

RULEBOOK

GAMERS MEDIA

2022

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Introduction

The present document regulates all tournaments organized by Gamers Media, except if otherwise indicated. All rules present in this document will apply throughout the tournaments, unless previously established in specific cases.

All tournament participants must read and understand what is described throughout this rulebook. By participating in the tournament, the participant(s) is/are agreeing with the stipulated in this regulation.

It is important to emphasize that the tournament administration always has the power to decide and to apply or not rules in specific cases. The administration reserves the right to decide on unregulated cases and to go against the regulation if the situation so requires, as it would, for example, in cases where fair play, sportsmanship and/or the smooth running of the tournament are at stake.

1. Definitions

1.1. Organization/Administration

The tournament is organized by Gamers Media.

Organization and **Administration** refers to staff of one of the previously mentioned companies and/or staff of the tournament.

1.2. Information sheet

A information sheet contains all specific information regarding a tournament, such as, but not limited to: dates, stages, participation type, additional rules, voided rules.

1.3. Player

It is considered a player everyone that made part of an entity competing in the tournament.

This includes but is not limited to: primary players, substitutes, coaches and team managers.

This applies to all registered players.

1.4. Team

It is considered a team, a group of players.

A team is composed of: primary player(s), substitute player(s), coach(es), manager(s).

1.5. Participant

A tournament participant is an entity (person or company) that is participating in the tournament. Any member of a team is considered a participant.

A participant must define and indicate two persons as points of contact: A spokesperson and a captain. These two can be the same person.

1.5.1. Spokesperson

A Spokesperson is responsible for receiving and sending all communication regarding administrative information, such as: Contests, Invoices, Rule clarification, participant composition changes.

1.5.2. Captain

A Captain is the person of contact for all ingame and game specific information, such as: Ingame contest, Ingame communication with administration, Vetoes.

1.6. Participation types

The participation type for a given tournament will be defined in the information sheet.

There are two types of participation that might apply:

1.6.1. Individual participation

It is considered a “individual participation” when the game is played by a single player instead of a team. If a rule is not specifically made for individual participation, it is considered to be a team of 1 (one) player.

1.6.2. Collective participation

It is considered a “collective participation” when the game is played by a team (more than one player).

1.7. Readiness to play

It is considered being “ready to play” when the participant is connected to the game server and has met all the pre-match obligations, such as but not limited to: turning his webcam on.

1.8. Sanctions

Sanctions are issued for violation of rules during the tournament. Sanctions may also be issued for conduct unbecoming of a participant in situations that take place outside of the tournament.

A sanction can range from a verbal warning to a ban from ongoing and future competitions.

Everytime a temporary or permanent record sanction is issued the participant will be notified by email and will have 48 hours to appeal, unless specifically specified otherwise. If the participant wishes to file an appeal, the spokesperson is the only one allowed to send said appeal.

All sanctions can be cumulatives and applied in conjunction for a given violation/infraction.

1.8.1. Verbal warning

Verbal warnings are issued at the discretion of the tournament administration for minor rule breaking and situations that don't affect the overall tournament, such as: nicknames slightly differing from the registration form.

Verbal warnings don't go on the participant's record.

1.8.2. Written warning

Written warnings are issued at discretion of the tournament administration for rule violations that don't condition the smooth running of the tournament and broadcast

Written warnings are part of the participant's temporary record and can be used as a justification for escalated sanctions in the future.

1.8.3. Very Light sanctions

Very Light sanctions refer to minor infractions that affect, in any way, the tournament or broadcast. Each infraction has a deduction between 0.05% and 5% on the prize-pool.

Very Light sanctions are part of the participant's permanent record and can be used as a justification for escalated sanctions in the future.

Very Light sanctions can only be issued by the tournament director(s).

1.8.4. Light sanctions

Light sanctions refer to rule infractions and other infractions that impact the way the broadcast and tournament are played as well as for anti-sportsmanship conducts. Each infraction represents a deduction between 5% and 10% on the prize-pool.

Light sanctions can only be issued by the tournament director(s).

1.8.5. Severe sanctions

Severe sanctions refer to sanctions applied when the competitive integrity is at stake. Each infraction represents a deduction between 10% and 100% on the prize-pool.

Severe sanctions can only be issued by the tournament director(s).

1.8.6. Fines

Fines can be issued when the team does not fulfill their obligations, such as, for example: not attending the media day, not playing a match on time, improper public conduct.

Fines are sanctions that apply even if the team did not obtain any prize-pool. Fines can be one of the following:

- Monetary
- Match penalty
- Classification penalty

Fines can only be issued by the tournament director(s).

Fines are not limited to participants, they can be issued to a specific player within a team.

