

Competition Regulations



Last update: Aug 20th, 2021

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1. DEFINITIONS

1.1. Tournament organizer

This regulation book makes references to tournament organizers in many places. The term is used as a general catch-all for the entities organizing events within the Esports field to enable tournaments to take place. These may be commercial or non-commercial entities as well as individuals, and the terms can be interchanged depending on the circumstances of the tournament, whichever is most relevant.

1.2. Referee

This regulation book makes references to referees in many places. This term is intended to identify tournament administrators and personnel working with the tournament organizer to enforce and observe that the rules are being followed. A referee may be acting in many capacities, either as an assistant, regular or senior referee; for this rulebook, they are all considered equal.

1.3. Participant

This regulation book makes references to tournament participants in many places. This term is used to identify any players or teams taking part in tournaments as appropriate. The terms can be interchanged as necessary to accommodate any team size or denomination in an Esports title.

1.4. Penalties

This rulebook utilizes the IESF penalty structure, which consists of four (4) different levels. They are as follows:

A. Caution

The lowest level of infraction can be given for minor offenses such as being a little late for match start time.

B. Warning

Warnings can be given for medium infractions such as unsportsmanlike conduct.

C. Forfeiture

For heavy infractions, resulting in a point loss in a series or the loss of a whole match series. For cases like usage of ingame bugs/exploits.

D. Expulsion

Removal of a participant from the event entirely. Only for the heaviest of all infractions.

Each level of penalty automatically applies after two previous infractions (i.e., 2 Cautions result in a Warning).

Failure to adhere to the rules may result in a penalty of any of the four levels mentioned, based on the severity of the infraction and the

referee's discretion. More detailed information you can find in "IESF Match Operation Regulation" Appendix

2. GENERAL

2.1. Rules and referee decisions

All the rules in these Competition Regulations may be changed without prior notice during any events if tournament circumstances change and require such rule changes to be made. All referee decisions are final except where the possibility for a protest is explicitly allowed. The referees may also judge any cases not specifically covered in this book and their authority extends to cover the tournament as a whole in addition to this rulebook. Any changes made shall be in effect from the moment such changes were communicated to the participants.

2.2. Communication

All tournament communication is handled only using official pre-determined channels such as email, instant messaging, and in person. Any communication occurring outside of the official channels is not considered valid or relevant for tournament operations. It is the responsibility of the tournament organizer to make sure that all participants are made aware of what these official channels are in the event guide.

A. Confidentiality

All communication done using the official channels is considered confidential and not to be shared outside of the tournament participants unless specific permission is obtained from the tournament organizer.

2.3. Additional agreements

Tournament participants outside of this rulebook may make no additional agreements. Participants may not alter the contents of the rulebook and are not allowed to add any additional agreements in addition to the tournament parameters set by the tournament organizer.

2.4. Limitations to participation

The tournament organizer may impose limitations on tournament participation based on non-discriminating factors such as age limitations, or refusal to issue a visa. These limitations must be made publicly available at the time of announcing the tournament.

2.5. Behavior and statements

All tournament participants are expected to be at their best behavior towards all other participants, tournament officials, spectators, and people outside of the tournament. Participants must adhere to general good sportsmanship throughout the whole tournament, even when not playing.

Any discriminating or offending statements will be penalized according to their severity. Participants are not allowed to make any statements to the media or other outlets on behalf of the tournament organizer. Any such statements must be officially rescinded and will be penalized should such behavior occur.

2.6. Broadcasting information

In case a tournament broadcast is being produced, the tournament organizer has the right to delay the start of the matches with prior notice to the participants.

The tournament organizer reserves all broadcasting rights. These rights may be granted to third parties or the participants themselves on a case-by-case basis. Participants in the tournament may not decline to have their matches broadcast by the tournament organizer.

2.7. Sponsor restrictions

The participants may not be sponsored by any party that involves adult themes (pornography, etc.), alcohol, gambling, tobacco, or drugs. If unsure about sponsors and their eligibility, please contact the tournament organizer.

