VR LEAGUE

Season 3 Rulebook

Foreword

This document outlines the rules that should at all times be followed when participating in any VR LEAGUE competition. Failure to adhere to these rules may be penalized as outlined.

It should be remembered that it is always the administration of the tournament that has the last word, and that decisions that are not specifically supported, or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We at ESL hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Yours sincerely,
The VR LEAGUE Admin Staff

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1 Definitions

1.1 Range of Validity

The VR LEAGUE is operated as part of the ESL by Turtle Entertainment GmbH.

This is the only rulebook which is valid for the VR LEAGUE, its participants and all matches played within the scope of the VR LEAGUE. With their participation the participant states that he understands and accepts all rules.

1.2 Participants

A VR LEAGUE participant is a team or a player that is participating in an VR LEAGUE competition. No participant can at the same time be part of more than one organization taking part in overlapping seasons of ESL professional gaming competitions, including but not limited to VR LEAGUE. If in doubt, please contact an admin if the league in question poses a conflict.

1.3 Time Zone

The ESL website (vr.eslgaming.com) will display the times of matches according to the time zone each user has specified in the account settings. Not logged in users will have times displayed in the time zone assigned to them from their Geo-IP location. To be sure, it is recommended to login and enter the correct time zone in the account settings.

1.4 The Season

The season starts with the week of the first qualification round for the first VR LEAGUE event of the season and will end with the final match of the Grand Finals.

1.5 Region

For VR LEAGUE, the world is divided into two main regions which are as follows:

    North America
    Europe

The regions can be further divided into subregions for qualifiers or invitations, as ESL sees fit.
For a list of all countries and their assigned region, see 9.1.

1.6 Punishments

1.6.1 Definitions and Scope of Punishments

Punishments are given for rule violations within the VR LEAGUE. They may be either minor or major penalty points, monetary fines, default losses, player/team barrages or disqualification, dependent on the incident in question and often combinations of two or more of those. Participants will be informed about the punishment by mail and will be given a time until which they can appeal the decision. Only the license-holder or his designated spokesperson are eligible to make appeals.

1.6.1.1 Minor Penalty Points

Minor penalty points are given for minor incidents such as not uploading required match media, insufficient match statements, insufficient information on a team account or other related material, and so on. Every minor penalty point deducts one percent (1%) of the overall prize money received by the team or player in the competition it is given.

1.6.1.2 Major Penalty Points

Major penalty points are given for major incidents such as deliberately deceiving admins, failing to show up for matches, repeated rule breaking, and so on. Every major penalty point deducts ten percent (10%) of the overall prize money for that competition.

1.6.1.3 Monetary Fines

Monetary fines are given for failure to fulfill obligations that are not directly related to the tournament, like press/media appointments, or planned sessions for fan interaction.

1.6.1.4 Bans/Barrages

Bans or barrages are given for very severe incidents like ringing or use of an unallowed player. They can be awarded either to a player or an organization.

1.6.1.5 Disqualification

A disqualification will happen in the most severe cases of rule violations. The disqualified participant forfeits all prize money accumulated for the competition in question and gets banned until the end of that competition. In team competitions, the organization and all its members get banned until the end of that competition.

1.6.1.6 Additional Methods of Punishment

In special cases, the tournament administration can define and come up with other methods of punishment.

1.6.2 Combination of Punishments

The listed methods of punishment are not mutually exclusive and may be given in combination as seen fit by the tournament administration.

1.6.3 Punishments for Repeat Offences

All punishments outlined in this rulebook are applicable for first-time offences. Repeat offences will usually be punished more severely than listed in the appropriate section of these rules, in proportion to the punishment listed there.

1.6.4 League Bans and Penalty Points Outside the VR LEAGUE

League bans and penalty points outside the VR LEAGUE do normally not apply towards the VR LEAGUE except when the punishment has been awarded for cheating. Some other misbehaviors like ringing/faking or insults can also be punished, depending on the severity.

1.7 Live Matches

The term "Live Matches" refers to matches that take place in a public location, during events, matches in a studio, or matches broadcast by ESL TV or an official partner.

1.8 Disciplines

Games used in this season of the VR LEAGUE are:
>Onward by Downpour Interactive
>Echo Combat by Ready at Dawn
>Echo Arena by Ready at Dawn
>Space Junkies by Ubisoft

There may be side games or new games added over the span of the season.

1.9 Tournament Organization

The VR LEAGUE is organized by ESL. ESL is operated by Turtle Entertainment GmbH.

>Turtle Entertainment GmbH
>Schanzenstr. 23
>51063 Köln
>Germany
>http://www.turtle-entertainment.de

1.9.1 Administration List

Name	Role
	Tournament Director
	Director League Operations
	Head Referee
	Head Referee

2 General

2.1 Rule Changes

ESL reserves the right to amend, remove, or otherwise change the rules, without further notice. ESL also reserves the right to make judgment on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

2.2 Validity of the Rules

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any other provision of this rulebook.

2.2.1   Local Laws
If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way to stay as close as possible to the originally intended effect.

2.3 Confidentiality

The content of protests, support tickets, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without a written consent from the VR LEAGUE tournament directors.

2.4 Additional Agreements

The VR LEAGUE administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual players or teams. The VR LEAGUE highly discourages such agreements taking place, and such agreements that are contradicting the VR LEAGUE rulebook are under no circumstances allowed.

2.5 Match Broadcasting

2.5.1   Rights
All broadcasting rights of VR LEAGUE are owned by the Turtle Entertainment GmbH and Oculus. This includes but is not limited to: IRC bots, shoutcast streams, video streams (e.g. PoV-streams), GOTV, replays, demos or TV broadcasts.

2.5.2   Waiving These Rights
Turtle Entertainment GmbH has the right to award broadcasting rights for one or multiple matches to a third party or the participants themselves. In such cases the broadcasts must have been arranged with a head admin before the start of the match. For the necessary contact details please look at point 1.9.1 and make sure any additional broadcast has been approved before the match in question starts. (https://play.eslgaming.com/broadcast)

2.5.3   Player Responsibility
Players cannot refuse to have their matches broadcast by ESL-authorized broadcasts (https://play.eslgaming.com/broadcast), nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by an admin. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

2.6 Communication

2.6.1   E-Mail
The main official communication method of the VR LEAGUE is email [vrleague@staff.eslgaming.com], the VR LEAGUE will use the email that has been registered in the users profile on ESL, and therefore this email address should always be kept updated and checked regularly so that no important announcements from the league are missed.

2.7 Conditions of Participation in the VR LEAGUE

The following conditions must be met in order to participate in the VR LEAGUE

2.7.1   Age Restriction
All participants of VR LEAGUE have to be over 16 years of age.

2.7.2 Regional Limitations for Participants

Any team or any 1on1 player may not try to qualify for the same event from more than one country or region. Single players as part of a team can do that under the restrictions of rule 2.12.1.1.
This limitation does not apply for the event-winner qualification slots for the VR LEAGUE World Finals, but rule 2.7.3 still applies there.

2.7.3 Home Country/Region

A team players home country is the country where his main place of residence (proven by legal registration or long term visa in connection with evidence of long time habitation - 90-day visas are not enough) is or the country he holds a valid passport from. This decision can be made anew for every VR LEAGUE event, but once made it will be final and irreversible for that event and its qualifiers. The home region is the region that this country belongs to (see 9.1). For a team, this is determined by the majority of the used lineups. If there is no such majority, a team may have no home country or even no home region. In that case, the team cannot take part in qualifiers restricted to a country or region.
For 1on1 players, the home country/region is determined either by his residence or his citizenship. The participant has to decide on either of the two before each VR LEAGUE event, this choice remains valid for the entirety of that event.

2.7.4 Residence/Nationality and Number of Players in a Team

The team roster can hold an unlimited amount of members from any country or nationality, only the lineup composition in a match may be restricted, see 2.7.5 and 2.7.6.

2.7.5 Country/Region of Qualifiers

Qualifiers for VR LEAGUE, including invitations, are usually restricted to a country, a region or a sub-region (we will call it region for the rest of the paragraph). A 1on1 player or team is only allowed to take part in qualifiers for their respective home region.
Exceptions from this rule are possible, if ESL can be convinced that there is a valid reason why the team would be unable to attend all required parts of the qualifier in their home region and why the team should be allowed play the qualifier in the region suggested by the team.
This has to be requested actively by the team, and separately for each individual case.
Examples for such reasons are
  i) There are no qualifiers in the home region(s) for the team and the team is willing to travel to the region of the qualifier to play it.
  ii) The team is taking part in (a) competition(s) in a region other than their home region(s) and has matches to play there before and after and in such close timely proximity to the qualifier(s) in their home region(s) that travelling back for that qualifier(s) would be unreasonable.
  iii) The team is staying in another region for good reason (esports-related) for a prolonged time that spans over the time of the qualifier for the their home region and it can be clearly shown that this condition has not been created to be able to take part in a qualifier that might be easier to qualify from.

For all rule purposes, if such an exception has been granted, the respective region will be considered that team's home region for the entire event or (if that happens before the end of the event) until the conditions for the exception expire.

