

Midwest eSports Rulebook



This document outlines the rules that should at all times be followed when participating in a Midwest eSports 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 goes against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We 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.

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1 General

1.1 Rule Changes

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

1.2 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. In lieu 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.

1.3 Code of Conduct

All event participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, streams, and administration. Being role models is the occupational hazard of being a professional player or organizer and we should behave accordingly.

1.4 Additional Agreements

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

1.5 Match Broadcasting

1.5.1 - Rights

All broadcasting rights of Midwest eSports events are owned by Midwest eSports. This includes but is not limited to: IRC bots, shoutcast streams, video streams, GoTV, replays, demos or TV broadcasts.

1.5.2 - Waiving These Rights

Midwest eSports 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 the tournament director before the start of the match.

1.5.3 - Teams Responsibility

Teams cannot refuse to have their matches broadcast by authorized broadcasts, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by the tournament director. The teams agree to make sufficient accommodation so that broadcasting of matches can take place.

1.5.4 - Drugs and Alcohol

To play a match, be it online or offline, under the influence of any drugs, alcohol, or other performance enhancers is strictly prohibited, and may be punished with exclusion from the event.

1.6 Communication

1.6.1 - E-Mail

The main official communication method for Midwest eSports is email; we will use the email that has been registered in the user's registration form, and therefore this email address should always be kept updated and checked regularly so that no important announcements are missed.

1.6.2 - Mail

Prize money will be distributed through mail and as such a player's address must be provided to receive the award.

1.7 Conditions of Participation

1.7.1 Age Restriction

All participants of the Midwest eSports event have to be over 16 years of age.

1.7.2 Playing With Wrong Game Accounts

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

1.7.3 Changes on the Team Accounts

Any changes in the team account, after registering for the event, should be approved by the event administration before the changes are allowed to take place. This includes but is not limited to:

- Adding or removing players
- Changing the team name

1.7.4 Publisher's anti-cheat system

Any player who has been caught cheating by the game publisher's anti-cheat system (Valve Anti-Cheat) in Counter-Strike: Global Offensive or similar system is not eligible to participate in this tournament or any of its qualifiers.

1.7.5 Publisher's banned players

Any player who has been banned by a game's publisher is not eligible to participate in this tournament or any of its qualifiers for that game.

1.8 Prize Money

All prize money should ideally be paid out within 90 days after the event 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.

1.8.1 Prize Money Distribution

Prize money will be distributed through checks in the mail system. We require any award winning player to fill out a W-9 or equivalent documentation as well as the necessary information for us to contact the player including address and phone number.

1.8.2 Prize Deductions Due to Penalty Points

Prize money deductions can occur as a penalty to a winning team or player due to any transgression and is subject to the Tournament Director's decision.

1.8.3 Withdrawal of Prize Money

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

1.8.4 Transfer of Prize Money

The prize money will be sent as cheque, a bank transfer or over PayPal as specified by the License holder. Failure to redeem the cheques or provide sufficient information for the payments to be complete will result in payments not being made. If a participant has not collected their winnings or redeemed the cheque within one year of the initial payment date the prizes are forfeited.

1.9.1 Player Changes, Replacements, Team Lineups

1.9.1 Player changes

Teams can change their lineup until the start of the event, deadline to add new players is the official starting time of the tournament itself. All additions must be approved by event administration. After that deadline it's not possible to add new players, therefore advises teams to have a sufficient number of substitutes available. If a team for any reason does not have the sufficient number of players to participate in a match, the team will receive a default loss.

1.9.2 Replacements

If a participant is for any reason unable to compete any more in the event, and is removed before the replacement deadline, a replacement will be called up. Replacement participants will be considered and contacted to ask whether or not they want to participate.

1.10 Penalties and consequences for leaving the event

1.10.1 Leaving during any stage

If a participant leaves or gets disqualified from the event during an ongoing stage, the participant forfeits all prize money accumulated for the whole event.

1.10.2 Deletion of Matches

All matches involving teams or solo players that have left a stage of the event 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 player will be considered a default win for his opponent.

1.10.3 Ban for players

If a participant gets disqualified from the event during an ongoing stage, all its members get banned until the end of main event.

1.11 Betting or gambling

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 event 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 competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament director.

1.12 Match Start

1.12.1 Punctuality

All matches in the event should start as stated on the website, any changes in the time must be accepted by the opposing party and administrators, even if rescheduling is generally possible. All participants in a match should be on the server and ready to go at least 10 minutes *before the match starts*.

1.12.2 Delaying the Match

For any delay up to 15 minutes after the scheduled start of the match teams may be penalized as the administration sees fit. At that point, the team will be considered as no show and the match will have to be rescheduled, if the schedule allows it. Otherwise, the opponent will receive a default win from the administration.

1.13 Match Protests

1.13.1 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.

1.13.2 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.

1.13.3 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.

1.14 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.

1.15 Contact

Each participant can contact the tournament admins via email or directly at any time (during the event).

contact - contact@midwestesports.com

CEO - ramsey@midwestesports.com

2 Event Rules

2.1 Punctuality

We expect every player to be at the as stated in the tournament directors info mails 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! Any delays caused by showing up late may lead to penalties.