2.8. Seeding

When possible, the participants will be seeded for the tournament based on their previous performances. If it is not possible to determine the participants' skill level prior to the start of the tournament, their seedings will be randomized among the remaining ranks. This initial seeding will be used throughout the tournament unless the tournament consists of different phases. In the case of phasing, the previous phase of the tournament will be taken into consideration when reseeding the next phase. In case of a tied result, seeding shall be optimized according to their opponents' placement in the previous phase or randomized between the eligible participants, if not possible.

2.9. Withdrawal from competition

A participant is allowed to forfeit and withdraw from the competition at any time. Withdrawal will cause the nullification of all their results up to that point, and their games considered not to have been played at all. If this results in more than one participant being eligible for a follow-up match or phase, the deciding match (es) should be played out as soon as possible. If the match is unable to be played due to time constraints, then the highest seed among the participants claims the spot.

2.10. Protest procedure

A participant may raise an official protest concerning any decisions done by a referee. This protest must be submitted to the tournament organizer in writing and must include all relevant details to the case. Any omission of

information is considered an additional offense and will be penalized. The protest has to be submitted within 24 hours of the incident or before the next match of the participant is to take place, whichever is earliest. The tournament organizer is responsible for processing the protest by conferring with the referee in question and assigning a minimum of two other individuals outside of the referee team to consider the case in question. Any final decision by the tournament organizer cannot be protested against again.

3. SUBMITTED INFORMATION

3.1. Personal information

The tournament organizer will collect personally identifiable information in order to be able to organize the event. This personal information will include at a minimum: First name, Last name, Email address, Ingame nickname, Date of Birth and Nationality. During online tournaments, the tournament organizer may defer this personal data collection completely and instead only rely on the tools provided by the tournament platform.

3.2. Team information

If the participants belong to a team or organization, they will be requested to provide at a minimum: Team name, Contact person, Team logo, and participating roster. During online tournaments, the tournament organizer may defer this team data collection completely and instead only rely on the tools provided by the tournament platform.

3.3. Format of storing data

All of the identifiable information will be collected and stored in a GDPR compliant fashion, where the information is only accessible to the tournament organizer and its representatives. None of the data will be given or sold out to third parties, not involved with the tournament operation process.

3.4. Roster submission

All participants are expected to submit a roster for themselves. Whether the participant consists of a single person or more, their details need to be submitted to the tournament organizer well in advance, as defined by the tournament organizer. The rosters must include the main lineup of players for the games played in the event as well as their potential substitutes, managers, coaches, and other team representatives coming to the event. During online tournaments, the tournament organizer may have the tournament platform handle the roster submission process.

3.5. Substitutes

The tournament organizer may or may not allow substitute players to take part in the event on a per-event basis. The list of substitutes must be

included in the entry submission information provided to the tournament organizer and may not be changed. If substitutes are allowed, they are only allowed to be switched into the active lineup between match series. Traveling support to offline events will only be provided to 5 players for team title and 1 player for individual title.

A. Number of substitutes

- Two (2) per team title
- One (1) per individual title

B. Emergency substitutions

A participant may have a single person be substituted into the active lineup in case of medical emergencies or unavoidable acts, even if the event does not allow substitutes. The participant must provide proof of the emergency/act in order to be able to utilize this rule. This change can only be done once during an event and may only be taken from the submitted list of participants in the event. The original player may be substituted back in case they can continue later during the event.

4. ONLINE OPERATIONS

4.1. Punctuality and delays

The tournament organizer is responsible for providing a schedule at least 48 hours in advance before tournament operations start. This schedule may be an estimate but should be as precise and transparent as possible. All participants are expected to play their matches at their assigned times. When a match is supposed to start, all participants are expected to be ready and able to begin the games. Any delay caused by the actions of the participant will be sanctioned according to the severity of the infraction. In general, being 15 or more minutes late from the beginning of a match will result in a loss of 1 game in the series. Being 30 or more minutes late will result in the whole series being forfeit. Any technical issues are the sole responsibility of the participant, and all such issues must be resolved before the start time of the match.