2.7.6 Home Country/Region on Team Matches

The majority of the lineup present in a team match must have the home country (for qualifiers that are restricted to a country) or region (for qualifiers that are restricted to a region) from which the team qualified for the VR LEAGUE. As many of the players with the wrong home country/region as would have to be replaced to achieve an allowed lineup will be considered disallowed players (see 5.11.4). Which exact players those are is up to the team.

2.7.7 Physical location during online matches

Online matches have to be played from the region of the competition or qualifier they belong to. An exception to this rule is only possible by written consent from ESL. It can only be granted if the participant can explain and prove having a valid reason to play from elsewhere. Valid reasons could be similar to the ones from (2.7.5).

2.8 Player Details

When requested, players are required to send us all needed information including but not limited to full name, contact details, date of birth, address and photo.

2.8.1 Nicknames

A change in nickname during a VR LEAGUE season must first be notified to the administration for approval before the change can be undertaken. The general ESL rules for the choice of nicknames apply.

2.8.2 Game Accounts

Every playing member must have their game accounts entered in their ESL member profile. This is including but not limited to:

Oculus ID for Echo Combat
Oculus ID for Echo Arena
Ubisoft Nickname for Space Junkies
Oculus ID / Steam ID for Onward

2.8.2.1 Playing With Wrong Game Accounts

It is not allowed to play with a different game account than the one given in the ESL profile. An incorrect game account may lead to a barrage for the player or a rematch being given. If there is sufficient evidence that a the player in question indeed played the match or if an admin of the VR LEAGUE explicitly allowed it beforehand, a protest for a barrage or rematch will not be admitted. Penalties may still be given in either case.

2.9 Team Accounts

2.9.1 Standards

The VR LEAGUE team account must be an ESL team account only used for the VR LEAGUE, and no other tournament. This team account should have no history before entering the VR LEAGUE for the first time. If a team is taking part in the VR LEAGUE for the second time, the team account that was used the first time has to be used again. An VR LEAGUE account must have the following information entered:
Team Logo, relevant to the team.
One Team Captain
The team name should be written according to rule 2.9.2.

2.9.2 Team Names

The VR LEAGUE team name may not have any extensions such as "Onward team". It may only consist of the team name and/or a potential name sponsor (see 2.11). To prevent confusion, only names that are not already being used by another team in the same discipline are allowed.
Sponsor names may appear on more than one team as long as the main part of the team name differs.

2.9.3 Changes on the Team Accounts

Any changes in the team account should be approved by the VR LEAGUE administration before the changes are allowed to take place. This includes but is not limited to:
Adding or removing players
Changing the team name

2.10 Licenses in the VR LEAGUE

2.10.1 Definition

Before each tournament, ESL awards the VR LEAGUE License to the participating teams, or individuals. In most cases, these are participants that:
have qualified through VR LEAGUE regional qualifiers
have been invited to a specific event by the tournament organization.
won participation through other tournaments or events.

2.10.2 Duration

VR LEAGUE licenses are valid for one VR LEAGUE event, only.

2.10.3 1on1 License

The license in a 1on1 competition always lies with the player himself.

2.10.4 Team License

The license in team competitions will be awarded to a legal entity (registered association/organization, Ltd company, and so on). Any legal entity is only allowed to hold one license in the same competition. No other legal entity controlled by the same person/people is allowed to hold another license.
If there is no such entity existent for the team in question or the existing entity has never been reported to and accepted by the VR LEAGUE administration, a restricted license may be awarded to the actual team, where the team leader or organizer will be designated contact person for this team. This person will be responsible for keeping the team in order, and holding the VR LEAGUE team account on ESL, but in a such case the right to the license can only be sustained if the majority of the players that actively played in the last stage(s) of the VR

LEAGUE or its qualifiers stay together as a team.

The license holder or representative is responsible for all actions and commitments of the team. Any changes in the team license must be reported to and accepted by the VR LEAGUE administration before it can be followed through. Failure to report any changes in the license, or omitting any needed information about the team may be punished with penalty points or other sanctions.

The License holder is the entity that decides about the recipient of the prize money won under its license.

2.10.4.1   Multiple Squads

According to 2.10.4 each organisation and its legal entity can only acquire one license per tournament (including its qualifiers). Therefore it is not allowed for a squad to participate in an ESL tournament or qualifier if:

> a) Another squad of the same organization has been invited or qualified to the main event.
> b) Another squad of the same organization has been invited or qualified to the closed qualifier.
> c) Another squad of the same organization has signed up for the same qualifier.

A special exception to this can only be made if the organization in question provides (at least 48 hours before the first match of the second squad) a written confirmation that at least four weeks ahead of the part of the competition including the first squad, one of the two squads will no longer be part of that organisation and its players will no longer be under contract with that organisation.

This separation from one of the squads has to be permanent and is independent from the results of the squads in the qualifiers. Any violation will result in severe punishment for the organisation.

2.10.5   Changing the Team License Holder

A license-holder can request a transfer of the VR LEAGUE license to another entity during a season, if there is an adequate reason for doing so. It is at the VR LEAGUE administrators' discretion whether or not the reason is deemed adequate.

After the change of the license holder, the majority lineup restriction will apply for the team in question for a time span indicated by the league direction (no shorter than one VR LEAGUE event and no longer than ½ season) from the moment a new legal entity takes over the license from the old one. This restriction is meant as a protection of the players joining a new clan and to prevent clans getting a license for their own, not qualified team.

2.10.6   Withdrawal of License

ESL reserves the right to withdraw an VR LEAGUE license from any participant(s), if the VR LEAGUE feels that the participant(s) in question have not behaved within the guidelines set out by the VR LEAGUE, and its governing organization.

2.10.7   Review of License

If a license holder loses over 67% of their starting lineup, ESL can review the license and possibly withdraw it, if the license-holder cannot convince ESL about his ability to continue in VR LEAGUE on a similar level of play.

2.11 Sponsor Restrictions

2.11.1   Mature Content

Sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature themes and products are not allowed in connection to VR LEAGUE.

2.12 Player Changes (Team competitions only)

If a team for any reason does not have the sufficient number of players to participate in an VR LEAGUE match, the team will be removed, and its license expires. Therefore it is suggested that every VR LEAGUE team has substitutes added in the roster to compensate for any player losses during the season.

2.12.1   Adding a New Player

2.12.1.1   Restrictions for Adding New Players

During a VR LEAGUE season, every player addition is counted as a "new player". This includes new players in other ESL Pro Gaming competitions (including but not limited to VR LEAGUE, ESL One, ESL Pro League and ESL National Championships). The maximum number of new players any team can add within any 120 days is the number of players in the default lineup (e.g. 5on5 = 5).

A player can only join a VR LEAGUE participant if he has not been playing for more than one team in ESL Pro Gaming competitions during the last 120 days. A special exception from this rule can be made if the player or

their team can clearly prove that this change is permanent (i.e. by presenting a valid contract). This exception can never be made when the third team is the same as the first one they played for.

Over the course of a single event and it's qualifiers, the following restrictions apply:

i) A player that played in and qualified from an open qualifier is never allowed to participate in another open qualifier for the same event. The player is also not allowed to play in any closed qualifier for the same event with another team.

ii) A player that played in and qualified from a closed qualifier is never allowed to participate in another qualifier for the same event. The player is also not allowed to play the main event with another team.

iii) A player that played in the open qualifier but didn't qualify into closed is allowed to change teams for the main event in any case. He can even change teams for the closed qualifier, but only if the new team can prove that the change is permanent.

iv) A player that played in the closed qualifier but didn't qualify into the main event can change teams for the main event, but only if the new team can prove that the change is permanent.

v) None of these changes are allowed if the new team is the same that the player has already played for in the last 120 days.

2.12.1.2 Formal Requirements

Before a player can be officially added to the roster, the administrators of VR LEAGUE must be formally informed in writing. This information should contain:.

- Nickname
- Link to the player
- Full name
- Previous team history since the beginning of this VR LEAGUE season

Failure to notify the VR LEAGUE Administration with the necessary information before adding the player may be penalized with up to two (2) minor penalty points.
After a player is added to the team, the team management also needs to update and resubmit the VR LEAGUE Team sheet (if one was required) that holds all the vital information about the players. The old VR LEAGUE Team sheet will be deemed invalid when any member changes have been made.

2.12.1.3 Player Addition Deadline

For an offline event, the final roster that will be used at the event has to be reported at the latest 14 days before the start of the first match of the event. ESL will only provide travel and accommodation for players. ESL will not be providing travel and accomodation for coaches or substitute players. If a player is added after that deadline but more than 7 days before the start for the first match of the event, the team will be fined for $1000.

During the qualifiers, players can be added to the roster any time before the check-in to a qualifier, but not at all during an ongoing cup, unless there is a period without matches of at least 24 hours. Later additions are only possible in cases of emergency (e.g. injuries, illness).

