

Rulebook
The ELEAGUE
CS:GO Premier 2017

This document outlines the rules and regulations pertaining to The ELEAGUE CS:GO Premier 2017. Failing to adhere to these rules and regulations may result in disqualification and/or other penalization as determined by ELEAGUE management (including as may be set forth in these rules and regulations). 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 its sole discretion.

1.0 Event Information

Format = Group Play & Single Elimination Bracket

Dates = September 8th – October 13th

Prizes = \$1,000,000 (total)

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

Each team that qualifies or is selected for the Group Stage (described below) (each such team, a “Team”) will be required to execute an ELEAGUE tournament agreement (the “Team Agreement”), and the right to participate in the tournament is held by such Team pursuant to such Team Agreement (and not by the individual players comprising a Team (each, a “Player”)).

Prize money will be paid within 90 days of the Finals (described below). Prize money will be paid out to the Team in accordance with the table above 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/Players receiving payment. Each Team/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 Groups

Group A
Group B
Group C
Group D

2.0 CS:GO Premier Schedule

All dates and times subject to change by ELEAGUE management

Week 1/Group A

September 8th

September 9th

Week 2/Group B

September 15th

September 16th

Week 3/Group C

September 22nd

September 23rd
Week 4/Group D
September 29th
September 30th
Week 5/Playoffs
October 10th – 11th Quarterfinals
October 12th Semifinals
October 13th Finals

3.0 Format

3.1 Online Qualifiers

1. The online qualifier consists of two regions, Americas and Europe, each region will have two open qualifiers and the winner of each qualifier will advance to the “Group-Play” of the tournament. The online qualifiers will be hosted and managed by a third party partner of ELEAGUE and may be subject to different gameplay rules and regulations than those set forth herein. However, upon qualification for the tournament, such online qualifiers will be subject to the rules and regulations set forth in this rulebook and any terms and/or conditions of a Team Agreement.

3.2 Group Play – Week 1-4

1. The tournament will have sixteen (16) Teams in Group Play, consisting of the twelve (12) teams invited and the other four (4) from the online qualifier.
2. Per the tournament structure, it is important that all Teams play out each of their matches in order to prevail and advance.
3. Each Group will consist of four (4) Teams.
4. Groups will be played out in a double elimination format with the top 2 Teams advancing to the Playoffs.

Example Group Play:

Match 1: A vs B (Bo1)

Match 2: C vs D (Bo1)

Match 3: Match 1 Winner vs Match 2 Winner (Bo1)

Match 4: Match 1 Loser vs Match 2 Loser (Bo3)

Match 5: Match 3 Loser vs Match 4 Winner (Bo3)

Winner of **Match 3** advance to the Playoffs as the seed #1 from the Group, and winners of **Match 5** advance to the Playoffs as the seed #2 from the Group. Teams that do not make it to the Playoffs are eliminated of the tournament.

3.3 Playoffs – Week 5

1. The Playoffs will consist of the 4 Group winners (each, a seed #1) and the 4 Group runners-up (each, a seed #2), subject to the other terms herein.
2. Teams are placed into a single elimination bracket (Bo3), where seed #1 Teams are facing seed #2 Teams in a bracket. Teams that advanced from the same Group will not play each other in the first round of the Playoffs.

3.4 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

3.5 Map Selection - (for the avoidance of doubt, once a map has been played or banned, such map may not be selected)

1. For all Best of One (Bo1) matches
 - a. Coin flip winner decides who is Team A and 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.
2. For all Best of Three (Bo3) matches
 - a. Coin flip winner decides who is Team A and 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 A bans 1 map
 - g. Team B bans 1 map
 - h. The remaining map that has neither been picked nor banned will serve as map 3 if necessary. Side will be determined via coin flip; coin flip winner decides either to start CT or T side.

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.

3.6 Settings

1. Team who banned a map second chooses which side to start (T or CT)
2. Round-time = 1:55 minutes
3. Freeze-time = 20 seconds
4. Buy-time = 20 seconds
5. C4 timer = 40 seconds
6. Overtime Money = \$10,000 per Player
7. Overtime Rounds = 3 rounds per half

4.0 Rules

4.1 Gameplay Rules

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. Each Player 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.
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 can be a five-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.
3. Teams are not allowed to leave the stage without permission from tournament officials.
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.
5. No warm-up or practice games are permitted once the match's first game has begun.
6. Players may not use the alias jump throw bind. Players are allowed to use the macro jump throw.
7. Clipping is not permitted. Players will be considered to be clipping if they boost their respective characters through a solid object or manipulate their respective characters in order to see over, under, and/or through a solid object.
8. Pixel walking is not permitted. Players will be considered to be pixel walking if they manipulate their respective characters into sitting or standing on invisible map edges.
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.
10. Players may not use objects to cover a bomb in such a way that it cannot be defused.
11. Players may not defuse a bomb through a solid object.
12. Players and coaches may not look at an opposing Player's monitor or projected screen during a game.

