



# **ESPORT ADRIA RULEBOOK**

This document outlines the rules that should at all times be followed when participating in an Esport Adria competition. Failure to adhere to these rules may be penalized as described. It should be remembered that it is always the administration of the tournament that has the last word and that decisions that are not explicitly supported, or detailed in this Rulebook, or even goes against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

# 1. GENERAL

## 1.1. Nationality of players

### **FIFA ProClubs**

The nationality of at least 8 players on the pitch in a team competing in the Izazov has to be from one of the following countries: Albania, Bosnia & Herzegovina, Croatia, Kosovo, Macedonia, Montenegro, Serbia or Slovenia. All players have to submit proof of nationality by sending copies of a passport or ID card if requested by an admin. Failure to prove nationality will be penalized with a default loss and possible disqualification from the tournament.

The nationality of other players in the team competing in the Izazov can be from any country as long as his/her location does not affect the playability of the game. All players have to submit proof of nationality by sending copies of a passport or ID card if requested by an admin.

### **Brawl Stars**

The nationality of at least 2 players in a team competing in the Izazov has to be from one of the following countries: Albania, Bosnia & Herzegovina, Croatia, Kosovo, Macedonia, Montenegro, Serbia or Slovenia. All players have to submit proof of nationality by sending copies of a passport or ID card if requested by an admin. Failure to prove nationality will be penalized with a default loss and possible disqualification from the tournament.

The nationality of other player in the team competing in the Izazov can be from any country as long as his/her location does not affect the playability of the game. All players have to submit proof of nationality by sending copies of a passport or ID card if requested by an admin.

### **Counter-Strike: Global Offensive**

The nationality of at least 3 players in a team competing in the Izazov has to be from one of the following countries: Albania, Bosnia & Herzegovina, Croatia, Kosovo, Macedonia, Montenegro, Serbia or Slovenia. All players have to submit proof of nationality by sending copies of a passport or ID card if requested by an admin. Failure to prove nationality will be penalized with a default loss and possible disqualification from the tournament.

The nationality of 2 players in the team competing in the Izazov can be from any country as long as his/her location does not affect the playability of the game. All players have to submit proof of nationality by sending copies of a passport or ID card if requested by an admin.

### **Valorant**

The nationality of at least 3 players in a team competing in the Izazov has to be from one of the following countries: Albania, Bosnia & Herzegovina, Croatia, Kosovo, Macedonia, Montenegro, Serbia or Slovenia. All players have to submit proof of nationality by sending copies of a passport or ID card if requested by an

admin. Failure to prove nationality will be penalized with a default loss and possible disqualification from the tournament.

The nationality of 2 players in the team competing in the Izazov can be from any country as long as his/her location does not affect the playability of the game. All players have to submit proof of nationality by sending copies of a passport or ID card if requested by an admin.

## **1.2. Roster Continuity**

In order to accumulate points through open qualifiers and in order to stay the champions, the team must maintain a certain number of players in the team throughout the season and between monthly finals.

### **Number of players per game:**

FIFA ProClubs - 7 players

Brawl Stars - 2 players

CS:GO - 3 players

Valorant - 3 players

## **1.3. Team and player names, logos and avatars**

Team and Player names, logos and avatars can't contain socially unacceptable and disrespectful words or images and must be changed at admins request. If any team or player fails to comply, the admin team can disqualify them.

## **1.4. Rule Changes**

Esport Adria administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The Esport Adria administration also reserves the right to make a judgement on cases that are not specifically supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

## **1.5. The validity of the rules**

If any provision of the Rulebook shall be invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of this Rulebook. Instead of the invalid or impracticable provision, an appropriate provision shall apply, which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the Rulebook.

## **1.6. 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 written consent from the tournament directors.

### **1.7. Communication**

All communication with the admins is expected to be in English or Croatian. All communication in-game and on the website is also recommended to be in English or Croatian.