2.12.2 Multiple Contracts

For a player in the VR LEAGUE to have a contract or agreement with 2 or more VR LEAGUE teams is strictly forbidden, may it be written or oral. If such a contract or agreement is found to be in existence, the ESL reserves the right to bar the player from playing any more matches until the situation has been resolved. If the situation can not be resolved, the VR LEAGUE have the right to remove the player or team(s) in question.
The only exception from this rule is the case of a loan. In that case, the player is only allowed to play competitions for the team he is loaned out to, not for the team that he is originally contracted with. Other than the fact that the player still has a running contract with his old team, this is in every way considered the same as a transfer, i.e. limitations from 2.12.1.1apply.

2.12.3 Lineup Restriction during an Event

Once a team plays for the first time in a qualifier, the lineup of the team has to contain a majority of that first lineup until the end of the main event, throughout all qualifiers and stages of the event. This also implies that an organization that tried and failed to qualify with one team is not allowed to sign a new team to still take part in the event.

The above lineup restriction also applies for teams that were invited to the event or a later stage of the qualifiers, in that case the default lineup of the team at the time of the invitation or a specific lineup named in context with the invitation is relevant. Invited teams are considered the same as if they had played throughout the entire qualifier process up until the stage that they have been invited to.

This rule does not apply to cases where a team qualified to the VR LEAGUE World Championship by winning a seasonal event.

2.12.4 Lineup Changes between Matches

The lineup has to consist of players from the team roster (see 2.12.1.3).
During the main event, the lineup for the next upcoming map has to be reported to ESL at least 8 hours before the scheduled start of the match, or immediately after the end of the previous map, whichever is later.
During the qualifiers, the lineup can be changed at any time between maps. Later changes are only possible in cases of emergency (e.g. injuries, illness).

2.12.5 Emergency Transfers

In case of a serious and short notice emergency (e.g. unforeseeable cancellation of all flights or a severe illness or injury of a player) that leaves a team without a full lineup to play with, the tournament director can decide to allow an emergency transfer in disregard of most of the rules in 2.12.
Rule 2.12.1.1remains in place even for emergency transfers.

2.13 Prize Money

All prize money should ideally be paid out 90 days after the VR LEAGUE event in question has been completed, but it may take as long as 180 days for the payment to be completed.

If a team or player is missing the proper payment information in their VR LEAGUE license sheet and hasn't provided it by other means to the head administration either, the prize money will not be paid out until a reasonable time after this has been rectified.

2.13.1 Prize Deductions Due to Penalty Points

Every penalty point that a participant acquires during an event or its qualifiers is penalized with a prize money deduction. The deductions are as follows:

- For every minor penalty point a 1% overall prize money deduction will occur.
- For every major penalty point a 10% overall prize money deduction will occur.

The deduction is calculated out of the grand total of prize money awarded to the participant at the end of the last part of the competition in question, including both online and offline won prizes, but excluding the part that is meant to compensate for travel expenses (if any). The deducted prize-money will be proportionally added upon the other teams, thus no prize money gets lost through penalty points.

It should be noted that a team that received extremely high prize money deduction in total over several of the tournament stages may be disqualified.

2.13.2 Prize Deductions Due to Monetary Fines

Monetary fines are not redistributed to the other participants but just removed from the winnings of the team in question.

2.13.3 Withdrawal of Prize Money

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

2.13.4 Transfer of Prize Money

The prize money will be sent as a bank transfer or over PayPal as specified by the License holder. Failure to 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 one year of the initial payment date the prizes are forfeited.

2.14 Penalties and Consequences for Leaving the VR LEAGUE

2.14.1 Leaving During the VR LEAGUE Season

If a participant leaves the VR LEAGUE during an ongoing event (i.e. between qualifier/wildcard-invite and event or between two stages of qualification or even between accepting the invitation to a qualifier and the qualifier), the participant forfeits all prize money accumulated for the event that stage belongs to and all its members get banned until the end of main event.

The next time that participant plays (or the organization of this team fields a team from the same country) in an event of the same or next season, the player/organization will be penalized with between five (5) minor penalty

points and one (1) major penalty point for that event, depending on the reasons and timing of the cancellation.

Also, cancelling an offline stage is considered a more severe offense than cancelling an online stage. Higher penalties, not being invited, barrages, suspensions or similar sanctions may also come into effect, especially on very late cancellations, according to what the tournament administration sees fit.

2.14.2 Deletion of Matches

All matches involving teams or solo players that have left a stage of the VR LEAGUE before it ended will be reset and deleted. In playoff brackets, the most recent or the next upcoming match (depending on the situation) of the participant will be considered a default win for his opponent.

2.15 Match Start

2.15.1 Punctuality

All matches in the VR LEAGUE should start as stated on the website, any changes in the time must be accepted by the opposing party and administrators (if rescheduling is generally possible). All participants in a match should be on the server and ready to go at the latest 10 minutes before the match is to start.

2.15.2 Not being Punctual for an online Match

Two (2) minor penalty points can be awarded if a participant is not ready to play at the latest 10 minutes before the announced starting times. This penalty gets increased by one (1) additional minor penalty point every 5 minutes until 15 minutes after the scheduled start of the match. At that point, the match will be postponed and instead of the delay penalties, a no-show (see 2.15.3) will be awarded. If the match is broadcast by ESL TV or in any other way a live match, three additional penalty points will be awarded for any delay in the match start caused by a team.

2.15.3 Participants Not Showing

If a participant is not ready to play until 15 minutes after the scheduled start of the match, they are considered a no-show. In that case, the participant will be penalized, and the match will have to be rescheduled, if the schedule allows it. Otherwise, the opponent will receive a default win from the administration.

2.16 Match Procedures

2.16.1 Lineup

Teams have to submit their lineup for offline and online events before deadline given by tournament administration.

2.16.2 Determining the "Better Seed"

Coin tosses are the last resort, so whenever a clear seeding is given, we will avoid them and declare one participant the "better seed". This participant then has the choice about who starts in the champion-ban/pick process of the first map or the map-veto/pick process.

- In online cups/qualifiers, the cup seeding (see round one of the upper bracket) determines who has the better seed.
- If a clear seeding was implemented for the first stage of an event (e.g. in the group distribution process), it will remain valid.
- In offline playoffs that are following upon a previous offline round that gave a clear ranking, whenever one participant has his first match in the playoffs (round 1 or round 2 after a free round in round 1 for group winners), the participant that had the higher group ranking is considered the "better seed".
- In all other cases (e.g. later playoffs rounds), we will stick to coin tosses.

If a case is not covered here or still unclear for any reasons, contact an admin.

2.16.3 Match Result

The result must be immediately added and confirmed by both parties, even if more match records are missing and in need of uploads. A protest may still be made even after a match result has been confirmed and accepted on the ESL website. Please refer to the game specific rules for what match records and media that needs to be uploaded.

2.16.4 Storage and keeping of Match Media

All match media (screenshots / demo's / replays / etc.) must be stored by the participants for a minimum of 2 weeks after the match has ended. If there is a protest on the match, the records need to be stored by the participants for a minimum of 2 weeks after the protest has been closed and resolved.

2.17 Match Protests

2.17.1 Definition

A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect server settings and other related issues. A protest is the official communication between the parties and an admin.

2.17.2 Match Protest Rules

A protest can be opened via the Match page directly.

2.17.2.1 Deadline for Match Protests

The latest time that participants are allowed to issue a match protest is the earliest of the three following:

- 72 hours after the scheduled starting time of the match
- The beginning of the next match for either of the two participants (a minimum of 10 minutes have to be kept between two matches by all participants)
- Only at offline events: The end of the event day (departure of the admins)

2.17.2.2 Contents of a Match Protest

The protest must contain detailed info about why the protest was filed, how the discrepancy came to be and when the discrepancy occurred. A protest may be declined if proper documentation is not presented. A simple „they are cheaters" will not do.

2.17.2.3 People in a Match Protest

In team matches, only one representative per team is supposed to be writing in the protest, violations can be punished with one (1) minor penalty point.

2.17.2.4 Behaviour in Match Protests

Insults and flaming are strictly prohibited in a protest, and may result in penalty points or the protest being ruled against the insulting party.

2.18 Results in Rematch

If the rules stipulate that a rematch is to be played, the victim of the incident is to decide whether or not this rematch is actually to be played. If the victim of the offence decides that a rematch is to be played, then the old result is null and void, and only the new result will count in the rankings.

2.19 Interviews

For every game that is broadcast on ESL TV, one player from each team must be available for a remote interview. The team has to provide contact information for an interview in that case. The player should also be available for a comment after the match. Solo players should always be available for pre and post match interviews.

3 Qualification

3.1 Qualification for seasonal VR LEAGUE Events

There are usually one or two ways to qualify for an VR LEAGUE event:

- Through online qualification
- Through invitation

These are usually pre-distributed regional slots. Each region gets a certain number of slots for an VR LEAGUE event, the home region (or country) is usually given at least one additional slot.