4.2. Communication Platform

All participants are expected to report to the communication platform with organizers at least an hour prior to the match time. Upon request of the organizer, participants may have to turn on their webcam for the purposes of verification of technical issues

4.3. Pausing the game

Pauses during games are only allowed in case of tactical pauses in certain game titles in which such pauses are allowed and technical issues, such as a disconnect occurring during a match. These cases vary based on the game being played; please refer to the game-specific rules being used at

every event. If a game does not support ingame-pausing, then participants must continue playing as usual even when an issue has occurred unless it warrants a rematch as specified in section 4.6 or a decision win as specified in section 4.7.

4.4. Proof of result

All participants must be able to provide proof of match results at the end of the match. This can be done via screenshots, videos, or similar media, which display the winner and the results of the match. These match media may not be manipulated in any way (i.e., images may not be cropped or edited to omit information). Any such manipulation will be met with penalties. This media may be requested by the referees to provide proof of result; the inability to provide proof of a result may warrant a default loss.

4.5. Result verification process

Depending on the tournament platform being used, the participants may be requested to provide results of the matches they have played. If a participant is expected to provide results, they must fill in their results as soon as the match or series has ended. Any delays in result submissions may warrant a default loss. If at any time a referee requests a match result from a participant, they must be able to provide the information within a reasonable time (i.e., within the average time it takes to play a single match) or risk receiving a default loss.

4.6. Rematch

A referee may call a rematch in case of a serious technical issue, using the same starting options the participants have used in the previous match. This rematch can only be called in cases where continuation of normal play is impossible, and the match result was not already clear.

4.7. Decision win

A referee may call a decision win in favor of one participant in case of a severe technical issue preventing the continuation of the match. This decision can only be given to a participant that was clearly in the lead during the match at the time of the issue, and where the second participant had non-existing chances of winning the match at that point. This decision shall only be done with a proof being provided by the participants or with the consent of the participant granted the loss. Should a participant consent to the loss, then the proof isn't required.

4.8. Video Verification

All the players should be in a Discord channel 1 hour prior to the game to make a video verification. The players should open their cameras before the match, and right after the match with a proof of win/loss.

5. OFFLINE OPERATIONS

5.1. Punctuality and delays

The tournament organizer is responsible for providing a schedule and brackets at least a week before tournament operations start. This schedule may be an estimate but should be as precise and transparent as possible.

Participants will be granted a maximum of 30 minutes of setup and warm up time before the start of their match for broadcasted matches, and a minimum of 15 minutes of setup and warm up time for non-broadcasted matches. All participants are expected to play their matches at their assigned times. When a match is supposed to start, all participants are expected to be ready and able to begin the games. Any delay caused by the actions of the participant will be sanctioned according to the severity of the infraction. In general, being 15 or more minutes late from the beginning of a match will result in a loss of 1 game in the series. Being 30 or more minutes late will result in the whole series being forfeit.

Any technical issues must be announced to the referee team immediately upon discovery during the setup phase. Any delays caused by the equipment provided by the tournament organizer will not count against the participants, but all participants are responsible for their equipment and their functionality.

5.2. Equipment provided by the tournament organizer

The tournament organizer is responsible for providing the participants with modern tournament equipment capable of playing the games at a high-performance level. Every event has to list the hardware being used for the tournament games and has to make this information available to the participants in advance.

In general, any console games being played must be played using the latest version of the console in question, and any PC games must be played using hardware that is not older than two years.

Any controllers must be provided by the participants themselves, including but not limited to gamepads, arcade sticks, mice, keyboards, and mouse pads. Participants must also provide their headphones, preferably with a sound dampening or active noise canceling properties, with a cable that is at a minimum of 2 meters long. In case a participant is unable to provide the controllers and headphones, the tournament organizer may grant the participant use of generic hardware available at the venue. This hardware is provided as-is, and the participant is not allowed any extra setup time for them.

5.3. Drivers / software provided

Participants are only allowed to install any drivers or software on their tournament hardware under the supervision of a referee. If a participant requires the use of a particular driver, they must make the tournament

organizer aware of their requirement well in advance so the organizer can install the drivers for the participant. In some instances, tournament organizers may allow participants to use additional software such as Google Chrome or Spotify, but these will always be announced in the event-specific guide.

In general, the tournament organizer must ensure that all tournament equipment is running the latest stable versions of their operating systems and hardware drivers. The tournament organizer must also ensure all the games to be played already installed and patched to the correct version on the tournament hardware.

