



TOUR

Official Rulebook

[Abstract](#)

Included in this document are the official rules for the eSports Global Tour event located in the island of Mykonos in September 2017

ESG Event Information

Location = Mykonos, Greece

Dates = 04 September 2017 to 11 September 2017

Format = Group Stage & Double Elimination Bracket

Prize pool = 200,000 €

Placement	Prize Share
1 st	100,000 €
2 nd	40,000 €
3 rd - 4 th	20,000 €
5 th - 8 th	5,000 €

Additionally to the prize money, the top three (3) teams will receive a direct invite to the next ESG event. The aforementioned teams have to maintain the majority of the lineup from the event they received the seeding in order to keep the slot in such event.

The event will be played between eight (8) teams out of which seven (7) will be directly invited and one (1) will be qualified through designated online qualifiers. The invitations are handed by ESG's management sole discretion.

1. ROSTER RULES

1.1 All participating teams have to present their concluding locked line-up no less than two (2) weeks prior to the start of the main event. The line-up should consist of five (5) players and one (1) substitute player that is not part of any other team playing in the event. The coach of the team is also to be specified in this presentation and can be used as an extra substitute player as well.

1.1.1 Qualified teams have to maintain the core of the roster that qualified for the event. If more than two (2) players are changed then the team will not proceed to the main event and the seeding will be given to the runner-up team.

1.1.2 At any time between the final submission of the team roster and the beginning of the ESG Tournament, team may swap the coach/substitution player with any of their starting players. Following the start of the ESG tournament, no roster line-up changes will be permitted.

1.2 Teams can use their substitute player or their coach as a player, only in the event of sickness or injury of a player. ESG may reject this request if no sufficient evidence is provided. Additionally, the replaced player may not return to the lineup for the remainder of the event.

1.3 Teams are not obliged to have substitute players or a coach. However, if a team, for any reason, is not able to complete a 5-man roster prior to a game, they will be forced to forfeit the match.

2. GENERAL RULES

2.1 ESG 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 a certain Qualifier and ending with the end of the Tournament will be banned, including forfeiture of any tournament prize payouts otherwise payable to such team. Valve also reserves the right to disqualify any player, team staff, broadcaster, commentator or producer in its sole discretion, and ESG 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. Bans issued from Valve will be in full standing on ESG Tour events.

2.2 Teams must have all five (5) Players present in order to start a game. A Team will forfeit game 1 if they do not have all five (5) Players present by five (5) minutes prior to a match's scheduled start time (grace period). If a Team has forfeited game 1, they will forfeit a Bo3 series if they do not have all five (5) Players present by 20 minutes prior to the match's scheduled start time. Teams that played a previous game(s) in a match will forfeit games 2 and 3 if they don't have all five (5) Players present by 10 minutes after the conclusion of the previous game (grace period). 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 preceding match.

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

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

2.5 ESG reserves the right to amend, remove, or otherwise change the rules, without further notice. ESG also reserves the right to make judgment on cases that are not specifically supported, or detailed in this rulebook, or even goes against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

3. ADDITIONAL RULES

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

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

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

3.4 Players, Coaches and Team Representatives will act professionally at all times and may not curse or use vulgar or inappropriate language. They may not taunt any spectator, tournament official, or other individual in attendance at any ESG event.

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

3.6 Public discussions of, or agreements to, avoiding the use of abilities, items, weapons, or strategies are prohibited. Public statements made about private information, unofficial roster changes, and disparaging remarks made about ESG or its partners are also prohibited.

3.7 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 ESG 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 ESG 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 ESG Management, a ban from one or more subsequent ESG competitions (up to permanent expulsion from all future ESG events). Any other violation will be penalized at the sole discretion of the tournament direction.

3.8 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.

3.9 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 ESG tournaments. The use of the following programs will result in a cheat ban: Multi-hacks, Wallhack, Aimbot, Colored Models, No-Recoil, No-Flash and Sound changes. These are only examples, other programs or methods may be considered cheats as well.

3.10 The initial seeding, for the Closed Qualifiers & Groups Stage, will be based on the official HLTV.org team ratings as of August 19, 2017.

4. MAP SELECTION

4.1 For all Best of One (Bo1) matches:

- i) The higher seeded Team will determine if they are either Team A or Team B, if both Teams have the same rating, the winner of a coin flip will decide if they are either Team A or Team B.
- ii) Team A bans 1 map
- iii) Team B bans 1 map
- iv) Team A bans 1 map
- v) Team B bans 1 map
- vi) Team A bans 1 map
- vii) Team B bans 1 map
- viii) Team A has side choice

4.2 For all Best of Three (Bo3) matches:

- i) The higher seeded team will determine if they are either Team A or Team B, if both Teams have the same rating, the winner of a coin flip will decide if they are either Team A or Team B.
- ii) Team A bans 1 map
- iii) Team B bans 1 map
- iv) Team A picks the map for game 1 and Team B has side choice
- v) Team B picks the map for game 2 and Team A has side choice
- vi) Team B bans 1 map
- vii) Team A picks the third map
- viii) Knife Round winner has side choice

4.3 For all Best of Five (Bo5) matches:

- i) The higher seeded team will determine if they are either Team A or Team B, if both Teams have the same seed, the winner of a coin flip will decide if they are either Team A or Team B.
- ii) Team A bans 1 map
- iii) Team B bans 1 map
- iv) Team A picks the map for game 1 and Team B has side choice
- v) Team B picks the map for game 2 and Team A has side choice
- vi) Team A picks the map for game 3 and Team B has side choice
- vii) Team B picks the map for game 4 and Team A has side choice
- viii) The remaining map is the decider and Knife Round winner has side choice

4.4 The winner of the upper bracket of Group 1 will face the winner of the lower bracket of Group 2 in the Playoffs. The winner of the upper bracket of Group 2 will face the winner of the lower bracket of Group 1 in the Playoffs. The winner of the upper bracket of each group will be the higher seeded team in each semi-final. A coin flip will decide which team is Team A and which one is Team B in the Grand Finals and the third place matches.