3.1.1 Echo Combat

- **2 STAGE SYSTEM** (Open to everybody) [per region]
    - Week 1-3:(1st Stage) 1 Team qualify for the Closed Qualifier

- Week 4-6:(2nd Stage) 2 Teams qualify for the Closed Qualifier
- Last Chance Qualifier: 1 Team qualify for the Closed Qualifier

- **CLOSED QUALIFIER:** (4 Teams Online Event) [per region]
    - 2 Teams qualify for the Grand Finals
    - Double Elimination

- **GRAND FINALS:** (4 Teams total)
    - Single Elimination

3.1.2   Echo Arena

- **2 STAGE SYSTEM** (Open to everybody) [per region]
    - Week 1-3:(1st Stage) 1 Team qualify for the Closed Qualifier
    - Week 4-6:(2nd Stage) 2 Teams qualify for the Closed Qualifier
    - Last Chance Qualifier: 1 Team qualify for the Closed Qualifier

- **CLOSED QUALIFIER:** (4 Teams Online Event) [per region]
    - 2 Teams qualify for the Grand Finals
    - Double Elimination

- **GRAND FINALS:** (4 Teams total)
    - Single Elimination

3.1.3   Onward

- **2 STAGE SYSTEM** (Open to everybody) [per region]
    - Week 1-3:(1st Stage) 1 Team qualify for the Closed Qualifier
    - Week 4-6:(2nd Stage) 2 Teams qualify for the Closed Qualifier
    -

- **CLOSED QUALIFIER:** (4 Teams Online Event) [per region]
    - 2 Teams qualify from North America for the Grand Finals
    - 1 Team qualifies from Europe for the Grand Finals
    - 1 Team qualifies from the VRML for the Grand Finals
    - Double Elimination

- **GRAND FINALS:** (4 Teams total)
    - Single Elimination

3.1.4   Space Junkies

- **LEAGUE SYSTEM** (Open to everybody) [per region]
    - Week 1-3:(WARM UP) Open SWISS System per week
    - Week 4-6:(QUALIFYING) Open League System [4 Team Group phase]

- **PLAYOFF CUP:** (8 Teams Online Event) [per region]
    - 2 Teams qualify for the Grand Finals
    - Double Elimination

- **GRAND FINALS:** (4 Teams total)
    - Single Elimination

3.2 Qualification for the Grand Finals

Qualification for the Grand Finals can be achieved in different ways (depending on the game and circumstances, none of the below are guaranteed methods to be used):

- First place in the VR LEAGUE closed qualifier event
- Second place in the VR LEAGUE closed qualifier event

3.3 Replacements

If a participant is for any reason unable to compete any more in the VR LEAGUE, a replacement will be called up. If this happens before the replacement deadline, the replacement will inherit any financial benefits like paid flights and hotels from the dropped participant.

Usually tournament groups or brackets will not be reseeded if they were already publicly announced before the drop-out happened. In special cases, when the fairness of the competition is in jeopardy, the administration can still change or even re-draw the tournament.

Replacement participants will be considered and contacted to ask whether or not they want to participate.

3.3.1 Replacement Tiebreaker

If participants have an identical score/position on/in the relevant invite list or qualifier, the one that has had the smallest change in lineup since then will be preferred.
If that leaves several options, the tournament administration will make a choice based on other results or/and random draw.

3.3.2 Replacement Deadline

A replacement deadline will be set by the tournament administration. Its passing does not mean that there will be no further replacement, but the rules for replacing are different from that point on, see 3.3.3- 3.3.4. If no replacement can be found, the stage may start with one less participant instead.
If no earlier deadline has been set, the public announcement of the tournament drawing is usually the replacement deadline.

3.3.3 Qualified or Invited Event Group Stage or Playoff Participant

a) Before the replacement deadline
The next in line will replace from the same qualifier, invite list or poll. If no one from the final stage of the same qualifier is available, the qualifiers of the other regions will be considered, starting with the home region.

b) After the replacement deadline
The administration will try to find any replacement by all available means.

3.3.4 Final Qualifier Participant

3.3.4.1 Before the relevant open qualifier grid has been finalized

The next in line from the applicable ranking (i.e. in SC2 the next best WCS ranked player from the same region that is available) will be invited.

3.3.4.2 After the relevant open qualifier grid has been finalized but before the final qualifier grid has been finalized

The next in line from the open qualifier (i.e. in SC2 the best WCS ranked player that lost in the last round of the open qualifier) will be invited.

3.3.4.3 After the final qualifier grid has been finalized but before the first round of the final qualifier has ended

The next in line from the open qualifier (i.e. in SC2 the best WCS ranked player that lost in the last round of the open qualifier) will directly replace the dropped-out participant in the grid.

3.3.4.4 After the first round of the final qualifier has ended

The slot remains empty.

4 Event Rules

4.1 Tournament Stages

4.1.1 Group Stage

When tournaments at VR LEAGUE offline events are played in group stage mode, normally the top 50% of the

group will be proceeding into the playoffs. Team games group stages are often played in best-of-one mode, 1on1 games usually in best-of-three. Groups of four are always played as double-elimination groups. In case of a draw, the winner will be determined according to game specific rules.

4.1.2 Playoffs

The playoffs are played in single elimination, the best-of-mode is usually increased by 2 (1on1 = bo5, team = bo3) compared to the group stage. The final match will usually have its best-of-mode increased by another 2 (1on1 = bo7, team = bo5) compared to all other rounds of playoffs.

4.1.2.1 Playoffs after Groups of Four

In the case of groups of four participants, the group winners will face the second ranked participant of another group. Two participants from the same group will never be seeded into the same half of the playoff grid.

4.1.2.2 Playoffs after Groups of Six

In the case of groups of six participants, the group winners will have a free win in the first round. Every second ranked participant will face a third ranked participant from another group in the first round. Winner and second from the same group will never be seeded into the same half of the playoff grid. Group third will never be seeded into the same quarter of the grid as someone else from his group.

4.1.2.3 Playoffs after Swiss System of Eight

In the case of a Swiss system of eight participants, participants with 3 wins (4/8) are qualified and participants with 3 losses (4/8) are eliminated. Participants will be seeded into the bracket of four according to their map record, tied participants will be randomly sorted.

4.1.2.4 Playoffs after Swiss System of 16

In the case of a Swiss system of 16 participants, participants with 3 wins (8/16) are qualified and participants with 3 losses (8/16) are eliminated. Participants will be seeded into the bracket of eight according to their map record, tied participants will be randomly sorted.

4.2 Punctuality

We expect every player to be at the tournament area as stated in the tournament director's emails to set up, prepare and solve any technical problems that might occur. If you notice at any point you will be late on one of the days, please inform a tournament official as soon as possible. Mitigating circumstances and attempts to inform ESL about the lateness and minimize the impact will be benevolently considered.

The following penalties apply in the first case (repeat offences will be more severely punished):

- Arriving between the requested time and 30 minutes before match start – warning
- For every 5 minutes later arrival (29-25 / 24-20 / 19-15 / etc.) – one Minor Penalty
-

If a participant is not ready to play at the latest 15 minutes after the scheduled time, the tournament administration can decide to award (partial) default losses or disqualify the participant.

4.3 Causing Delay

If the match gets delayed due to late arrival (e.g. because of technical problems that could have been discovered beforehand without the lateness) or because of general misbehavior (e.g. as listed in 4.13.1):

- For every (partial) 5 minutes delay in the match start caused by this (1-5 / 6-10 / 11-15 / etc) – three Minor Penalties

4.4 Equipment

ESL just provides an Oculus Rift, a proper VR-Ready computer. Participants have to bring their own equipment (in particular: Facemask, Oculus In-Ears)

All player equipment is subject to the approval of ESL administration. ESL reserves the right to deny the use of any equipment and/or device providing an unfair competitive advantage. Players might be asked to hand in their equipment for additional checks.

4.5 Config and Drivers

All participants have to send in their configs and drivers until a specific deadline set by the tournament direction before the event. If any player or team doesn't send in their configs and drivers they have to manually setup their config on site and play with default drivers.

4.6 Clothing

The players and teams need to ensure that they are all in equal colored team attire. Any kind of headwear is forbidden. Penalties will be awarded for minor violations of this rule, but in major cases (for example but not limited to offensive content, other team clothing etc.), players will not be allowed to start their matches before the problematic piece of clothing has been replaced.

If possible and deemed appropriate by the administration, ESL will provide suitable clothing for the participants that are not dressed according to the rule. The cost of provided clothing will then be subtracted from the prize money paid out to the participants.
Any delay caused by change of clothing will be considered the players fault and penalised according to the rules of punctuality.

4.7 Administrators

The instructions of administrators should always be obeyed and followed. Failure to do so may result in penalty points being awarded.

4.8 Player Brief

The player brief is a document that will be sent to the participants by mail before the tournament. It is meant as an extension to the rulebook for a specific offline event and equally binding.

4.9 Technical Checklist

After completing their setup process the player will sign off on the ESL admins technical checklist. This process exists to ensure the integrity of the system used to compete before the match starts.