### **1.8. Code of conduct**

All Teams and Players agree to behave appropriately and respectfully towards other Teams and Players, spectators, the press, the broadcast team, tournament officials, and tournament administration. Being role models is the occupational hazard of being a Player or organizer, and we should behave accordingly. Any sort of harassment should be reported to the Esport Adria 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. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

### **1.9. Collusion**

Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as: Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game. Pre-arranging to split the prize money and/or any other form of compensation. Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

### **1.10. Bribery**

No Team Member may offer any gift or reward to a player, coach, manager, Esport Adria, or person connected with or employed by another Esport Adria team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

### **1.11. Association with gambling**

No Team Member or Esport Adria Management may take part, either directly or indirectly, in betting or gambling on any results of any Esport Adria game, match or tournament.

### **1.12. Match broadcasting**

Players are allowed to stream their matches during the tournament only if that match is not being streamed on official Esport Adria channels and with proper delay. Breaking this rule repeatedly might result in disqualification.

### **1.13. Prize money**

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

### **1.14. Prize pool distribution**

- Prize for becoming a champion is €100
- If any team manages to defend the title, that team will receive 50 more euros than the last time they won, with maximum reward being €250.
- If any team manages to win against a team that won 3 or more consecutive titles, they will be awarded with additional €50 to their €100 for becoming champions

## **2. FIFA 21 ProClubs RULES**

**This tournament is not affiliated with or sponsored by Electronic Arts Inc. or its licensors.**

### **2.1. Game and game mode**

All matches will be played on PlayStation 4 and official mode for this competition is ProClubs.

### **2.2. First stage: Open Qualifiers**

The first stage of the league consists of the four open qualifiers.

In each qualifier an unlimited number of teams will participate in a single elimination bracket which will be played in home/away mode. Top 8 teams will earn points for their placement:

- First place - 100 points
- Second place - 70 points
- Third place - 50 points
- Fourth place - 40 points
- Fifth to eight place - 20 points

After four open qualifiers the best team will advance to the monthly final.

### **2.3. Second stage: Monthly final**

Best team from the Open qualifiers will play in monthly finals against the reigning champion in BO3 mode.

### **2.4. Tiebreaker**

If two or more teams have the exact same number of points after four qualifiers they will be placed in a SE bracket where we will get only one winner.

### **2.5. Number of players in the team**

Every team consists of at least 7 players + ANY (if less than 11 players)

### **2.6. Results**

Both teams (captain of the team) are responsible to report a correct result to admins in discord chat. Therefore, both players must take a screenshot at the end of the match, where we can see the correct result and they need to upload it to the Discord chat in the given section. If you have a conflict in the match, please report the conflict to our admins in a protest section on Discord. So the admins can check the case and make a decision. The decision can also mean that the match can be deleted if there is not enough proof for either team to be the clear winner.

### **2.7. Protests**

If a match was incorrectly reported by your opponent, you have to provide media evidence clearly showing the results of the match in the protest channel on Esport Adria discord server. Players are responsible for providing proof of match media in case of dispute

## **2.8. Final score**

The final score of the match is the score after 90 minutes of the match ( full match)

## **2.9. Teams can't connect in open qualifiers**

In case of 2 teams not being able to connect in a classic friendly match mode, they will be mixed up with another pair with the same problem, or put on a random draw if there are no other pairs with issues in the same tournament round.

## **2.10. Lags**

If you experience lag in your match, record your evidence of lag, leave your match and open a protest with your evidence, please note that you must leave the match in the first 15 minutes of the match and before any goals or red cards have been awarded.

Admin team will not consider any protest about lag after the match is finished.

If you are forced to quit your game at any point during the game because of internet connection, you have to play the game from the start, but only the amount of minutes that was left until the end of the game.

## **2.11. Game account**

For competing in FIFA an Online account is mandatory. This account has to be entered in your registration and is not allowed to be changed. Without an entered account, you will not be able to compete.

## **2.12. Streaming match for official stream**

Both teams have to agree on one player from the team who will have to stream the match from their console to youtube/twitch.

