THE ESA CUP'S

Rules Regulations and Info

Version - 1.7
Providing quality cups for Siege since 2020.
You are expected to follow all rules. Board members are not restricted by these rules.

SERVER RULES

1.1 - Respect

- Any form of derogatory behaviour will not be acceptable.
- No spamming or spam @ing.
- Keep toxicity to a low.
- Any form of racism is not tolerated.
- Stay mature throughout the server.
- No NSFW content.
- No leaking of personal information.
- No DDOS or threat of IP grabbing.

1.2 - Abuse of Power

Any role that grants you permission over other people should not be abused (e.g. moving someone without permission or a rule break).

1.3 - Self Promotion

Everyone is allowed to promote their youtube, twitch, and any other form of video viewing platform. You should not promote boosting or account selling, this is against the Ubisoft rules also other leagues or cup Twitch/YouTube content (other casted games or 'im casting') are not allowed. Discord links are instant mute.

1.4 - Staff

Respect should be shown to staff at all times, we are providing this entertaining experience for you so please respect us. Any disrespect will be dealt with immediately. *The ESA Cup/Board does not condone the actions taken by our staff in other servers, therefore we are not held responsible.*

1.5 - Other Tournaments

Other tournaments looking for partnerships or promotions should contact a board member.

MATCH REGULATIONS

2.1 - Banned Cosmetics

All but default and pro league.
1st breach - round replay; 2nd breach - round loss.

2.2 - Unsportsmanlike Behaviour

For an orderly and pleasant game, it is essential that all players have a sportive and fair attitude. If this is not followed the player will be warned, continuation after a warning has been given may result in removal.

Every player should represent their team by participating to the best of their abilities. Anything that falls short of this is considered unsportsmanlike and will be penalised depending on the severity of the behaviour.

Both of these, as well as related/similar rules, link to the penalty points system (2.14).

2.3 - Tactical Timeout

You can now request a Tactical Timeout in your game. You have 1 tactical timeout per map which lasts for 1 minute. Your request for a pause by the host of the game (caster).

2.4 - Ping Cap

The ping limit for an ESA match is 140. If a player is over this value please try to do a re-host first, before a protest is opened, and make sure a dedicated server (eu-central) was created. If the player still has a ping over 140 ms and it's not possible to play the match without there being problems, a protest can be opened. It can only be counted as high ping if the ping is continuously over 140 ms and the necessary evidence was provided.

When opening a protest due to high ping the match must not be finished and the team must submit at least three screenshots of the scoreboard which were taken at different times over two rounds with the high ping visible from the same player (in the action phase).

2.5 - Protests

If a controversial situation occurs, whether or not it is described in this rulebook during a match, the team that has spotted it should immediately stop the match and inform a higher-up in a protest ticket. If the team does not stop the match and continues to play after the next round's prep phase (if match point you may also protest within 5m of entering the lobby), it will be taken as an acceptance of the situation and therefore the result of the match will not be changed. Furthermore, the team will lose all rights to file a protest concerning that situation after this point. Protests must be made immediately.

1st breach - round replay; 2nd breach - round loss; 3rd breach - map loss (this doesn't count for skins).

2.6 - Map Pool

- Border
- Clubhouse
- Kafe
- Oregon
- Chalet
- Villa
- Theme Park
- Skyscraper
- Bank

2.7 - Operators

All operators are in play, we follow the Ubisoft guidelines for this.

2.8 - Organization

- Teams play on set dates. The dates will be announced by the ESA board in the schedule channel.
- On the playday, teams have 5 minutes to show up (if not, a round goes to the other team, after that each 2 min will give another round loss) if both don't show it's first to respond. If more than 3 players are around they may start the 5 v 3+ but the player('s) will have to wait till the next map to join. If a new update falls on a day with a game this rule doesn't apply.

- Players can't be on 2 teams at the same time, if it happens as sub or smurfs the player will be banned for a season. Depending on the situation (e.g. match over/mid-way through) the match-up may go to the opposing team.

2.9 - Roster Changes

- The staff will give every team 2 roster changes at the beginning of each stage

- **2.10 - Rehosts**

Rehost can not be used whenever they are used for the specific scenarios listed:

- Audio or game-related bug, not the user's fault (bluescreen). Any form of score-related change (if a round has gone to the other team they can rehost to fix it).
- Rehosts are possible up to 30 seconds in the action phase if no player was killed.

   All members of the rehosting team have to leave the match before the first 30 seconds of the action phase have passed. If not all members of the rehosting team leave the match within the given time, it will count as a round loss. A rehost doesn't have to be confirmed by the opponent.

   If a team leaves the game because of a protest (mid-round), this will not count as a rehost. Admins may decide that multiple re-hosts are appropriate depending on the circumstances e.g Ubisoft servers having issues.

   If a match is interrupted then it should be continued where it left off, by re-host. If a round is to be replayed due to a rehost, players must choose the same operators, the same bomb sites, and the same equipment. The number of authorized re-hosts depends on the match format:

   Bo1: max. 2 re-hosts (1 per team).

   Bo3: max. 6 re-hosts (1 per team on each map).

   Bo5: max. 10 re-hosts (1 per team on each map).