5.4. Communication software provided

The tournament organizer is responsible for providing the participants with official communication methods (Discord & Team Speak) during the matches and informing all participants about it before the tournament starts. In games where communication is required between team members, the tournament organizer will provide official communication software already pre-installed on the tournament hardware and the instructions on how to use said software properly.

5.5. Pauses and unpausing

A participant may request a pause by informing a referee (e.g. raising their hand) and making a referee aware of their request at the time of triggering the pause in-game. The referee must be informed about the reason for the pause immediately afterward. Games are only allowed to be paused in case of technical issues such as a disconnect occurring during a match. The method for calling a pause and reasons for pausing vary based on the event and the game being played, please refer to the game-specific rules being used at every event specifically. If a game does not support in-game-pausing, then participants must continue playing as normal even when an issue has occurred unless it warrants a rematch as specified in section 4.5 or a decision win as specified in section 4.6. A match may only be unpaused after a referee has given specific permission to continue the match. If a match is accidentally unpaused, then it must be immediately paused again, and the infraction will be penalized.

5.6. Match media

Participants are required to enable and save their match demos/replays locally onto the tournament machines when available. The tournament organizer will store these media files for record-keeping and analysis purposes for a minimum of 14 days after the event has concluded. Participants are eligible to receive a copy of their match recordings, for personal use, on request from the tournament organizer.

5.7. Tournament area access and permissions

Participants, only with specific accredited pass, are guaranteed access into the tournament area a minimum of 30 minutes before matches are to begin each day. Only participants, referees, and select representatives of the tournament organizer are allowed inside the tournament area at all times.

Participants are not allowed to take any pictures with flash on within the tournament or stage areas.

5.8. Clothing

Participants are expected to wear climate-suitable clothing during the tournament. No shorts, flip-flops, or headwear are allowed during matches; all participants must wear apparel that covers their torsos, lower body, legs, and feet. The clothing may not contain any adult or otherwise inappropriate content, as per section 2.7. The tournament organizer may restrict the clothing of players to be limited to only official team apparel or similar. Such restrictions must always be announced in the event information guide, and all participants must be made aware of the restrictions a minimum of 30 days before the Global Finals start.

5.9. Food / drinks / smoking

Participants are not allowed to bring any food or drinks into the tournament areas. The tournament organizer will provide players with options for nourishment during the event at specific locations, including drinking water in the match area, as determined in the event guide. Should players decide to drink water during the match, they're solely responsible for any spillages on equipment and the delay it may cause.

Participants are not allowed to smoke within the event venue. This includes vaping / e-cigarettes and similar. The tournament organizer is responsible for providing a dedicated smoking area outside of the venue for the duration of the tournament. The area shall be separate for players, officials, media, etc.

5.10. Removable media

Participants are only allowed to bring removable media devices and mobile phones into the tournament area only with the supervision and approval from referees. Other devices should be collected and stored by tournament staff members before match operations start. Only the referees may connect any sort of removable media to the tournament devices. Participants should not charge or plug in any of their devices using the tournament hardware. Instead, they should contact the referees for instructions where their devices may be charged.

5.11. Winners' ceremony

Participants must take part in the event's ending/winners' ceremony if they are eligible for it. Failure to participate in the ceremony will lead to penalties, including potentially voiding their participation in the tournament.

6. RESULTS AND SCORING

6.1. Determining rankings

The tournament organizer is responsible for announcing the number of participants and their final ranking slots at least a week before the start of the tournament. This includes any potential individual-level positions (1st, 2nd, 3rd) as well as shared ranks such as a shared fifth place between all eligible participants, etc.

The tournament organizer must also announce the tournament stages at this point, including how many participants will move on from one stage to the next if applicable.

The tournament organizer is responsible for providing the results of the tournament to the public promptly, either on an online tournament platform or as a separate publicly available post on their official website.

6.2. Format and pairings

The tournament organizer must announce the tournament format, potential groups, and match pairings to all participants and the logic used when pairing. If a tournament is, for example, single-elimination, then the pairings should follow traditional tournament logic with the highest seed encountering the lowest seed during the first round and so on. The tournament organizer must make sure all participants are made aware of the tournament format and round structure in the event guide. The most common tournament formats are:

A. Single elimination

In this format, a single loss in a match series means elimination for the participant.