13. Players, coaches and team representatives may not intentionally manipulate a teammate's mouse or keyboard during a game.
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.
15. Breaking one of the gameplay rules 6-14 shall result in an automatic forfeit of the game.
16. Teams are allowed four (4) thirty (30) second timeouts per map.
17. During a match, the coach may only communicate with the Players during warmup, half-time, or during timeouts that the coach or a Player calls in accordance with this rulebook.
18. Teams are allowed to call technical timeouts if their equipment is malfunctioning but are forbidden to talk during those timeouts other than to tournament officials. Technical issues are specified in 4.2.14 and 4.2.15.
19. If a Player loses its 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.
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.
21. If a tournament official (i.e., Administrators) disconnects from a game the game will not be restarted, but all Players remain in the game, the round must be completed.
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.
23. Only game-related chat is allowed during live gameplay.

4.2 Equipment Rules

1. Players must provide their own mouse, keyboard, mouse pad, and earbuds for use on stage as well as in their practice rooms. Subject to the other rules in this rulebook, the display of the name, marks, or logos of the Team of a Player may be permitted on such equipment.

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 and 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.
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. 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.
5. Each Player on a Team must submit all configuration and driver requests to minsik.ko@img.com by 5:00 PM ET on the Thursday before the Team's week of Group play. 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 managements.
6. Mice and keyboards must utilize standard USB interfaces. Players may not use PS2 interface equipment.
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.
8. Players may not use third party applications, programs, or download any software onto tournament computers without approval from a tournament official.
9. Players may not use a USB flash drive or other storage devices.
10. Players may not alter game files or modify drivers.
11. During a game, Players may not have applications, browsers, or streams open other than the CS:GO client and any necessary drivers.

12. Players who break equipment rules 6-11 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.

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.

14. If a Player's equipment is malfunctioning the Player will have five (5) minutes to replace the malfunctioning equipment before the Player will be forced to use an ELEAGUE-provided mouse or keyboard.

15. All Players (including substitutes) will be required to turn in to tournament officials all keyboard/mice they will be using for the week on the Thursday of the week's play.

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

1. Any person or individual who has been VAC-banned or otherwise banned by CS:GO's publisher, Valve, in CS:GO on any of such person's or individual's accounts (a "CS:GO Banned Person") will not be permitted to compete or participate in the tournament or in any qualifying event for the tournament (including, without limitation, any online qualifier described in this rulebook) as a Player, Coach or otherwise. Any Player, Coach, etc. who is or becomes a CS:GO Banned Person will be immediately disqualified from participation in the tournament. Any Team on which a CS:GO Banned Person has played, coached or otherwise competed, during the period starting with the online qualifier and ending with the end of the tournament, will be immediately banned from the tournament (such Team, a "Banned Team") and shall forfeit any tournament benefits or amounts (e.g., prize payouts, etc.) otherwise payable to such Banned Team. For the avoidance of doubt, any tournament benefits or amounts awarded to, due to, or won by a CS:GO Banned Person or a Banned Team will be forfeited or, if applicable, refunded in full. No Player, Coach, etc. from a Banned Team (i.e., non-CS:GO Banned Persons on such Team) will be eligible or permitted to compete in the tournament with any other Team.

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).

3. All Player and coach apparel 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. 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 if it does not have at least four (4) Players present by [15 minutes prior to the scheduled start time game 2. Teams that played a previous game(s) in a match will forfeit games 2 and 3 or, if games 1 and 2 have been played, just game 3 if they do 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 cannot begin at its scheduled start time, the grace period will begin at the conclusion of the station's preceding match.

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 the match referee's permission, or is otherwise unable to play.

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.

7. Requests made pertaining to "General Rules" 4 and 5 directly above will be decided upon by the Tournament Director.

8. Language used in Team communication will be governed by the ELEAGUE Conduct Rules (Section 5 of this rule book).

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

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 logo.

11. All Players must be 17 years of age or older.

12. 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.

13. 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.

14. All Teams must submit the names of the Players who will comprise their roster, which consist of five (5) Players and (1) coach. The full line-up must be submitted together with the Team Agreement. The initial roster of Teams participating in the tournament as a result of online qualifiers will be deemed to be comprised of the five (5) Players who participated in the online qualifiers. Online qualifiers will submit its roster and an executed Team Agreement to ELEAGUE management immediately upon qualification for the tournament.

15. A Team will be allowed to replace up to two (2) Players (in total) on its roster prior to or during the season (i.e., up to two (2) of the five (5) players originally submitted on the date when the Team Agreement was submitted).

a. If more than two (2) Players on a Team's roster change (e.g., the Players retire or transfer teams or their employment or association with Team terminated, etc.), such Team will be removed from the tournament immediately (subject to the terms of this rule 4.3.14) and replaced as set forth below; provided, however, if such change occurs during a round or phase of a tournament, such Team will be deemed to remain in the tournament but forfeit any remaining games or matches in the then-current round or phase of the tournament (notwithstanding the other terms in this rule 4.3.14).