1.8.7. Bans and suspensions

A ban or suspension is issued when a severe incident takes place or when a participant does not fulfill the requirements to participate in the tournament (preemptive).

Bans and suspensions are not limited to participants, they can be issued to a specific player within a team.

Bans and suspensions are issued by the tournament director(s).

1.8.8. Disqualifications

A disqualification is seen as the last course of action and is applied in the most severe rule violations.

When a participant is explicitly disqualified they lose access to all the prize-pool accumulated up to that point and get banned from the current competition until the end of it.

In the case of a collective participation, the ban applies to all members of the team.

2. General Rules

2.1. Eligibility to participate

- 2.1.1. All participants must have a valid account for all the platforms mentioned under “Accounts required” on the information sheet.
 - 2.1.1.1. It is considered a valid account any account that allows the player to access the platform and doesn't have any ban or suspensions on it.
- 2.1.2. All participants must be at least 16 years old by the time they enroll in the tournament.

2.1.3. Region restrictions

- 2.1.3.1. The regions allowed to participate will be mentioned in the information sheet. A region can be either of the following: Continent, Country, Administrative region, Province or City.
- 2.1.3.2. A participant must meet one of the following criterias in order to participate in a tournament restricted to specific Continents or Countries:
 - 2.1.3.2.1. Nationality within one of the countries that meets the criteria.
 - 2.1.3.2.2. Fiscal (tax) residency within one of the countries that meets the criteria.
- 2.1.3.3. A participant must meet one of the following criterias in order to participate in a tournament restricted to specific Administrative region, Province or City:
 - 2.1.3.3.1. Fiscal (tax) residency within the referred region.
- 2.1.3.4. In the case of collective participation, the information sheet will contain the % of lineup that needs to meet the region criteria. The % will apply to the primary registered players and will be required to be met during the dispute of matches too.

2.1.4. Collective participation

- 2.1.4.1. A team needs to have a minimum number of players registered and available to play.
- 2.1.4.2. A team can enroll substitute players. Enrolling substitute players is an option and not a requirement.
- 2.1.4.3. A team can enroll coaches.
- 2.1.4.4. All the registered elements of a team (players, substitutes, coaches and managers) are locked to that team, even if they don't actively take part of the tournament, for the duration of the tournament.
- 2.1.4.5. A player can't play for different teams in overlapping tournaments.
- 2.1.4.6. All the limits of players, substitutes and coaches will be mentioned in the information sheet.

2.2. Registration requirements

- 2.2.1. Upon getting access to a stage of the tournament that is not an open qualifier, the participant might be required to fill and submit a registration form.
- 2.2.2. The registration form will ask, among other information, the nickname of record and the account of record for each player. Both the account and nickname are the ones that the players should use during the tournament.

2.3. Communication

- 2.3.1. The main official communication method for any administrative situations is the email. The email used will be the one defined on the registration form as the “spokesperson email” and “communication email”.
- 2.3.2. The main official communication method for day to day/live situations, such as vetoes, connect, etc, is the discord server. The discord server will be indicated in the information sheet.
- 2.3.3. Ingame chat and teamspeak voice chat are only for time-sensitive in game situations.

2.4. Confidentiality

- 2.4.1. The content of email communications, match channels, contests and any and all correspondence with tournament administration/organization are deemed strictly confidential. Publication of the referred materials is forbidden without a written consent (through email) from tournament administration.

2.5. Media rights

- 2.5.1. Each participant acknowledges and agrees to give away, freely and for a 2 (two) year period, all rights of usage and redistribution of sound and image, included but not limited to: logos, player pictures, game comms, interviews, to **Gamers Media** and all tournament partners.
- 2.5.2. Each participant authorizes the redistribution, modification and reutilization of said material by any means, both digital and non-digital, directly or by a third party in connection to the tournament or related media.
- 2.5.3. All broadcasting rights are owned by **Gamers Media**. This includes but is not limited to video streams, GOTV, demos and TV broadcasts.
- 2.5.4. The tournament organization has the rights to award this broadcasting rights to a third party. In order for that to happen, the third party will need to ask and get permission

from the tournament organization. The request must be filed at least 72 hours prior to the tournament stage starts.

2.5.5. Participants cannot refuse to have their match broadcasted.

2.5.6. Participants cannot stream their own match (POV stream) unless specifically told so.

2.6. Sponsor restrictions

2.6.1. The participant must not display in anyway or form, on any communication in connection to the tournament, a sponsor that is included in the following categories:

- Pornography
- Drugs
- Alcohol
- Tobacco
- Firearms
- Selling or promoting cheats

2.7. Prize money

2.7.1. In order to receive the prize money, a participant must first emit and send an invoice relative to the prize money to the tournament administration. The invoice should be emitted within the quarter the tournament was held.