4.10 Team Communication Tool

ESL can provide local TeamSpeak servers for all participants in team games to use as the main voice communication system. We highly recommend to use the built-in Oculus Team Voice Chat. ESL and Oculus have the rights to use any team communication for their own usage.
- Echo Arena: Ingame chat and Oculus Party allowed
- Echo Combat: Ingame chat and Oculus Party allowed
- Onward: Ingame Chat
- Sprint Vector: Ingame chat and Oculus Party allowed

4.11 Media Obligations

If the league decides that one or more players need to be part of interviews (short pre/post match interviews and/or longer interview-sessions), a press conference or an autograph-, photograph- or video-session, then the players cannot deny this and must attend. Most events will have a mandatory media day, where participants will be photographed, filmed and interviewed by the ESL crew for the event presentation.

The participants will receive a media schedule beforehand to be informed about nature, duration and schedule of any activities of this kind that take more than 5 minutes.

4.11.1   Missing Media Obligations

Not fulfilling the media obligations will result in monetary fines. Their range depends on the details. The following fines are standard punishments for the most common cases:

- Not showing up complete and on time for the media day: $4000 + 5% of the prize money winnings
- Appearing incomplete or too late for a signing session:
  - 1-30% of the lineup missing: $600 + 0.75% of the prize money winnings
  - 31-50% of the lineup missing: $800 + 1% of the prize money winnings
  - 51-70% of the lineup missing: $1000 +1.25% of the prize money winnings
  - 71-99% of the lineup missing: $1200 + 1.5% of the prize money winnings

- - 100% of the lineup missing: $2000 + 2.5% of the prize money winnings
  - Appearing incomplete or too late for a press conference:
    - 1-30% of the lineup missing: $360 + 0.45% of the prize money winnings
    - 31-50% of the lineup missing: $480 + 0.6% of the prize money winnings
    - 51-70% of the lineup missing: $600 +0.75% of the prize money winnings
    - 71-99% of the lineup missing: $720 + 0.9% of the prize money winnings
    - 100% of the lineup missing: $1200 + 1.5% of the prize money winnings

Similar punishments will be applied if other, comparable media obligations are missed.
The fines can be reduced if the participant shows up with delay but still early enough to create the required content/have a reasonable session. The fines can be also/further reduced if the participant delivers proof of mitigating circumstances. The decision about that will be made by the administration alone.

4.12 Stage Matches

Each participant is required to play their stage matches, if they reach them. This part is an integral component of the tournament and exceptions will not be allowed.

4.13 Gaming Areas

4.13.1   Food, Drinks, Smoking and Behavior
If nothing else has been announced, it is forbidden to bring or eat any food in the tournament areas. Smoking or vaping is also strictly prohibited. Players are allowed to have beverages, but only in cups or bottles that have been provided by ESL, and only outside the the range of the mat unless told otherwise. Exaggerated loud noise and offensive language are forbidden.

Participants have to follow the hotel or venue rules in the practice areas. Any violations can be punished with penalty points.

4.13.2   Removable Media
It is strictly forbidden to connect or use any removable media on the tournament computers without prior examination and approval from the tournament administrators.

4.13.3   Mobile phones, tablets, cameras or similar devices
Participants are not allowed to bring any electronic devices, cameras or similar devices into the gaming area unless previously permitted by the head admin. Such devices have to be handed to tournament officials before starting to setup before the first match.

Participants are not allowed to take photos and/or make any recordings on stage and during the opening ceremonies.Paper versions of documents for tactical purposes are allowed in reasonable sizes and numbers (e.g. a notebook).

4.13.4   Unused items
Items that are not immediately necessary (e.g. clothing that is not being worn, bags etc) have to be stored out of sight as indicated by ESL.

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

4.14 Warm-up Period

A warm-up period of 30 minutes is normally provided before an ESL Live match, although this period may not be guaranteed.

4.15 Demos and Replays

All demos or replays must be made available if requested by the administrators.

4.16 Demo and Replay Rights

ESL reserves the right to play, and/or upload to the ESL websites, all demos that are recorded in an ESL arrangement.

4.17 Photo and Other Media Rights

By participating, all players and other team members grant ESL, including its designees, such as Oculus (collectively, "Competition Entities"), the right to use any photographic, audio or video material on their website or for any other promotional purpose. Subject to applicable law, entrants irrevocably grant the Competition Entities and each of their licensees, and its and their successors, assigns and sub-licensees the right and permission to use his/her name, voice, likeness and/or biographical material for advertising, promotional and/or publicity purposes in connection with the competition, in all forms of media and by all manners (now and hereafter known), and on and in connection with related products, services, advertising and promotional materials (now known or hereafter developed), worldwide, in perpetuity, without any obligation, notice or consideration, except for the awarding of the prize to the winner. The Competition Entities may document and film and/or live-stream the tournaments, including the final round, and participant's participation in the Tournament constitutes his/her consent to such recording by any means, including by taking photographs, video/film recordings, and/or sound recordings. By participating, each participant consents to such activities and grants Competition Entities and its agencies permission to use, in perpetuity and by any means, the results of such activities for Competition Entities' advertising and promotional purposes without additional compensation, unless prohibited by law. Entrant's participation and services in connection with such activities shall be deemed a work-made-for-hire for the Competition Entities, as such term is understood in copyright law.

Any participant or potential winner may be required to submit an affidavit of eligibility / release of liability / prize acceptance agreement (collectively, the "Affidavit") and return the Affidavit within the time period specified at notification before being eligible to receive a prize. If any potential prize winner fails or refuses to sign and return such Affidavit within the time period required by ESL or if the prize or prize notification is returned as rejected, faulty, unclaimed or returned as undeliverable to such potential prize winner, such potential prize winner may be disqualified and an alternate may be selected. Non-compliance shall result in disqualification and award of the prizes to an alternate winner. Parents or legal guardians of any prize winner under the age of majority may be required to also sign the Affidavit in order for the prize winner to be qualified to receive his or her prize. If any potential prize winner is found to be ineligible, or if he or she has not complied with these rules, or if the potential prize winner cannot attend or participate in any portion of the prize, or declines a prize for any reason prior to award, such potential winner may be disqualified and an alternate potential winner may be selected. If, for any reason, more bona fide winners come forward seeking to claim prizes in excess of the number of each type of prize set forth in these rules, the winners, or remaining winners, as the case may be, of the advertised number of prizes available may be selected from among all persons making purportedly valid claims for such prizes. The Competition Entities are not responsible for and shall not be liable for late, lost, damaged, intercepted, misdirected, or unsuccessful efforts to notify the potential winner, or if potential winner is a minor, for late, lost, misdirected, or unsuccessful efforts of potential winner to provide signed parental or guardian consent.

4.18 Winners Ceremony

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

4.19 ESL-provided Areas

Only marketing activities that have been authorized by ESL are allowed in any ESL-provided areas (e.g. tournament areas, practice rooms, hotel rooms etc.).

5 Rule Violations, Punishments and ESIC

ESL and its tournaments are part of ESIC, the Esports Integrity Coalition. That means that all rules and regulations of ESIC apply to all ESL tournaments, including VR LEAGUE. You can look them up on their website at http://www.esportsintegrity.com/.
The following sub-paragraphs are meant to give you an impression about what things are forbidden. For more detailed information, please also visit the ESIC website.

5.1 Code of Conduct

All VR LEAGUE participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, ESL TV, and VR LEAGUE administration. Being role models is the occupational hazard of being a VR LEAGUE player or organizer and we should behave accordingly. Any sort of harassment should be reported to the above listed administrators immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, religion.

Also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact and unwelcome sexual attention.

Similar restrictions apply not only to the participants, but every single person involved with or present at a stage of the VR LEAGUE. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

5.2 First-time and Repeat Offences

All punishments listed below are meant for first-time offences. Repeat offenders (both the specific player and - in team competitions - their team) will be punished proportionally harder.

5.3 Cheating

5.3.1 Cheat Software

The use of the following programs is considered cheating: Multihacks, 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.

5.3.2 Information Abuse

Communication during the match with people not involved in the match is strictly forbidden, the same is true for using information about your game from other external sources (e.g. streams).

5.3.3 Punishments for Cheating

When cheating is uncovered in the VR LEAGUE, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit their prize money, receive twelve (12) (ESL-) penalty points and be banned from all competitions in ESL for a duration of up to 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances.

In team competitions, the team will be disqualified from the current season of VR LEAGUE.

5.3.4 Methods to Detect Cheating

ESL reserves the right to use different methods to inspect participants and their equipment, with or without prior information. One of these is the use of metal detectors on participants entering the stage. Participants are not allowed to refuse these inspections.

5.4 Doping

5.4.1 Refusing to be Tested

Refusing to be tested is considered doping. Punishments will be the same as for severe cases of substance abuse.

5.4.2 List of Prohibited Substances and Methods

The List of Prohibited Substances and Methods created by the Esports Integrity Coalition (ESIC) is valid for the VR LEAGUE tournaments. The list can be found here:
http://www.esportsintegrity.com/the-esic-integrity-programme/esic-prohibited-list/
Any unsanctioned use of these substances is considered doping.

5.4.3 Prescribed Medication

If players have an active prescription for a substance on the WADA list, they have to send proof to the tournament administration before the first day of the tournament (deadline in local time). They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.

5.4.4 Punishments for Doping

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant. Severe cases (i.e. use of drugs containing performance enhancing substances, like Adderall) will be punished with nullification of the results achieved under the influence of the substance, a ban of one to two (1-2) years, forfeiture of the prize money won, as well as disqualification of the participant.