b. Such removed Team will be replaced as follows (in the following order): 1) the slot will follow the majority of the Players that left the removed Team to the new team or organization to which such majority of Players transferred, if any (i.e., at least three (3) of out five (5) players have to move to another team together), so long as such transfer occurs a reasonable period (as determined by ELEAGUE management) prior to the next phase or round of the tournament; and 2) if at least three (3) Players from the removed Team do not go to or transfer to the same organization/team (in a timely manner, as determined by ELEAGUE management) (e.g., in the case where three (3) Players changed from the removed Team, only two (2) Players from such removed Team go to the same organization/team and the third such Player transfers to a different or third organization (or decides to retire from esports)), the next highest ranked team (in terms of placement in this tournament (which, for purposes of this clause, such term includes the online qualifier tournament) of the same Region (with respect to the period prior to Group Play) or group (with respect to the period after Group Play but prior to Playoffs) as the removed Team will replace such removed Team in the upcoming phase or round of the tournament (provided, however, if a Team is removed between the Group Play phase and the Playoffs phase, the Team replacing the removed Team in accordance with this rule (even if in accordance with sub-rule b(1)) will be seeded lower in the Playoffs than a Team from the Teams' respective group that qualified for the Playoffs solely through gameplay (and not as a result of this rule); provided, further, if two (2) Teams

that initially qualified for the Playoffs (solely through gameplay) from the same group are removed from the tournament between the Group Play phase and the Playoffs phase in accordance with this rule, the replacing Team ranked highest in the group based on Group Play shall be ranked the highest among the two (2) replacing Teams in the Playoffs).

c. For the avoidance of doubt, prior to the start of Group Play, with respect to “invited” Teams removed from the tournament in accordance with this rule (i.e., Teams other than the four (4) teams participating through the online qualification process described in this rulebook) where a majority of the removed Team’s Players do not timely transfer to the same new team or organization, such removed Team shall be replaced in the tournament by the highest ranked Team in the online qualification process (not already participating in or qualified for the tournament in accordance with this rulebook) from the same Region as the removed Team.

d. Region is determined as follows: Europe is CIS and Europe; Americas is South America and North America.

e. To the extent not covered by this rule, the decision to replace or not replace a Team removed or disqualified from the tournament in accordance with this rule shall be made in the reasonable discretion of ELEAGUE management.

16. Each team must submit the names of the five (5) Players who will play in each round of the tournament to ELEAGUE management pursuant to instructions and by the weekly time cutoff provided to each team (“Weekly Deadline”). If after the Weekly Deadline a Team decides to substitute a different Player from its roster to play in such round for a Player previously submitted prior to the Weekly Deadline, then the Team will cover all resulting incremental travel costs for such Player. ELEAGUE will provide the five (5) Players then on a Team’s roster and the coach of such Team with: economy class air transportation from the metropolitan airport closest to such Players’ and/or coach’s respective residence to Atlanta, GA and back in connection with each week of the tournament in which such Team is still competing.

17. Players are not allowed to hang jackets or other objects over the chairs, in front of cameras, or anywhere else where 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.

18. Photography and/or audiovisual recording of any kind inside ELEAGUE events are permitted only with the prior written consent of ELEAGUE. Players and/or Teams 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.

19. As described in the Team Agreement, ELEAGUE has permission to use Team 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.

20. 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.

21. 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.

22. Each Team and Player will be required to use its official Cevo account (or create one prior to the commencement of tournament play).

23. ELEAGUE management has the final ruling on all tournament matters.

5.0 Conduct Rules

5.1 Foul Rules

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.

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.

3. Players, coaches and Team representatives will act professionally at all times and may not curse, taunt or use vulgar or inappropriate language or gestures.

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

5. 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

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.

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.

3. Players, coaches and Team representatives may not incite spectators into taunting a Player, coach, or spectator.

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. Players, coaches and Team representatives may not engage in unsportsmanlike physical contact.

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, including the tournament.

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

1. Players/Teams are expected to put forth their best effort in all games.

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 bettors 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).

3. Players/Teams may not intentionally forfeit a game or conspire to manipulate rankings or brackets.
4. Players, coaches and Team representatives are expected to treat all members of ELEAGUE staff, and sponsors, with respect.
5. Public discussions of avoiding, and agreements to avoid, the use of non-prohibited (by these rules) abilities, items, weapons, or strategies are prohibited.
6. Public statements made about private information, unofficial roster changes, and disparaging remarks made about ELEAGUE or its partners are prohibited.
7. "Tournament officials" refers to the following: all Referees and Administrators, any Tournament Directors and ELEAGUE Commissioner.

5.4 Penalties

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, it will be issued a technical foul.
2. Players and/or 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.
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 Sections 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).
4. Teams that forfeit a match, Players or coaches found to have broken any conduct rules, and/or Players, Coaches and Teams that have violated the other rules or taken any 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. 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

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.

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.

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.

4. Team Agreements: Each Team and its Players remain subject to all of the terms and conditions contained in the Team Agreement, and any conflict between these rules and regulations and the Team Agreement shall be resolved in favor of the Team Agreement (unless expressly stated otherwise in the Team Agreement).

5. 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.