2.2 Equipment

(Offline Events Only) Provides monitors and computers for all matches as well as headsets for stage matches. Participants have to bring their own equipment (in particular: Keyboard, Mouse, Mousepad, Headsets, In-Ear headphones with long enough cables.)

2.3 Clothing

The players and teams needs to ensure that they are all in acceptable attire

2.4 Gaming Areas

If nothing else has been announced, it is forbidden to bring or eat any food in the gaming areas. Smoking is also strictly prohibited. Exaggerated loud noises and offensive language is forbidden, and may be punished.

2.5 Administrators

The instructions of administrators should always be obeyed and followed. Failure to do so may result in penalties.

2.6 External removable media devices

It will not be allowed to connect, or use any removable media on the tournament computers. In case a player or team is still in possession of such a device it must be handed to the admins before entering the gaming area. Tournament officials will keep such devices until the player or team has played all of its matches on that day.

2.7 Mobile phones, tablets or similar devices

Participants are not allowed to bring mobile phones, tablets or similar devices into the gaming area and they have to be handed to tournament officials before starting to set up before the first match. Tournament officials will keep such devices until the player or team has played all of its matches on that day. This rule will only be enforced if necessary.

2.8 Warm-up Period

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

2.9 Demos and Replays

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

3 Other Infringements

3.1 General

When a player or team has broken one or several rules set forth, it will be referred towards this section for the appropriate penalty, where all general punishments are listed and cataloged.

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

3.2.1 Insults

All insults occurring in connection with the event will be punished with appropriate penalties. This primarily applies to insults during a match but also on the website (forums, match comments, player guest books, support and protest tickets, etc.). Insults on IRC, IM programs, email or other means of communication will be punished if they can be linked to the event 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.

3.2.2 Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the event. Spamming on the website (forums, match comments, player guest books, support and protest tickets, etc.) will be punished depending on the nature and severity.

3.2.3 Spamming

In-game minor penalties 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.

3.3 Unsportsmanlike Behaviour

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

3.3.1 Misconduct

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

3.3.2 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 penalized.

3.3.2.1 Definition of Match Media

Match media are all uploads, including but not limited to: screenshots, ESL Wire Anti-Cheat files, demos, models, and so on.

3.3.2.2 Faking Match media

Faking match media may result penalties.

3.3.2.3 Extraordinary Circumstances

When cheating is suspected, and the match media in question has been faked, appropriate penalties will be applied.

3.3.3 Ringer/Faker

Any players involved in faking or ringing a player will be barred for 2 matches, additional penalties may be applied.

3.3.4 Playing with Disallowed Player

Using a disallowed player results his/her removal from the match. Also, the opponent can demand a rematch.

3.3.5 Misleading admins or players

Any attempts to deceive opposing players, admins, or anyone else related to the event may be penalized.

3.3.6 Cheating

When cheating is uncovered the team will be disqualified from the event and the player will be banned from all competitions for two (2) years. The use of the following programs will result in a cheat ban: 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.

4 Game Specific Rules League of Legends

4.1 Cheating

No cheating will be allowed and can be penalized with loss of prize money and/or ban.

4.2 Match Procedure

4.2.1 Team Leader

Each team will have a dedicated team leader that will stand as contact for the team during the event.

4.2.2 Lag

If there are any lag issues then a pause is warranted. If the lag has affected the game before 10 minutes then the game may restart. There will be same bans and picks.

4.2.3 Punctuality

Failure to show up for your match will disqualify you and your team. Please be responsible and be on time. Continuous problems will result in a ban.

4.2.5 Champion and Item Restrictions

There will be No Champion or item restrictions. There are no re-dos for misclicking champions.

4.2.6 Official Spectator or Judge

When the tournament starts the teams will be given a designated custom room to join. There will be an official spectator/judge to watch the game and to report the results.

4.3 Player Settings

Players will use no extra programs excluding those approved for communication. Any mods or software that affects the game will be warranted as cheating and penalized as such. If there is a request for specific software or settings a request can be made with no guarantee of approval.

5 Game Specific Rules Hearthstone

5.1 Cheating

No cheating will be allowed and can be penalized with loss of prize money and/or ban.

5.2 Player Settings

Players will not install any extra software that affects gameplay and if doing so is liable for penalty.

5.3 Tournament Style

Rounds will be single elimination best of 5 with standard Conquest rules.

Each participant will need to register 3 decks (Each being a different hero). A decklist must be sent to the judge. There will be no sideboarding or "teching" in between rounds or matches.

Each participant must win with all 3 decks to win the round. When a player wins with a deck, s/he must choose a different deck to compete with and cannot return to the deck that has won for the rest of the round. The Loser may switch to a different deck as long as s/he has not won with that deck already.

If a game was finished in a tie so both participants drop to 0 health points in the same turn (both participants will see a "Defeat" as the endscreen), the game will be remade with both participants using the very same deck again.

6 Game Specific Rules Counter-Strike: Global Offensive

6.1 Anti-Cheat

6.1.1 VAC

VAC is mandatory for all players to use for the full duration of all matches without exception. If a player cannot use VAC then they are not allowed to take part in a match.