If a player is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least 24 hours, the player will still get a ban, but the tournament result will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

5.5 Using Alcohol or Other Psychoactive Drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances linked under 5.4.2, is strictly prohibited, and may lead to severe punishment. Moderate consumption of alcohol outside the active tournament hours for a participant is permitted if not in conflict with local/national law.

5.6 Betting

No players, team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the ESL matches or the tournament in general. Any betting or gambling against your own organizations matches will lead to an immediate disqualification of the organization and a minimal ban of 1 year from all ESL competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

5.7 Competition Manipulation

Offering money/benefits, making threats or exerting pressure towards anyone involved with VR LEAGUE with the goal of influencing a result of a match is considered competition manipulation. The most common example is offering your opponent money to let you win.

5.7.1 Punishments for Competition Manipulation

When competition manipulation is uncovered in the VR LEAGUE, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit their prize money and be banned from all competitions in ESL for a duration of between one and two (1-2) years. A monetary fine is possible.

In team competitions, the team will be disqualified from the current season of VR LEAGUE.

5.8 Match Fixing

Using any means to manipulate the outcome of a match for purposes that are not sportive success in the tournament in question is considered match fixing. The most common example is intentionally losing a match to manipulate a bet on the match.

5.8.1 Punishments for Match Fixing

When match fixing is uncovered in the VR LEAGUE, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit their prize money and be banned from all competitions in ESL for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances. A monetary fine is possible.

5.9 Publisher or ESIC Bans

ESL reserves the right to refuse players who have standing bans from the game publisher to take part in VR LEAGUE tournaments. ESIC bans will be honoured and translated into ESL bans.

5.10 Breach of Netiquette

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one (1) to six (6) minor penalty points. The most important and most common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

5.10.1 Public Behaviour

All participants shall abstain, at all times, from poor, undesirable, or negative behaviour towards anybody involved with the tournament in any way. All participants shall abstain, at all times, from any action or inaction that brings anybody involved with the tournament in any way into public disrepute, contempt, scandal or ridicule or reduces the public
relations or commercial value of any involved party. This includes derogatory comments aimed at ESL, its partners or products in interviews, statements and or social media channels.

5.10.2 Insults

All insults occurring in connection with the VR LEAGUE will be punished. This primarily applies to insults during a match but also on the ESL website (forums, match comments, player guest books, support and protest tickets,

etc.). Insults on IRC, IM programs, E-mail or other means of communication will be punished if they can be linked to the VR LEAGUE and the evidence is clear.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or to the deletion of the player. Depending on the nature and severity of the insult the penalty will be assigned to the player or to the team in team leagues. In team competitions players may also be barred from playing for one or more match weeks.

5.10.3 Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the VR LEAGUE.

Spamming on the website (forums, match comments, player guest books, support and protest tickets, etc.) will be punished depending on the nature and severity.

5.10.4 Spamming In-game

Three (3) minor penalty points will be awarded if the chat function in-game is abused towards the goal of annoying the opponent, or generally stir the flow of the play. The all chat functions are there to communicate efficiently with the opponent and the match admins.

5.10.5 Damaging or Soiling

Participants that purposely damage or soil rooms, furniture, equipment or similar items will be fined. The fine will be based on the cost to restore the original state, handling efforts to fix the issue and damaged reputation with third parties.

5.11 Unsportsmanlike Behavior

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one (1) to six (6) minor penalty points. The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

5.11.1 Faking Match results

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 awarded up to four (4) minor penalty points.

5.11.2 Faking Match media

Match media are all uploads, including but not limited to: Screenshots, ESL Wire Anti-Cheat files, demos, models, and so on.
Faking match media may result in one (1) to four (4) minor penalty points.

5.11.2.1 Cheat Suspicion

When cheating is suspected, and the match media in question has been faked, then six (6) minor penalty points will be awarded.

5.11.3 Ringer/Faker

Any players involved in faking or ringing a player will be barred for 2 matches, also, one (1) major penalty point will be awarded per incident.
This rule often happens in connection with rule 5.11.4, in that case the punishments are cumulative.

5.11.4 Playing with Disallowed Player

Using a disallowed player results in one (1) major penalty point, and also the player will be barred for 2 matches before they are eligible to compete. Also, the opponent will be offered a rematch. If the administration decides there is not enough time for a rematch (this will always be the case in matches in continuous order, like all except the last round of a cup, but can happen in other cases as well), a default win will be given to the opponent.

5.11.5 Misleading admins or players

Any attempts to deceive opposing players, admins, or anyone else related to the VR LEAGUE may be penalized with one (1) to four (4) minor penalty points.

6 Game Specific Rules Echo Combat

6.1 Game version

The tournament will use the latest available version of the game client. If the latest available version is considered unplayable due to bugs or extreme balance changes within close proximity by ESL administration, an older version might be used if it's available for rollback. Any update during the event will result in a rollback to the original version (if possible).

6.2 Tournament Format

Online Swiss Format with X Rounds depending on the amount of Teams. (e.g. 5 Rounds and 2 lives)
Offline Single Elimination Best of 3 Maps, Finals Best of 5 Maps.

6.3 Match Procedure

6.3.1　　Before The Match

All games have to be played with the most up to date version of Echo Combat (henceforth called EC) by Ready at Dawn.

6.3.1.1　　Player Account

Each player will receive a custom Oculus account for use during the offline tournament. It is not allowed to compete with personal accounts. Players are not allowed to change the team tag or nickname.

6.3.1.2　　Lobby

Each team will get an invite to join in the lobby. It's not allowed to switch around, players have to stay in their assigned lobby room.

6.3.1.3　　Voice Chat

All players can use the official ingame Lobby voice and the Oculus Party Chat is allowed.

6.3.1.4　　Technical Issues

If any problems occur, the player has to notify a referee immediately. If a referee is not notified in time we can not guarantee that the problem will be fixed in time for the match start.

6.3.1.5　　Technical Checklist

After completing their setup process the player will sign off on the ESL referees technical checklist. This process exists to ensure the integrity of the system used to compete before the match starts.

6.3.1.6　　Client Settings

Graphics: Free choice
Controls: Free choice

6.3.1.7　　Common Match Settings

　　　Team: 4 Players
　　　Mode: Capture Point
　　　Best of 3

6.3.1.8　　Map Pick

Maps will be picked between Combustion and Dyson by coinflip.

6.3.2　　During The Match

6.3.2.1　　Number of players

All teams must have four players per team, other constellations are not allowed. If a team fails to show up with

enough players, the match will count as no-show.

6.3.2.2   Substitutes

Substitutes are not allowed.

6.3.2.3   Coaches

Coaches are allowed in to the tournament area.

6.3.2.4   Elimination

All members of a team must remain in the tournament area and keep their tournament headsets on until the whole team has been eliminated. When the whole team is eliminated the players have to contact the Stage Manager oder the Head Admin what their next appointment is. Interacting with anyone in the tournament area that is not part of your team is strictly prohibited until the match is completely over.

6.3.2.5   Scripts & Macros

The use of scripts and macros via console commands, config binds, or third party tools is prohibited. Whenever more than one command is issued with a single bind, it is considered illegitimate.

6.3.2.6   Disconnect

If an unintentional disconnection occurs, the game must continue while the crashed player may reconnect into the game as soon as they are able to.

6.3.2.7   Restarts

A game can be restarted only at the discretion of the tournament director and lead referees. Below are examples of acceptable reasons for a game restart, but an acceptable reason is at the sole discretion of the tournament director.
- If a referee determines that technical difficulties will not allow for the game to resume as normal.
- If the game experiences a critical bug at any point during the match that significant alters game stats or gameplay mechanics.
- If an admin determines that there are environmental conditions that are not conducive to fairness (e.g. noise, weather, venue, player conditions).

6.3.2.8   Leaving the Server

All matches must be played to the end, failure to do so will be penalized.

6.3.3   After the Match

6.3.3.1   Breaks between Matches

Offline: There is a total of 15 minutes in between matches. Teams are expected to be ready 10 minutes before their match starts.

6.4 Usage of Bugs, Glitches & Exploits

To keep tournaments as efficient as possible, ESL reserves the right to disqualify teams. This will only be done in cases where a team purposefully stalls or attempts to block the tournament from starting.

- You as a player are not allowed to add, modify or remove game files from their intended state. Any such manipulation will result in immediate disqualification.

The intentional use of any bugs, glitches, or errors in the game is strictly forbidden and will be penalised. Any team found to be using any known exploit will forfeit their game upon the first occurrence of the exploit. If the team is found to use another known exploit for a second time and it is determined to have been done on purpose they will be removed from the event and barred from any future events. Betting during any ESL event (by a player, team, or on behalf of anyone associated with the team) is off limits. Those partaking will be disqualified from the event in question and will receive a minimum of 6 months ban.

7 Echo Arena

7.1 Game version

The tournament will use the latest available version of the game client. If the latest available version is considered unplayable due to bugs or extreme balance changes within close proximity by ESL administration, an older version might be used if it's available for rollback. Any update during the event will result in a rollback to the original version (if possible).

