avoiding the use of abilities, items, weapons, or strategies are prohibited.

5.3.6 Public statements made about private information, unofficial roster changes, and disparaging remarks made about ELEAGUE or its partners are prohibited.

5.3.7 Tournament officials are all Referees and Administrators, any Tournament Directors and ELEAGUE Commissioner

5.4 PENALTIES
5.4.1 Players and Coaches found to have broken a rule set forth above in section 5.1, will be issued a foul. For every two fouls that a Player or Coach receives, they will be issued a technical foul.

5.4.2 Players and Coaches found to have broken a rule above in section 5.2 will be issued a technical foul. If a Player or Coach receives a technical foul, the opposing Team will be allowed to switch the side choice for 1

upcoming game in the match. If necessary, these penalties will be carried over from one match to the next.

5.4.3 Violations of any of the additional rules may result in a forfeit of the current match and/or all future matches in the tournament (disqualified). The Team may also be forced to continue the current match shorthanded.

5.4.4 Teams that forfeit a match, Players and Coaches found to have broken any conduct rules, and/or Players, Coaches and Teams that have otherwise violated the rules or taken such actions which, in the opinion of ELEAGUE Management, are not in the best interests of the ELEAGUE, may be subject to penalties such as a forfeit of a prize, a fine, and/or a ban from a future tournament(s) in the full discretion of ELEAGUE Management.

5.4.5 Tournament officials may issue a foul, technical foul, or disqualify a Player/Team for acts of misconduct not listed in the conduct rules to preserve fair play and sportsmanship in ELEAGUE Management's sole discretion.

6.0 Legal Matters

6.1 Match fixing is defined as an attempt to arrange or influence, in advance, the outcome of a match, or events within the match, usually for the purpose of making money, often from betting. Participants, directly or indirectly, are not allowed to accept from, or offer to, any person or entity (whether they are participants or otherwise) any bribes/gifts/rewards of any nature in relation to seeking to influence the outcome, result of, conduct of, a match or the competition. Participants are under a strict obligation to immediately report to a tournament official any approach, or any offer of a bribe/gift/ reward made to them, or any other participant, related to seeking to influence the outcome, result, or conduct of a match or the competition.

6.2 Any form of cheating and/or ghosting is strictly forbidden and may lead to immediate disqualification and previous matches may also be reviewed. Tournament officials may opt to deduct further points and/ or disqualify the Team from the league entirely. The Team may also lose any seeding for future ELEAGUE tournaments.

6.3 Participants shall act in a professional manner at all times at the site of each match, at the ELEAGUE official hotel, and in official ELEAGUE transportation, and shall refrain from acting in a vulgar, abusive, or offensive manner or engaging in any illegal activity.

6.4 Spirit of the Rules. Finality of all decisions regarding the interpretation of these rules, Player and Team eligibility, scheduling and staging for the tournament and related events, and penalties for misconduct, lie solely with ELEAGUE Management, the decisions of which are final. ELEAGUE decisions relating to these rules and/or the tournament cannot be appealed and shall not give rise to any claim for monetary damages or other legal or equitable remedy. These rules may be amended, modified or supplemented by ELEAGUE, from time to time, in order to ensure fair play and the integrity of ELEAGUE.

ELEAGUE Major Rulebook
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