## **3. Brawl Stars RULES**

### **3.1. First stage: Open Qualifiers**

The first stage of the league consists of the four open qualifiers.

In each qualifier an unlimited number of teams will participate in a single elimination bracket which will be played BO5/BO1 mode. Top 8 teams will earn points for their placement:

- First place - 100 points
- Second place - 70 points
- Third place - 50 points
- Fourth place - 40 points
- Fifth to eight place - 20 points

After four open qualifiers the best team will advance to the monthly final.

### **3.2. Second stage: Monthly final**

Best team from the Open qualifiers will play in monthly finals against the reigning champion in BO5/BO3 mode.

### **3.3. Tiebreaker**

If two or more teams have the exact same number of points after four qualifiers they will be placed in a SE bracket where we will get only one winner.

### **3.4. Brawler Ban**

At the start of the match, both teams may ban one card each. The bans are global (neither teams may use it). These bans will be valid for the entire match.

### **3.5. Draw rules**

If any match ends in a draw, both teams will play the same mode with the same star powers and gadgets again, until there is a winner.

### **3.6. Patch**

Matches during Izazov will be played on the Brawl Stars live server. New brawlers can be used once they are globally released and unlockable in chests. Exceptions can be made and will be announced by Esport Adria Management.

### **3.7. Technical Failures**

If a Player encounters any technical or device issues during the match in the online phase of a competition, there will not be any rematches and the match results will stand.

### **3.8. Default for Matches**

If a Team does NOT show up to 5 minutes after the official start time, the team will forfeit the game, and the opposing team will be granted a 3-0 victory.

If a match is forfeited or incomplete for any reason, the decision to allow a rematch will be at the discrepancy of the opposing team captain/co-captain/manager/coach.



### **3.9. Friendly Game Request**

There is no Esport Adria Club in the game, all communication about creating Friendly game will be conducted in FacelT Match room chat.

### **3.10. Ban Brawler Phase**

The Ban Card Phase will be executed through the in-game chat.

### **3.11. Using a banned Brawler**

Playing a banned brawler will result in the loss of set in which the team played that banned Brawler.

## **4. CS:GO RULES**

### **4.1. First stage: Open Qualifiers**

The first stage of the league consists of the four open qualifiers.

In each qualifier an unlimited number of teams will participate in a single elimination bracket which will be played BO1 mode. Top 8 teams will earn points for their placement:

- First place - 100 points
- Second place - 70 points
- Third place - 50 points
- Fourth place - 40 points
- Fifth to eight place - 20 points

After four open qualifiers the best team will advance to the monthly final.

### **4.2. Second stage: Monthly final**

Best team from the Open qualifiers will play in monthly finals against the reigning champion in BO1 mode.

### **4.3. Map pool for every stage**

The map pool includes the following maps:

- de\_train
- de\_inferno
- de\_vertigo
- de\_nuke
- de\_mirage
- de\_overpass
- de\_dust2

### **4.4. Map veto - Best-of-One match**

In Best-of-One matches, both teams remove maps alternatively until one map is left which will be played. Map veto for all stages will be randomly seeded. A knife round will be played to decide starting sides.

### **4.5. Anti-Cheat**

FaceIT AntiCheat is mandatory for all players to use for the full duration of all matches without exception. If a player cannot use FaceIT AntiCheat then they will not be allowed to join the server and therefore take part in a match.

#### **4.6. Server change**

For all matches that are being played on FaceIT, team captains will do veto for the servers. Therefore, the admin team will NOT change any servers unless it is a decider match or something critical happened, which requires server change.

Server change will happen only if both teams agree

For matches that are being played off the FaceIT platform, an admin team will provide the best possible server. If the server is not okay for team/s admin team along with team captains will check other ones. Failure of cooperation from team captains will be punished with penalty points, and if the teams can't agree where they should play, the admin team decides where the match will be played no matter the circumstances

#### **4.7. Match rehost**

For every match ONE rehost will be allowed if following requirements are met:

- 1.) Team who received the default win didn't start their next match already.
- 2.) There was a problem with FaceIT platform or server.