B. Double elimination

In this format, a participant needs to lose a two-match series in order to be eliminated. Commonly in Esports, the "GSL" Double elimination format is used, where the Grand Final is only played once, even if the player from the upper bracket loses the match series.

C. Round Robin

In this format, all participants play against each other at least once. Useful, for instance, when group sizes are not standard (divisible by 2). Round Robins usually has complicated tiebreaker calculations.

D. Swiss

In this format, participants will play against opponents closest to their skill level, based on their previous results. Useful when handling large amounts of participants (33 or more). It also has complex tiebreakers, most commonly used in Esports being Buchholz.

E. Free-for-all

A format where all participants play against each other during a single match series. Most commonly used in Battle Royale or racing games. A series of matches can be used to formulate an accumulated score.

6.3. Method used to rank results

The tournament organizer must announce the method used to rank participants within the tournament. This may range from individual tournament titles (winners are determined based on individual results within a tournament title) to any combination of overall tournament performance (winners are determined based on a combination of tournament results across several titles). The tournament organizer must make sure all participants are made aware of the tournament ranking method in the event guide.

6.4. Point distribution

The tournament organizer must announce the point distribution model for any results involving an overall tournament performance category. These points must clearly show how many points a participant may gain by participating and placing in a specific position in an individual game title. The point distribution should be made fairly and inclusively, not favoring any specific title over others, not including compensating for team size. I. e. a game title played as a 1v1 tournament may be granted less overall points than a game title played as a 3v3, which in turn can have fewer overall points than a 5v5 etc. The tournament organizer must make sure all participants are made aware of the tournament point distribution method in the event guide.

7. INTEGRITY

7.1. Naming and mature content

All participants are expected to provide all ingame names without mature content. All naming must adhere to the limitations set in section 2.5. If a participant has used an offensive / inappropriate name in their past, they are required to change it to a new one that is neither. If a participant is unable to change their ingame name, then they must play with a separate account that conforms to the limitations set herein.

7.2. Team exclusivity

A participant may not play for more than one team/entity during a single tournament. If a participant has, for instance, taken part in a qualifier and qualified for the tournament that way, they may not be recruited to another team playing in the same tournament. A participant may not play as a substitute for another participating team in the same tournament. A participant may only represent one tournament roster at any given time, including positions such as coach or manager.

7.3. Cheating

No forms of cheating are allowed within the tournament. This includes but is not limited to macros, wallhacks, maphacks, aimbots, auto-firing, recoil reduction, automatic input hacks, speed hacking, and clipping. Any participant found using cheats during the tournament will be immediately disqualified and banned from participating in tournaments for a minimum of 6 months.

7.4. Disconnects

Any intentional disconnects during a game will be penalized with a minimum of a match series loss.

7.5. Bug abuse

Any participant found abusing bugs within a game will suffer an automatic match series loss. Failure to disclose said bugs to the tournament provider can and will result in disqualification.

7.6. Betting

Participants are not allowed to bet on the outcomes of their matches, either directly or indirectly. Betting includes non-monetary transactions based on the outcome of the match. Any participants found in breach of this rule will not only be disqualified but also reported to local law enforcement and publishers.

7.7. Match-fixing

Participants are not allowed to lose matches on purpose or to encourage other participants to lose matches on purpose. All matches taking place must be played to their fullest potential. Any participants found in breach of this rule will not only be disqualified but also reported to local law enforcement and publishers.

7.8. Alcohol/drugs

Participants are not allowed to take part in the tournament under the influence of alcohol or non-prescribed drugs. If a participant has a prescription, they must make the tournament organizer aware of the substance before the start of the tournament. Depending on the substance

being used, participants caught using them may be reported to local law enforcement.

7.9. Doping

Participants are not allowed to take part in the tournament under the influence of doping substances. For an up-to-date list of such substances and how they are controlled, please refer to the IESF Anti-Doping Regulations [here](#).

The tournament organizer may conduct Doping Control during their events, and they must make all participants aware of it in the event guide if they do.