4.5 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

5. GAMEPLAY RULES

5.1 Game Settings:

- 1. Round Time = 1:55 minutes
- 2. Freeze Time = 20 seconds
- 3. Buy Time = 20 seconds
- 4. C4 Timer = 40 seconds
- 5. Overtime Money = \$10,000
- 6. Overtime Rounds = 3 rounds per half

5.2 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.

5.3 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. Ten-minute time limits will begin at the conclusion of the preceding game. There will be a five-minute break at half-time and all Players will wait for the tournament officials' word before starting the next half.

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

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

5.5 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.

5.6 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.

5.7 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.

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

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

5.10 Breaking one of the gameplay rules 5.3-5.9 may result in a forfeit of the game.

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

5.12 If a Player loses his 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.

5.13 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.

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

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

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

6. PRIZE MONEY

6.1 All prize money should ideally be paid out 90 days after the Tournament finals have been completed. If a team or player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

6.2 Prize money will be paid out to the team's designated organisation/representative entity unless, prior to the start of the tournament, the team requests in a written form, which ESG reserves the right to decline, that ESG pay the players directly. Any applicable withholding or other taxes on prize money paid out by ESG shall be the sole responsibility of the team organisation/players receiving payment. Each entity receiving a payment from ESG may be required to complete certain tax-related documentation prior to payment as requested by ESG, and the payment of any prize money will not be made until such documentation has been completed and returned to ESG.

6.3 If a participant violates any rule during the event or its qualifiers he will be penalized with a prize money deduction. The deduction amount is determined at the sole discretion of the tournament direction and may even equal to a complete forfeiture of the otherwise payable prize payout.

6.4 As long as the prize money for the tournament has not been paid out, ESG reserves the right to cancel any pending payment if any evidence of fraud or foul play have been discovered.

6.5 The prize money will be sent via a bank transfer, as a cheque or over PayPal as specified each time by the ESG management. Failure to redeem the cheques or provide sufficient information for the payments to be complete will result in payments not being

made. If a participant has not collected their winnings or redeemed the cheque within six (6) months of the initial payment date, the prizes are forfeited.

7. EVENT RULES

7.1 We expect every participating member to be at the designated area to set-up and prepare at the times given by the administration of the tournament. If you notice that you might be late at any point one of these days, please inform a tournament official as soon as possible.

7.2 ESG will be providing computers and monitors for all matches and additionally headsets. Participants have to bring their own equipment (in particular: Keyboard, Mouse, Mousepad, Headset, In-Ear headphones (Earbuds)). Mice and keyboards must utilize standard USB interfaces. Players may not use PS2 interface equipment.

7.2.1 All teams participating will be required to hand in their equipment during their arrival at the location to the tournament officials. If a player or team doesn't hand in their equipment at that point, they will either have to use hardware provided by ESG or will not be able to participate in the tournament at all.

7.3 All participants have to send in their personal configuration and drivers at least one (1) day prior to the start of the event. If any player or team doesn't send in their configs and drivers they will have to manually set-up their config on site and play without drivers.

7.4 The players and teams needs to ensure that they are all in equal colored outfit, failure for a player or a team to bring such attire, will make ESG provide suitable clothing for the participants the cost of which will be subtracted from the prize money paid out to the participants.

7.5 It is forbidden to bring or eat any food in the gaming areas. Smoking is also strictly prohibited.

7.6 Each team must have nominated one member of the team to be available for pre- and post-match interviews. ESG may interview another player apart from the designated one, so all players must be available for interviews.

7.7 If the league decides that a member of the team needs to be a part of a press conference or an autograph session, then the player cannot deny this, and must attend.

7.8 It is strictly forbidden to connect, or use any removable media on the tournament computers. If a player has such a device in possession, he has to hand it to a tournament official before entering the gaming area. The device will be kept by the officials until the player has completed his on-stage playing duties for that day.

7.9 Participants are not allowed to bring mobile phones, tablets or similar devices into the gaming area. If a player has such a device in his possession, he will have to hand it to a tournament official before entering the game area. The device will be kept by the officials until the player has completed his on-stage playing duties for that day.

7.10 Internet access on tournament computers is disabled for all participants.

7.11 Players will have a chance to warm-up for a period of 45 minutes before the live match. This time window is not guaranteed and might change.

7.12 All demos or replays must be immediately uploaded to a networked server, or transferred to a USB stick provided by the ESG administration.

7.13 Participants have to stay in the tournament area for the winners' ceremony after the Grand Final.

8. UNSPORTSMANLIKE BEHAVIOUR

The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

8.1 The attempt to mislead admins or other players, using false information, or in any other way deceive other participants will be punished as follows.

8.2 If a team is caught entering false match results into the match page, or in other ways trying to falsify the match result, the team will be forced to forfeit the series.

8.3 When cheating is suspected participants will be required to provide evidence in the form of match media. Match media are all uploads, including but not limited to: screenshots, demos, models, and so on. Faking match media will result in penalisation of the team.

8.4 Any attempts to deceive opposing players, admins, or anyone else related to ESG may result in penalisation.