Admin team will look into every request for rehost individually and try to help you with your situation. Please be patient and cooperative.

#### **4.8. Match rescheduling**

Participants are not allowed to reschedule their matches during any phase of the Izazov

#### **4.9. Dropping of Players**

If a player drops before the first kill in the first round of a half, then the half will be restarted. If a player drops after the first kill have been made and has not returned when the round has been decided, then the match will be paused at the end of the round/start of the next round. If the player has not returned or cannot be replaced within 10 minutes after the pause has started, then the team with the dropped player may forfeit the match at admin's discretion.

#### **4.10. Continuing a Disrupted Game**

If it's possible the game always needs to be continued from the last available backup file, if the rounds can't be restored then the following methods should be used.

If it's not possible, then if a match is interrupted (e.g. server crash) within the first 3 rounds of play, then the match should be restarted, if the match is interrupted after the first three rounds of play then the match should be continued where it left off, with these changes in the configuration.

mp\_startmoney should be set to 5000 for the rest of the half

The rest of the rounds that have not been played should be played.

#### **4.11. Overtime**

In case of a draw after all 30 rounds have been played, an overtime will be played with mp\_maxrounds 6 and mp\_startmoney 10000. For the start of the

overtime teams will stay on the side which they played the previous half on, during halftime sides will be swapped. Teams will continue to play overtimes until a winner has been found.

#### **4.12. Usage of pause function**

If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The pause function has to be used at the beginning of the next round (during the freeze time). The player has to announce the reason before or immediately after he paused the match. If no reason is given, the opponent may unpause the game and continue playing. Unpausing or pausing the game without any reason will lead to penalty points.

If a player has a problem which cannot be solved in maximum 15 minutes, then a substitute must be called, or the game should be continued with the given problem.

#### **4.13. Demos**

It is mandatory for all players to record one point-of-view (POV) demo per map for the full duration of all matches without exceptions. A possible knife round is part of a demo and has to be recorded. Possible overtimes have to be recorded as well. In general, not working demos will be treated as missing demos, although the final decision is up to the admin. If the demo is incomplete, the admin will decide whether or not it will be treated as a missing demo. If a protest has been opened for a match, all match media must be kept for at least 14 days until after the protest is closed. In case of a match abort the aborting team loses any right for a demo. If the server crashes no automatic replay will be available. In this case players have to upload demos on admin request.

#### **4.14. Requesting demos**

It's not possible to request player POV demos. Only the Admin team is allowed to request the POV demo of an accused player if they deem it's required. Failure to provide the demo will be punished with 6 penalty points. The Admin team will nevertheless perform the analysis based on the GOTV demo.

#### **4.15. Uploading demos**

Demos have to be compressed into an archive (.zip, .rar, .7z). Admin will inform and provide you with information where and when you have to upload your demo.

#### **4.16. Editing demos**

It is strictly forbidden to edit demos. If a replay has been manipulated, the admin team will decide what penalty is appropriate.

## **5. Valorant RULES**

**This competition is not affiliated with or sponsored by Riot Games, Inc. or VALORANT Esports.**

### **5.1. First stage: Open Qualifiers**

The first stage of the league consists of the four open qualifiers.

In each qualifier an unlimited number of teams will participate in a single elimination bracket which will be played BO1 mode. Top 8 teams will earn points for their placement:

- First place - 100 points
- Second place - 70 points
- Third place - 50 points
- Fourth place - 40 points
- Fifth to eight place - 20 points

After four open qualifiers the best team will advance to the monthly final.

### **5.2. Second stage: Monthly final**

Best team from the Open qualifiers will play in monthly finals against the reigning champion in BO1 mode.