6.2 Match Procedure

6.2.1 Map pool

The map pool includes the following maps:

- Nuke
- Dust2
- Inferno
- Mirage
- Cache
- Overpass
- Cobblestone

6.2.2 Map Choice Qualifiers

6.2.2.1 Best-of-One Matches

In case of Best-of-One matches, both teams remove maps alternatively until one map is left which will be played. Teams will flip a coin to choose who removes the first map, and who chooses T or CT.

6.2.2.2 Best-of-Three Matches

In case of Best-of-Three matches, both teams remove one map alternatively, after that each team will pick one map. Teams will flip a coin to choose who removes the first map. To decide the last maps both teams once again remove one map alternatively, the last map will be used as third map if needed, and who chooses T or CT.

6.2.3 Map Choice Main Event

6.2.3.1 Best-of-One Matches

In case of Best-of-One matches, both teams remove maps alternatively until three maps are left. WeS will then randomly pick one of the three remaining maps to be played. Teams will flip a coin to choose who removes the first map. The team who started the veto can also pick the starting side on the map.

6.2.3.2 Best-of-Three Matches

In case of Best-of-Three matches, both teams remove one map alternatively, after that each team will pick one map. WeS will then randomly pick one of the three remaining maps to be played as third map. Teams will flip a coin to choose who removes the first map. The team who started the veto can also pick the starting side on the map.

6.2.4 Nickname Ingame

Each player has to use the same nickname during official matches as in his registration on the website. It's not allowed to add any funny additions or characters unless sponsor names.

6.2.5 Number of Players

All matches have to be played with five players per team (5vs5), other constellations are not allowed. If a team fails to show up with enough players, the match will count as no-show and will be forfeited.

6.2.6 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 has 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 admins discretion.

6.2.7 Change of Players

Players can be changed at any time but the opposing team has to be informed in advance. If necessary the game can be paused (see rule Usage of Pause function). This change may not

take more than 5 minutes. If the player have not joined, or cannot be replaced within 5 minutes after the pause has started, then the team with the dropped player may forfeit the match at admins discretion.

6.2.8 Leaving the Server

All matches must be played to the end, failure to do so will be penalized. A match is considered complete when one team has reached 16 rounds on the final map.

6.2.9 Continuing a Disrupted Game

If a match is interrupted (e.g. server crash) within the first three 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. However, if the match will be played on an official ESL server the admin can decide to continue the match by using the backup files provided by the game instead of using the above mentioned way.

6.2.10 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 half-time sites will be swapped. Teams will continue to play overtimes until a winner has been found.

6.2.11 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 penalties.

6.3 Player Settings

6.3.1 Configuration / Start parameters

The following commands are forbidden:

- `mat_hdr_enabled`

The following start parameters are forbidden:

- +mat_hdr_enabled 0/1
- +mat_hdr_leven 0/1/2

All other configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. A player may be penalized for wrong settings in any config file, regardless if it is in use, or even stored in the game folder in question. If three or more players have wrong settings the team will get a default loss. Admins may under special circumstances decide on a default loss, even if less than three players have wrong settings.

6.3.2 Forbidden Scripts

The use of all scripts is forbidden. However there is an exception for the following scripts:

- Buy-Scripts

If you are not sure if a script is allowed or not, then contact the admin team before you play an official match. A player may be penalized for forbidden scripts in any config file, regardless if it is in use, or even stored in the game folder in question. Forbidden scripts will be penalized. If three or more players have wrong settings the team will get a default loss. Admins may under special circumstances decide on a default loss, even if less than three players have forbidden scripts.

7 Game Specific Rules Overwatch

7.1 Cheating

No cheating will be allowed and can be penalized with loss of prize money and/or ban.

7.2 Match Procedure

7.2.1 Team Leader

Each team will have a dedicated team leader that will stand as contact for the team during the event.

7.2.2 Lag

If there are any lag issues then a restart is warranted.

7.2.3 Punctuality

Failure to show up for your match will disqualify you and your team. Please be responsible and be on time. Continuous problems will result in a ban.

7.2.5 Hero Restrictions

There will be No Hero restrictions. There are no re-dos for misclicking heros.

7.2.6 Official Spectator or Judge

When the tournament starts the teams will be given a designated custom room to join. There will be an official spectator/judge to watch the game and to report the results.

7.3 Player Settings

Players will use no extra programs excluding those approved for communication. Any mods or software that affects the game will be warranted as cheating and penalized as such.

8 Game Specific Rules Rocket League

8.1 Cheating

No cheating will be allowed and can be penalized with loss of prize money and/or ban.

8.2 Match Procedure

8.2.1 Team Leader

Each team will have a dedicated team leader that will stand as contact for the team during the event.

8.2.2 Lag

If there are any lag issues then a restart is warranted.

8.2.3 Punctuality

Failure to show up for your match will disqualify you and your team. Please be responsible and be on time. Continuous problems will result in a ban.

8.3 Player Settings

Players will use no extra programs excluding those approved for communication. Any mods or software that affects the game will be warranted as cheating and penalized as such.