

ELEAGUE Major Rulebook

2018

This document outlines the rules and regulations pertaining to the ELEAGUE Major 2018, including the New Challengers stage. 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 rules and regulations to preserve fair play and sportsmanship at its sole discretion.

1.0 ELEAGUE Major and The New Challengers stage Event Information

Format = Swiss-system & Single Elimination Bracket

Dates = January 12th – January 28th (The New Challengers stage and ELEAGUE Major)

Prizes = \$1,000,000 for final placement in ELEAGUE Major

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

All prize money awarded for the ELEAGUE Major will be awarded solely to the sixteen (16) teams participating in such ELEAGUE Major and will be awarded to each individual team based on their respective final placement in the ELEAGUE Major, all in accordance with the payout structure set forth above.

There will be no additional prize money and/or any other participation fees paid to any team or individual player in connection with the ELEAGUE Major or otherwise beyond such payouts from the prize pool money set forth above.

Any prize money paid out to a team with respect to the ELEAGUE Major will be paid to the corporate organization or entity representing such team, unless, a reasonable time prior to the start of such ELEAGUE Major (as directed by ELEAGUE management), such organization or entity requests in writing (and ELEAGUE management agrees in writing) that such prize money payments will be made directly to individual players on such teams.

Prize money will be paid within ninety (90) days of the conclusion of the ELEAGUE Major, but not sooner than thirty (30) days after the conclusion of the ELEAGUE Major.

ELEAGUE management will pay out all prize money set forth above to the respective teams (or individuals), unless required to withhold any such amounts in accordance with applicable law, rule or regulation of a taxing authority with jurisdiction over such payments.

The New Challengers stage:

No prize money, participation fees or other amounts will be paid to or awarded to The New Challengers stage participating teams or individuals or otherwise with respect to such The New Challengers stage tournament.

1.1 ELEAGUE Major Teams

- up to eight (8) “Legend Teams” invited to the ELEAGUE Major based on previous placement at a recent Major tournament
- eight (8) “Challenger Teams” from the New Challengers stage
- As necessary or required, other Teams may be invited by ELEAGUE Management and/or Valve Corporation or qualify for the ELEAGUE Major

1.2 The New Challengers stage Teams

- up to eight (8) direct invitations will be extended to the teams of three or more players who played together and did not advance to the quarter-finals in the PGL Major Krakow 2017 CS: GO Major Championship (sometimes referred to as “CS:GO Major Championship”) – i.e. teams finishing 9-16.
- up to eight (8) direct invitations will be extended to the teams of exactly five players who played together and placed first or second at one of the preceding 2017 Minor Championships.
- As necessary or required, other Teams may be invited by ELEAGUE management and/or Valve Corporation or qualify for the New Challengers stage

2.0 The New Challengers stage and ELEAGUE Major Schedule

The New Challengers stage:

Round 1 – Swiss-system

January 12th

Round 2 – Swiss-system

January 13th

Round 3 – Swiss-system

January 14th

Rounds 4&5 – Swiss-system

January 15th

ELEAGUE Major:

Round 1 – Swiss-system

January 19th

Round 2 – Swiss-system

January 20th

Round 3 – Swiss-system

January 21rd

Rounds 4&5 – Swiss-system

January 22nd

Playoffs - Boston

January 26th Quarterfinals 1 & 2 & 3

January 27th Quarterfinal 4 + Semifinals

January 28th Finals

3.0 ELEAGUE Major and the New Challengers stage 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 such team, a “Legend Team”) and eight (8) Teams qualifying via the New Challengers stage described in Section 3.2 below (each a “Challenger Team”), in each case subject to availability and compliance with the rules in this rulebook; provided further, the tournament may include teams determined through alternative methods by ELEAGUE management and/or Valve Corporation if necessary.

3.1 Roster Rules: The rules for the New Challengers stage and ELEAGUE Major Tournament are as follows:

- Teams qualifying for the New Challengers stage through a minor (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 New Challengers stage will be permitted.

- The New Challengers stage invitations will be extended to the teams of exactly five players who played together and placed first or second at one of the preceding Minor Championships.

- Any Player or coach that participated in a Minor (online or offline) cannot change to any other Team participating in the New Challengers stage or ELEAGUE Major in any capacity.

- Deadlines for roster registrations for Minor LAN Qualifier Teams:

- European by October 16, 2017
- Asia by October 11, 2017
- Americas by October 16, 2017
- CIS by October 16, 2017

- Teams receiving a direct invite to The New Challengers stage to be extended to Teams ranking 9-16 in the previous CS:GO Major Championship (each a “Direct LAN Qualifier Team”) have until Tuesday, Nov. 10, at 12 p.m. EST to register their starting lineup as well as the sixth person who will be their coach/reserve player. No roster changes following registration of the Team roster for the New Challengers stage or the ELEAGUE Major (if such Team qualifies) will be permitted (subject to the other terms below). A player or coach who registered for one team in the tournament (including any Minor Championship or Online qualifier preceding the New Challengers stage or ELEAGUE Major) may not play or coach for another team participating in the tournament under any circumstances.

- Direct LAN Qualifier Teams that have been invited to the New Challengers stage due to their previous placement at the previous CS:GO Major Championship must maintain a majority of the lineup from such Major (three or more Players) to keep their slot in the New Challengers stage.

- Legend Teams directly invited to the ELEAGUE Major have until Friday, Nov. 10, 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 (subject to the other terms below).

- Legend Teams that have been invited to the ELEAGUE Major due to their previous placement at the previous CS:GO Major Championship must maintain a majority of the lineup from such major (three or more Players) to keep their slot in the ELEAGUE Major.