### **5.3. Map pool for every stage**

The map pool includes the following maps:

- Bind
- Haven
- Split
- Ascent
- Icebox

### **5.4. Map veto - Best-of-One match**

In Best-of-One matches, both teams remove maps alternatively until one map is left which will be played. Map veto for all stages will be randomly seeded.

### **5.5. Match join procedure**

Each team has 10 minutes after the scheduled match starting time to join or create the match and then start the match. Failure to do so will result in a DQ. If one team fails to connect on time, other team has to send proof (screenshot) in #support channel on Esport Adria discord under the Valorant subsection. It is highly recommended that you correspond with your opponent before the match time to set up the lobby. Tournament Round will start as scheduled unless said otherwise. Some rounds might get delayed, for all the information please check our discord, where all information is current.

If the game is BO3 or higher, the games have to start as soon as possible between each other.

## 5.6. Hosting rights

- The top team will be the host of the match. A team member of said team should create a private match and send out invites for both teams to join. It is recommended that the opposing teams communicate via discord to get the proper information to invite each other.
- NO observers are allowed. If there are observers present, please contact a tournament administrator immediately.  
**Exception:** There will be observers for streamed matches. However these observers will be Esport Adria Employees or approved by Esport Adria to protect the competitive integrity of the match.

## 5.7. Lobby settings

- CUSTOM GAME
  - Party Status: CLOSE
  - Map: Designated through ban system, see below
  - Mode: Standard
  - Overtime: Win By Two: ON
  - Hide Match History: OFF
  - Play Out All Rounds: OFF
  - Tournament Mode: ON
  - Allow Cheats: OFF

## 5.8. Map selection

### BO1

- Team on the top – banning the map from the map pool.
- The team on the bottom – banning the map from the map pool.
- Team on the top – banning the map from the map pool.
- The team on the bottom – banning the map from the map pool.
- Team on the top – choosing side on which they will start on the third map.

## 5.9. Match start

- If one of the teams will not pick all the agents in the character selection screen and the game goes back to the lobby, the game has to be remade.
- In the case that the game started before writing ready from both sides, the team which did not write ready has the right to call a remake before round 1 of the game starts. (before the countdown in the game of round 1 reaches 0).
- If any of the players are not connected to the game before the counter reaches 0, the team can call a remake and the game has to be remade.
- If the game started on the wrong map, the game has to be remade.
- In order to do the remake, all the players have to leave the match. Start the next game as soon as possible. Both team captains will have to write

ready again. If the team is not ready by 5 minutes after the remake, the team which is not ready will be disqualified. Game can be remade only once, the game has to be played in the way it started after the remake, even if the issues will occur. The situation can still be reported in #support channel on Esport Adria discord under the Valorant subsection.

- If the team which is hosting the game does not remake. The Opposing team can report the situation to the Admins on the Esport Adria discord in the #support channel on Esport Adria discord under the Valorant subsection. The case will be reviewed and can result in disqualification of the team which did not do a remake.
- If a player disconnects during the game, the game has to continue and will not be paused or remade. (If the game has the Esport Adria admin as observer and cheats are enabled, the game can be paused during the buy phase of the game, but a team has to write before the countdown of the round reaches 0).
- If the servers are acting badly for both teams or the game goes down, please report it to us in #support channel on Esport Adria discord under the Valorant subsection.

#### **5.10. Submitting match information**

After match completion, the team captain of each team is required to report the match outcome. This includes:

- A screenshot of the full scoreboard with all in game usernames being shown.
  - If you have left the lobby, you can still retrieve the match data by going to the 'Career tab' → Match History → Select the appropriate match → Scoreboard
- Acceptable formats
  - Screenshot of the scoreboard in its' entirety
  - Video Clip of scoreboard
- Acceptable areas to report/send/post match results
  - Under the #results channel on Esport Adria discord under the Valorant subsection
- If one of the teams will not send the screenshot within 15 minutes of the match end, the screenshot which was sent by the other team will be taken into account.
- If the screenshots of both teams are missing within 15 minutes of the match end, the game will not be counted and in case of BO1, both teams will be disqualified