2.7.2. The prize money to be distributed will have in account all the penalty and monetary fines that were applied to the participant during the competition.

2.7.3. The prize money will ideally be paid out within 90 days after the tournament organization receives the relevant legal documents indicated on 2.7.1.

2.8. Match procedures

2.8.1. Match start

2.8.1.1. The Captain should be ready to do the veto, if such applies, 30 minutes prior to the stipulated time.

2.8.1.2. Online matches

2.8.1.2.1. All matches in the tournament should start on the time indicated in the website/platform or information sheet.

2.8.1.2.2. All participants should be in the server and ready to play at least 10 minutes before the stipulated time.

2.8.1.2.3. All participants have 3 minutes from the time the connection information is delivered to be ready to play, if there's less than 10 minutes (from the

time the connection information is delivered) to the stipulated match start time.

2.8.1.2.4. If a participant fails to meet the criteria in 2.8.1.2.2 or 2.8.1.2.3, 1 (one) Very Light Sanction can be issued. For each additional 1 minute the participant fails to connect, 1 (one) Very Light Sanction can be issued.

2.8.1.2.5. If, after 10 minutes from the time the connection information is delivered, one of the participants is not ready to play, a default win will be issued to the opposing participant. If both participants are not ready to participate on the stipulated time, the tournament administration has the right to decide the best course of action.

2.8.1.3. Offline matches

2.8.1.3.1. All matches will have an estimated time for start, the teams should be on the play area 1 hour before the estimated time.

2.8.1.3.2. All participants should be ready to start playing 15 minutes before the match is set to start. The time the match will start will be indicated by the tournament administration.

2.8.1.3.3. If a participant fails to meet the criteria in 2.8.1.2.1 or 2.8.1.2.2, 1 (one) Light Sanction can be issued. For each additional 1 (one) minute the participant takes, 2 (two) Light Sanctions can be issued.

2.8.1.3.4. If after 15 minutes from the time the match was set to start, one of the participants is not ready to play, a default win will be issued to the opposing participant and the participant at fault will be disqualified, forfeiting their rights to any prize. If both participants are not ready to participate on the stipulated time, the tournament administration has the right to decide the best course of action.

2.8.2. Pre-match obligations

2.8.2.1.1. A participant must assure they are playing on the registered game account

2.8.2.1.2. A participant must assure they are playing using the nickname that was registered and approved

2.8.2.1.3. A participant must assure they have a game account image that is the same as the other members and displays the participant (or team) name or image that was registered

2.8.2.1.4. In **online matches**, a participant must assure they have a stable internet connection and that they have tested the connection to the tournament's servers at least 48h prior

2.8.2.1.5. In **online matches**, a participant must assure that they are connected to the platform and have their webcam turned on, unless indicated otherwise in the information sheet.

2.8.2.1.6. Additional match obligations may be added in the game specific rulebook.

2.8.3. Seeding process

If the seeding is not automatically defined by the platform and there's no clear seeding priorly defined by the tournament organization, a coin toss will take place.

The participant with the better seeding has the choice to select who starts the veto or ban/pick process.

2.8.4. Game server selection process

- 2.8.4.1. In cases where the game server is directly provided by the game publisher, the server is automatically determined by the game.
- 2.8.4.2. In cases where the game server is provided by a third party platform, the platform will have their own rules regarding game server selection.
- 2.8.4.3. In cases where the game server is provider by the tournament organization, the selection of the game server will have in account the following factors, in order:
 - The average loss (% of loss packets in communication client-server) on all involved primary participants is lower;
 - The average of ping on all involved primary participants is lower;
 - The default server assigned to the competition.
- 2.8.4.4. In cases where 2.8.4.3. applies, the game server locations are limited to the offer the tournament organization has, and no other servers can be used.

2.8.5. During the match

- 2.8.5.1. Any subject that is not a registered participant or part of the tournament staff is not allowed to be in the game server or in communication with a participant that is disputing a match.
- 2.8.5.2. The participants that are in communication with the team can't access game information through any external means, namely but not limited to: Broadcasts, GOTV, HLTV

2.9. Match contests

- 2.9.1. A match contest is for problems that affect the match and the match outcome, normally a match contest will be filed after the match, however, they can be filed during the match.
- 2.9.2. A match contest can only be opened before one of the following situations happen:
 - 48 hours after the stipulated match start time
 - The stipulated match start time of the next match for any of the participants has been reached
- 2.9.3. Only the spokesperson is allowed to open a match contest and present the participant's point of view.
- 2.9.4. The match contest must contain detailed information about what happened as well as, if applicable, any relevant rulebook transcriptions and explanation as to why they were infringed in the perspective of the participant. The match contest should also contain any and all evidence relevant to the case.
- 2.9.5. Any insults, flaming, disrespect towards anyone in a match contest may result in it's dismissal.