   The map will be forfeited if a team does not resume the match 15 minutes after a re-host.

2.11 - Player Switches

Team captains are allowed to add and remove players after each map not during. A team captain should ask to add/remove a player after that map once the rounds are over. A rehost will be called and the player('s) can be added.

2.12 - Handcams

Each player is expected to handcam, if there is an issue that may prevent you from doing this you will need to talk to us before any games are played. We can make exceptions with the correct amount of proof otherwise you will not be able to play.

If both teams agree not to use the handcams we will allow that.

2.13 - Game Bugs/Exploits

No game bugs/exploits that give a team an advantage are not allowed when playing. An example of an old game bug/exploit would be the barricade bug which allowed people to one-hit barricades and get the jump on the enemies. The round will be given to the opponent team.

2.14 - Penalty Points

In general, players and teams can receive up to 3 penalty points per violation, unless a single violation has a higher punishment. The penalty points are added together when a player or team receives penalty points for multiple offences. At 6 penalty points, you will be disqualified.

A team is only punished once per violation, regardless of the number of players. The penalty points are added together when a player or team receives penalty points for multiple violations. (example; unsportsmanlike behaviour, toxic or rude to opponent or staff in match channel, forfeiting a match or not showing up.)

MATCH SETTINGS

3.1 - All Settings

HUD Settings: Pro League
Number of Bans: 4
Ban Timer: 20
Number of rounds: 12
Attacker/Defender role swap: 6
Overtime Rounds: 3
Overtime Score Difference: 2
Overtime Role Change: 1
Objective rotation parameter: 2
Objective Type Rotation: Rounds Played
Attacker unique spawn: On
Pick Phase Timer: 15
Damage handicap: 100
Friendly fire damage: 100
Injured: 20
Sprint: On
Lean: On
Death replay: Off

Plant Duration - 7
Defuse Duration - 7
Fuse Time - 45
Defuse Carrier Selection - On

Prep Phase Duration - 45
Action Phase Duration - 180
Time out - 60, 1 per map

CASTER/STREAM RULES

4.1 - Language

No explicit language, follow the server rules about language. Common swear words are allowed. No racism, sexism, or overuse of foul language. Also, player bullying is not permitted. This should be followed in all realms even for player IDs.

4.2 - Delay/Pause

● Teams can deny the caster if they do not have a delay, if a caster has delay no team can deny them. Once a team captain has accepted a cast they and their team can't complain or try and prevent the cast as they previously accepted (we will let you know if the cast has delay in the team chat before you make a decision).

● For pauses keep Discord open and listen to the staff when they @ you, always look at Discord and check for pings after each round.

4.3 - Stream Viewing

All team members are allowed to watch the stream as long as it has delay if the stream does not have delay the team members can't watch if they are found to be watching a map win or more will go to the other team. Even if there is a break within the game no team member should watch to avoid confusion.

4.4 - Streaming

Players may only ever stream their own POV (point of view) during a match if no caster is available. When the game is being cast no players can stream. As a cup, we must host all available streams to ensure the community grows to better everyone.

4.5 - Staff

All casters must listen to the staff in Discord or in their stream chat before, after, and during the game.

PAYMENT/ENTRY INFO

5.1 - Entry Fee/Contact

● The entry fee will rise and even lower each season, you will have been notified of the entry fee within a discord announcement/channel or over Twitter.
● For financial contact please message R3dnax. (R3dnax#2225) on discord.

5.2 - Refunds

● All fees must be paid before we begin or you will not be able to compete.
● Once the entry fee is paid you can't get a refund.
● If a team quits they will not be refunded, there will be no exceptions. Make sure you definitely want to compete before joining, any posting trying to 'expose us' about no refund will not be tolerated as is stated here. This is to ensure the prize pool is not damaged which would be unfair to the other players, teams, and orgs competing.
● As a host, we also have the ability to remove your team entirely in extreme circumstances, if this were to happen no refund will be given.
● If a team joins mid-tournament (in groups) to replace a team, they will need to pay the full entry.

DISCIPLINARY ACTION

This is in no way limited, staff can override these disciplinary actions.

- Respect, members can get muted or eventually banned for being disrespectful.
- Abuse of power can get you demoted or removed.
- Self-promotion that violates the rules can end up in a warning, mute, or ban if it happens more than once.
- Skins, if a player uses a banned skin the round will be replayed. If it happens once again the round will go to the opposing side.
- Ping cap, if you are found with high ping in a game you will be asked to reset your router if that doesn't fix it you will have to leave. The team will either have to play a 4v5 for all maps or get another roster member in after the map in play.
- Operators, if a player uses a banned op the round will be replayed. If it happens once again the round will go to the opposing side.
- Stream viewing, if a team member is seen to be watching a stream without delay while their team is playing the map will go to the other team. No team member may watch a stream without delay live.
- If a team tries to get away with something using any fake material (fake screenshot etc) the player who sent it will be removed, if it is the captain they will have to appoint a new one unless there are two. They will be allowed back the following season.
- If a player is found faking a handcam or making up a reason for us to disregard one they will be removed.

If anything not listed here or in the rules happens it is up to the board, it will then be updated here afterwards.

End of ESA rules, regulations, and info.