7.2 Tournament Format

Online Swiss Format with X Rounds depending on the amount of Teams. (e.g. 5 Rounds and 2 lives)
Offline Single Elimination Best of 3, Finals Best of 5.

7.3 Match Procedure

7.3.1 Before The Match

All games have to be played with the most up to date version of Echo Arena (henceforth called EA) by Ready at Dawn.

7.3.1.1 Player Account

Each player will receive a custom Oculus account for use during the offline tournament. It is not allowed to compete with personal accounts. Players are not allowed to change the team tag or nickname.

7.3.1.2 Lobby

Each team will get an invite to join in the lobby. It's not allowed to switch around, players have to stay in their assigned lobby room.

7.3.1.3 Voice Chat

All players can use the official ingame Lobby voice and the Oculus Party Chat is allowed.

7.3.1.4 Technical Issues

If any problems occur, the player has to notify a referee immediately. If a referee is not notified in time we can not guarantee that the problem will be fixed in time for the match start.

7.3.1.5 Technical Checklist

After completing their setup process the player will sign off on the ESL referees technical checklist. This process exists to ensure the integrity of the system used to compete before the match starts.

7.3.1.6 Client Settings

Graphics: Free choice
Controls: Free choice

7.3.1.7 Common Match Settings

Team: 3 Players
Best of 3

7.3.2 During The Match

7.3.2.1 Number of players

All teams must have four players per team, other constellations are not allowed. If a team fails to show up with enough players, the match will count as no-show.

7.3.2.2　Substitutes

Substitutes are not allowed.

7.3.2.3　Coaches

Coaches are allowed in to the tournament area.

7.3.2.4　Elimination

All members of a team must remain in the tournament area and keep their tournament headsets on until the whole team has been eliminated. When the whole team is eliminated the players have to contact the Stage Manager or the Head Admin what their next appointment is. Interacting with anyone in the tournament area that is not part of your team is strictly prohibited until the match is completely over.

7.3.2.5　Scripts & Macros

The use of scripts and macros via console commands, config binds, or third party tools is prohibited. Whenever more than one command is issued with a single bind, it is considered illegitimate.

7.3.2.6　Disconnect

If an unintentional disconnection occurs, the game must continue while the crashed player may reconnect into the game as soon as they are able to.

7.3.2.7　Restarts

A game can be restarted only at the discretion of the tournament director and lead referees. Below are examples of acceptable reasons for a game restart, but an acceptable reason is at the sole discretion of the tournament director.
- If a referee determines that technical difficulties will not allow for the game to resume as normal.
- If the game experiences a critical bug at any point during the match that significant alters game stats or gameplay mechanics.
- If an admin determines that there are environmental conditions that are not conducive to fairness (e.g. noise, weather, venue, player conditions).

7.3.2.8　Leaving the Server

All matches must be played to the end, failure to do so will be penalized.

7.3.3　After the Match

7.3.3.1　Breaks between Matches

Offline: There is a total of 15 minutes in between matches. Teams are expected to be ready 10 minutes before their match starts.

7.4 Usage of Bugs, Glitches & Exploits

To keep tournaments as efficient as possible, ESL reserves the right to disqualify teams. This will only be done in cases where a team purposefully stalls or attempts to block the tournament from starting.

- You as a player are not allowed to add, modify or remove game files from their intended state. Any such manipulation will result in immediate disqualification.

The intentional use of any bugs, glitches, or errors in the game is strictly forbidden and will be penalised. Any team found to be using any known exploit will forfeit their game upon the first occurrence of the exploit. If the team is found to use another known exploit for a second time and it is determined to have been done on purpose they will be removed from the event and barred from any future events. Betting during any ESL event (by a player, team, or on behalf of anyone associated with the team) is off limits. Those partaking will be disqualified from the event in question and will receive a minimum of 6 months ban.

8 Game Specific Rules Onward

8.1 Game version

The tournament will use the latest available version of the game client. If the latest available version is considered unplayable due to bugs or extreme balance changes within close proximity by ESL administration, an older version might be used if it's available for rollback. Any update during the event will result in a rollback to the original version (if possible).

8.2 Tournament Format

Online Swiss Format with X Rounds depending on the amount of Teams. (e.g. 5 Rounds and 2 lives)
Offline Single Elimination Best of 3, Finals Best of 5.

8.3 Match Procedure

8.3.1   Before The Match

All games have to be played with the most up to date version of Onward by Downpour Interactive.

8.3.1.1   Player Account

Online: Players are allowed to play on Steam Accounts and HTC Vives.

Offline: Each player will receive a custom Oculus account for use during the tournament. It is not allowed to compete with personal accounts. Players are not allowed to change the team tag or nickname.

8.3.1.2   Lobby

Each team will get an invite to join in the lobby. It's not allowed to switch around, players have to stay in their assigned lobby room.

8.3.1.3   Voice Chat

All players can use the official ingame Lobby voice and the Oculus Party Chat is allowed. All players are allowed to use a 3rd Party Voice Chat (e.g. Discord or Teamspeak 3)

8.3.1.4   Technical Issues

If any problems occur, the player has to notify a referee immediately. If a referee is not notified in time we can not guarantee that the problem will be fixed in time for the match start.

8.3.1.5   Technical Checklist

After completing their setup process the player will sign off on the ESL referees technical checklist. This process exists to ensure the integrity of the system used to compete before the match starts.

8.3.1.6   Client Settings

Graphics: Free choice
Controls: Free choice

8.3.1.7   Common Match Settings

Team: 5 Players
Mode: Uplink
Best of 1,3,5

8.3.1.8   Map Pick

Maps pool:
- Bazaar

- Cargo
- Downfall 1
- Quarantine 1 and 2
- Subway
- Suburbia 1 and 2
- Tanker

8.3.2　　During The Match

8.3.2.1　　Number of players

All teams must have five players per team, other constellations are not allowed. If a team fails to show up with enough players, the match will count as no-show.

8.3.2.2　　Substitutes

Substitutes are not allowed.

8.3.2.3　　Coaches

Coaches are allowed in to the tournament area.

8.3.2.4　　Elimination

All members of a team must remain seated and keep their tournament headsets on until the whole team has been eliminated. Interacting with anyone in the tournament area that is not part of your team is strictly prohibited until the match is completely over.

8.3.2.5　　Scripts & Macros

The use of scripts and macros via console commands, config binds, or third party tools is prohibited. Whenever more than one command is issued with a single bind, it is considered illegitimate.

8.3.2.6　　Disconnect

If an unintentional disconnection occurs, the game must continue while the crashed player may reconnect into the game as soon as they are able to.

8.3.2.7　　Restarts

A game can be restarted only at the discretion of the tournament director and lead referees. Below are examples of acceptable reasons for a game restart, but an acceptable reason is at the sole discretion of the tournament director.
- If a referee determines that technical difficulties will not allow for the game to resume as normal.
- If the game experiences a critical bug at any point during the match that significant alters game stats or gameplay mechanics.
- If an admin determines that there are environmental conditions that are not conducive to fairness (e.g. noise, weather, venue, player conditions).

8.3.2.8　　Leaving the Server

All matches must be played to the end, failure to do so will be penalized.

8.3.3　　After the Match

8.3.3.1　　Breaks between Matches

There is a total of 15 minutes in between matches. Teams are expected to be ready 10 minutes before their match starts.

8.4 Usage of Bugs, Glitches & Exploits

To keep tournaments as efficient as possible, ESL reserves the right to disqualify teams. This will only be done in cases where a team purposefully stalls or attempts to block the tournament from starting.

- You as a player are not allowed to add, modify or remove game files from their intended state. Any such manipulation will result in immediate disqualification.

The intentional use of any bugs, glitches, or errors in the game is strictly forbidden and will be penalised. Any team found to be using any known exploit will forfeit their game upon the first occurrence of the exploit. If the team is found to use another known exploit for a second time and it is determined to have been done on purpose they will be removed from the event and barred from any future events. Betting during any ESL event (by a player, team, or on behalf of anyone associated with the team) is off limits. Those partaking will be disqualified from the event in question and will receive a minimum of 6 months ban.

9 Game Specific Rules Space Junkies

9.1 Game version

The tournament will use the latest available version of the game client. If the latest available version is considered unplayable due to bugs or extreme balance changes within close proximity by ESL administration, an older version might be used if it's available for rollback. Any update during the event will result in a rollback to the original version (if possible).

9.2 Tournament Format

Online League Format to qualify (Group phase plus Playoffs)
Grand Final Single Elimination Best of 3, Finals Best of 5.

9.3 Match Procedure

9.3.1   Before The Match

All games have to be played with the most up to date version of Space Junkies (henceforth called SJ) by Ubisoft.

9.3.1.1   Player Account

Each player will receive a custom Oculus account for use during the tournament. It is not allowed to compete with personal accounts. Players are not allowed to change the team tag or nickname.

9.3.1.2   Lobby

Each team will get an invite to join in the lobby. It's not allowed to switch around, players have to stay in their assigned lobby room.