Following the start of their first match in a tournament (starting with the Minor Championships or any round after), no roster lineup changes will be permitted for a team. except that a team may make a one-time permanent adjustment to their roster of switching the role of the person initially identified as a coach and one player. For the remainder of the tournament, the coach will be considered a player, and vice versa.

3.2 The New Challengers stage (January 12th – 15th)

3.2.1 The New Challengers stage will consist of a tournament of 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 The New Challengers stage Team Selection:

- a. Direct LAN Qualifier Teams will be selected by invitation to be extended to Teams ranking 9-16 the previous CS:GO Major Championship.
- 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.
- c. Overall, the sixteen (16) The New Challengers stage 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 Minor Championships
 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 New Challengers stage, 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.

- iii. If necessary, if sixteen (16) teams cannot be chosen using the methods noted above, ELEAGUE management and Valve corporation will use alternative methods to determine pick any remaining teams.
- d. The New Challengers stage Teams will be seeded in four (4) pools consisting of four (4) Teams each.
 - i. Pool 1: Place 9-12 at PGL Major Krakow 2017
 - ii. Pool 2: Place 13-16 at PGL Major Krakow 2017
 - iii. Pool 3: Winners of Regional Minor Championships
 - iv. Pool 4: Runner-Ups of Regional Minor Championships

If the teams participating in the New Challengers stage do not consist of the teams specifically set forth above, ELEAGUE management and/or Valve will seed the teams participating in the New Challengers stage using an alternative method.

- e. The New Challengers stage will be conducted using the Swiss-system Tournament Format outlined in Section 3.3 below.

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 The New Challengers stage), 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 The New Challengers stage), 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 The New Challengers stage), 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 New Challengers stage to determine which teams are in Pool 3 and Pool 4 of the ELEAGUE 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 New Challengers stage in Section 3.2.

If necessary, if sixteen (16) teams cannot be chosen using the methods noted above, ELEAGUE management and Valve corporation will use alternative methods to determine pick any remaining teams.

- 3.4.2 The New Legends stage Teams will be seeded in four (4) pools consisting of four (4) Teams each.
- a. Pool 1 (“Legend Teams”): Place 1-4 at PGL Major Krakow 2017
 - b. Pool 2 (“Legend Teams”): Place 5-8 at PGL Major Krakow 2017
 - c. Pool 3 (“Challenger Teams”): Place 1-4 at The New Challengers stage
Pool 4 (“Challenger Teams”): Place 5-8 at The New Challengers stage

If the teams participating in the ELEAGUE Major do not consist of the teams specifically set forth above, ELEAGUE management and/or Valve will seed the teams participating in the ELEAGUE Major using an alternative method.

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 portion of the ELEAGUE Major. 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 losses. 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 and 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_inferno
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 2 maps in a row
- c. Team B bans 3 maps in a row
- d. Team A chooses the map to be played from the last two remaining maps
- e. Team B chooses the starting side

- 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.

If overtime is required (in accordance with this rulebook) for any game, the map used for such game will be used in overtime as well.

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 per player
- 6. Overtime Rounds = 3 rounds per half

4.0 ELEAGUE Major and the New Challengers stage 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 up to a one-minute break at half-time (except there will be no break at half-time of any overtime) 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 shall result in an automatic 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 in accordance with this rulebook. 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 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. A game will not be restarted unless the three conditions in the preceding sentence have been met.
- 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 and any such use by a player will result in such player's disqualification from the tournament and the forfeiture by the team of such player of the game in which such script is used.
- 4.1.23 Only game-related chat is allowed during live gameplay.
- 4.1.24 ELEAGUE management and Valve, in their sole and absolute discretion, reserve the right to immediately ban or restrict the use of any in-game technique, strategy, action/inaction, bug, glitch, etc. used, employed by or exploited by a Player and/or Team even if not specifically mentioned in this rulebook.

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. Display of the name, marks, or

logos of the team of a player may be permitted on such equipment but is subject to the prior approval of ELEAGUE management.

- 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. Players will not be allowed to display the name, logos or marks of the team of such player on such equipment. 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 end of day January 8th 2018 with respect to the ELEAGUE Major. If a Player desires to change his or her configuration and/or driver requests any time thereafter, Player must notify ELEAGUE management (by sending an email to minsik.ko@img.com) and allow for at least two (2) days for review and approval. A Player may not change or alter such requests until Player receives written approval from ELEAGUE management.
- 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 ELEAGUE-provided equipment.
- 4.2.15 All Players (including substitutes) will be required to turn in to tournament officials 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 tournament 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 first component of the tournament (including any online 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. 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 it does 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, game 2 will be scheduled to start 15 minutes after game 1 has been deemed forfeited and such team will forfeit a Bo3 series it does not have at least four (4) Players present by 15 minutes prior to the scheduled start time of game 2. Teams that played a previous game(s) in a match will forfeit games 2 and 3 of, if games 1 and 2 have been played, just game 3 if the team does not have at least four (4) Players present (and on the server) 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, ELEAGUE (or its sponsors/partners) marks or logos 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 only with the prior written consent of ELEAGUE. Players and/or Team (or their parent organization) 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 parent organization names/logos, Player likeness, identification, 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 (at a minimum). 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. No title sponsors may be used in Team names or nicknames.

4.3.18 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 (including any team representatives or team affiliated individuals except for other players on such player’s team and, during timeouts, the coach of such team), 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 – e.g., if a player, team, coach, etc. violates any of the rules in Section 4 (at least to the extent not specifically covered in Section 5.1 or 5.2 of this rulebook), it may result in a forfeit of the then current match and/or all future matches in the tournament)). The Team may also be forced to continue the current match shorthanded (i.e., without the player or coach who violated such additional rules).
- 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 (e.g., players, coaches, etc.) 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, among other things, ensure fair play and the integrity of ELEAGUE.