2.10. Interviews

For every match, one primary participant must be available for an interview. If the match is played online, the interview will be conducted remotely and the player must be ready to join a link sent by the tournament administration shortly after the match has finished. The interviews can take place either before, after or before and after the match takes place.

2.11. Media presentation

For any and all media requested by the tournament organization, the capture, post treatment and setup must follow the guidelines stipulated on the attachment named "Media Guidelines". This includes but is not limited to: live interviews, pre-recorded interviews, photos.

2.12. Voice communication

The tournament organization and administration reserves the right to record and keep records of all communications that take place during an official match. The tournament organization reserves the rights to use this communication to produce both live and recorded content that might be publicly distributed.

The participants must use the teamspeak server provided by the tournament organization to communicate.

2.13. Camera requirements

As per described on [2.8.2.1.5.](#), all participants that are actively participating in an **online** match need to have their webcam turned on and transmit a clean camera feed for broadcast on the platform indicated by the tournament administration. Each participant needs to turn their webcam on 10 minutes prior to the stipulated time for match start and may only turn it off 2 minutes after the match ends.

If a participant fails to provide a clean camera feed for the full duration of the map (including the 10 minutes prior to the match starting), the following monetary sanctions apply:

- 1% to 30% of the participants without a camera: 0.5% of the prize-money
- 31% to 50% of the participants without a camera: 1% of the prize-money
- 51% to 70% of the participants without a camera: 1.5% of the prize-money
- 71% to 99% of the participants without a camera: 2% of the prize-money
- 100% of the participants without a camera: 2.5% of the prize-money

The participants without a camera will also be noted on the participant's temporary record and for each game where a collective participant doesn't have at least 60% of the participants with a camera, 1% prize money deductions will be added, after the first infraction.

3. Tournament rules

3.1. Tournament administrators

The instructions of tournament administrators should always be followed. Failure to do so may result in sanctions.

3.2. Tournament briefs and Information sheets

Tournament briefs and information sheets are documentation that is either sent to the participant by email or made publicly available before a tournament takes place and serve as an extension to the rulebook for that specific tournament and might detail specific information applied to that specific tournament/game. Tournament briefs and information sheets are as binding as the rulebook.

3.3. Technical checklist

Participants may be required to sign off on a technical checklist for a given event. Signing off on a technical checklist means that the participant understands everything asked on said checklist and has completed all steps as well as provided the information requested on said and authenticates such information as truthful.

3.4. Media obligations

Media obligations refer to the obligations that a participant has to provide media content to be used during the tournament by the tournament organization or any of the tournament partners.

This media obligations may come in different forms, such as but not limited to: Sending participant pictures (logos, member photos, etc) in accordance with stipulated guidelines, attending a media day (either offline or online).

The request of media by the tournament organization might not always happen, however, if it does happen the participant must comply with what the tournament organization asks, failure to do so may result in sanctions.

3.4.1. Media obligations sanctions

- 3.4.1.1. Failure to provide requested media, fully or partially, within the deadline provided by the tournament organization might carry up to 5% prize money deductions.

- 3.4.1.2. Not showing up to a media day might carry up to 30% prize money deductions.
- 3.4.1.3. Not showing up with all participant members (spokesperson is excluded from media days unless they occupy any other functions within the team) to a media day or showing up late might carry up to 10% prize money deductions.

4. Integrity rules

If any integrity rule is violated, sanctions can range from Severe Sanctions to Ban and disqualification.

4.1. Code of conduct

- 4.1.1. Each participant has to behave with respect towards others, both in tournament related media or in any other form of communication, public or private. All participants must show sportsmanship throughout the tournament.

4.2. Cheating & Exploiting

- 4.2.1. The use of any kind of software or hardware that offers unfair advantage over your opponent is strictly forbidden.
- 4.2.2. It is strictly forbidden for a participant to use any exploits or bugs present in the game to obtain unfair advantage over its opponent.

4.3. Information abuse

- 4.3.1. It is strictly forbidden for a participant to obtain information regarding a match (e.g.: opponent's position, economy) from any external sources (e.g: streams, scorebot).
- 4.3.2. It is strictly forbidden for a participant to communicate with anyone not involved in the match.

4.4. Betting

No players, team managers, staff or management of attending participants may be involved in betting or gambling, or provide anyone with privileged information (e.g: the score on a match before that is publicly communicated by the tournament organization).

4.5. Bribery & Competition manipulation

Offering money or benefits, making threats or exerting pressure towards anyone involved with the tournament in order to obtain unfair advantage, have decisions revoked or influence the outcome of a match is considered competition manipulation.