9.3.1.3   Voice Chat

All players can use the official ingame Lobby voice and the Oculus Party Chat is allowed.

9.3.1.4   Technical Issues

If any problems occur, the player has to notify a referee immediately. If a referee is not notified in time we can not guarantee that the problem will be fixed in time for the match start.

9.3.1.5   Technical Checklist

After completing their setup process the player will sign off on the ESL referees technical checklist. This process exists to ensure the integrity of the system used to compete before the match starts.

9.3.1.6   Client Settings

Graphics: Free choice
Controls: Free choice

9.3.1.7   Common Match Settings

Team: 2 Players
Mode: Team Deathmatch
Best of 3

9.3.1.8   Map Pick

Maps will be picked by Ban phase.

9.3.2   During The Match

9.3.2.1   Number of players

All teams must have 2 players per team, other team sizes are not allowed. If a team fails to show up with enough players, the match will count as no-show.

9.3.2.2   Substitutes

Substitutes are not allowed.

9.3.2.3   Coaches

Coaches are allowed in to the tournament area.

9.3.2.4   Elimination

All members of a team must remain seated and keep their tournament headsets on until the whole team has been eliminated. Interacting with anyone in the tournament area that is not part of your team is strictly prohibited until the match is completely over.

9.3.2.5   Scripts & Macros

The use of scripts and macros via console commands, config binds, or third party tools is prohibited. Whenever more than one command is issued with a single bind, it is considered illegitimate.

9.3.2.6   Disconnect

If an unintentional disconnection occurs, the game must continue while the crashed player may reconnect into the game as soon as they are able to.

9.3.2.7   Restarts

A game can be restarted only at the discretion of the tournament director and lead referees. Below are examples of acceptable reasons for a game restart, but an acceptable reason is at the sole discretion of the tournament director.

If a referee determines that technical difficulties will not allow for the game to resume as normal.
If the game experiences a critical bug at any point during the match that significant alters game stats or gameplay mechanics.
If an admin determines that there are environmental conditions that are not conducive to fairness (e.g. noise, weather, venue, player conditions).

9.3.2.8   Leaving the Server

All matches must be played to the end, failure to do so will be penalized.

9.3.3   After the Match

9.3.3.1   Breaks between Matches

There is a total of 15 minutes in between matches. Teams are expected to be ready 10 minutes before their match starts.

9.4 Usage of Bugs, Glitches & Exploits

To keep tournaments as efficient as possible, ESL reserves the right to disqualify teams. This will only be done in cases where a team purposefully stalls or attempts to block the tournament from starting.

- You as a player are not allowed to add, modify or remove game files from their intended state. Any such manipulation will result in immediate disqualification.

The intentional use of any bugs, glitches, or errors in the game is strictly forbidden and will be penalised. Any team found to be using any known exploit will forfeit their game upon the first occurrence of the exploit. If the team is found to use another known exploit for a second time and it is determined to have been done on purpose they will be removed from the event and barred from any future events. Betting during any ESL event (by a player, team, or on behalf of anyone associated with the team) is off limits. Those partaking will be disqualified from the event in question and will receive a minimum of 6 months ban.

10   Appendix

10.1 List of countries/territories and their assigned VR LEAGUE regions

If your country is not listed below or you are uncertain about which country is yours, see 2.7.3 or ask an admin.

Austria	Europe
Belgium	Europe
Canada	North America
Denmark	Europe
Finland	Europe
France	Europe
Germany	Europe
Iceland	Europe
Ireland	Europe
Italy	Europe
Netherlands	Europe
Norway	Europe
Poland	Europe
Spain	Europe
Sweden	Europe
Switzerland	Europe
United Kingdom	Europe
United States of America	North America

11   Copyright Notice

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12   Legal Terms

12.1 Waivers and Releases

By participating, entrant agrees to release, discharge, indemnify and hold harmless the Competition Entities, Facebook, Inc., and each of their respective directors, officers, employees, agents, successors and assigns ("Released Parties") from and against any and all claims, liability, costs (including attorneys' fees), losses, damages, fines or injuries (up to and including bodily injury and death) of any kind arising out of or related to: (i) entrants' participation in the competition (including travel to/from any competition activity); (ii) any acceptance, possession, misuse or use of any prize (including, without limitation, losses, damages or injuries to entrant's or any other person's equipment or other property, or to their persons, including those arising from any travel to/from any prize event or activity); (iii) the Released Parties' violation of rights of publicity or privacy, claims of defamation or portrayal in a false light or based on any claim of infringement of intellectual property; and (iv) any typographical, human or other error in the printing, offering, selection, operation or announcement of any competition activity and/or prize.

12.2 Governing Law, Limitation of Liability and Dispute Resolution

All issues and questions concerning the construction, validity, interpretation and enforceability of these rules or the rights and obligations of entrants, Turtle Entertainment GmbH or the Released Parties in connection with the competition will be governed by and construed in accordance with the internal laws of the State of California, without giving effect to any choice of law or conflict of law rules or provisions that would cause the application of any other laws.

BY ENTERING THE COMPETITION, ENTRANT AGREES THAT TO THE EXTENT PERMITTED BY APPLICABLE LAW: (A) ANY AND ALL DISPUTES, CLAIMS AND CAUSES OF ACTION ARISING OUT OF OR CONNECTED WITH THE COMPETITION, OR ANY PRIZE AWARDED, WILL BE RESOLVED INDIVIDUALLY, WITHOUT RESORT TO ANY FORM OF CLASS ACTION; (B) ANY AND ALL CLAIMS, JUDGMENTS AND AWARDS WILL BE LIMITED TO ACTUAL THIRD-PARTY, OUT-OF-POCKET COSTS INCURRED (IF ANY) NOT TO EXCEED TEN DOLLARS ($10.00), BUT IN NO EVENT WILL ATTORNEYS' FEES BE AWARDED OR RECOVERABLE; AND (C) UNDER NO CIRCUMSTANCES WILL ANY ENTRANT BE PERMITTED TO OBTAIN ANY AWARD FOR, AND ENTRANT HEREBY KNOWINGLY AND EXPRESSLY WAIVES ALL RIGHTS TO SEEK, PUNITIVE, INCIDENTAL, CONSEQUENTIAL OR SPECIAL DAMAGES, LOST PROFITS AND/OR ANY OTHER DAMAGES, OTHER THAN ACTUAL OUT OF POCKET EXPENSES NOT TO EXCEED TEN DOLLARS ($10.00), AND/OR ANY RIGHTS TO HAVE DAMAGES MULTIPLIED OR OTHERWISE INCREASED. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATIONS OR EXCLUSION OF LIABILITY, SO THE ABOVE MAY NOT APPLY TO YOU.

The parties each agree to finally settle all disputes only through arbitration; provided, however, ESL shall be entitled to seek injunctive or equitable relief in the state and federal courts in San Mateo County, California and any other court with jurisdiction over the parties. In arbitration, there is no judge or jury and review is limited. The arbitrator's decision and award is final and binding, with limited exceptions, and judgment on the award may be entered in any court with jurisdiction. The parties agree that, except as set forth above, any claim, suit, action or proceeding arising out of or relating to this competition shall be resolved solely by binding arbitration before a

sole arbitrator under the streamlined Arbitration Rules Procedures of JAMS Inc. ("JAMS") or any successor to JAMS. In the event JAMS is unwilling or unable to set a hearing date within fourteen (14) days of the filing of a "Demand for Arbitration", then either party can elect to have the arbitration administered by the American Arbitration Association ("AAA") or any other mutually agreeable arbitration administration service. If an in-person hearing is required, then it will take place in San Mateo County, California. The federal or state law that applies to these rules will also apply during the arbitration. Disputes will be arbitrated only on an individual basis and will not be consolidated with any other proceedings that involve any claims or controversy of another party, including any class actions; provided, however, if for any reason any court or arbitrator holds that this restriction is unconscionable or unenforceable, then the agreement to arbitrate doesn't apply and the dispute must be brought in a court of competent jurisdiction in San Mateo County, California. ESL agrees to pay the administrative and arbitrator's fees in order to conduct the arbitration (but specifically excluding any travel or other costs of entrant to attend the arbitration hearing). Either party may, notwithstanding this provision, bring qualifying claims in small claims court.

12.3 Miscellaneous

The invalidity or unenforceability of any provision of these rules or the Affidavit will not affect the validity or enforceability of any other provision. In the event that any provision of the rules or the Affidavit is determined to be invalid or otherwise unenforceable or illegal, the other provisions will remain in effect and will be construed in accordance with their terms as if the invalid or illegal provision were not contained herein. ESL's failure to enforce any term of these rules will not constitute a waiver of that provision. Entrants agree to waive any rights to claim ambiguity of these rules. Headings are solely for convenience of reference and will not be deemed to affect in any manner the meaning or intent of the documents or any provision hereof. In the event there is a discrepancy or inconsistency between disclosures or other statements contained in any competition-related materials, privacy policy or terms of use on the website and/or the terms and conditions of the rules, the rules shall prevail, govern and control and the discrepancy will be resolved in ESL's sole and absolute discretion.