



GENERAL

RULESET

SEASON 5

Introduction

This manual outlines the specific rules for participants, coaches, and organizations (Esports teams) participating in any event under the POST Esports Masters. By engaging in POST Esports Masters activities, each individual confirms they have reviewed and agreed to the rules detailed in this manual. The administrators of POST Esports Masters hold the authority to modify or clarify any part of this manual as necessary. For situations not directly covered by the rulebook, the administrators have the discretion to make final decisions.

Good Luck & Have Fun!

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GENERAL RULES

Participants of the POST Esports Masters

The "Participant", by its definition, is any player, coach, staff member or representative of an organization appearing with an active status within the POST Esports Masters. It is formally prohibited for the Participant to have a contract with more than one team participating in the POST Esports Masters. After qualifying for the official Season, the Participant will be in contact with an Admin to fill out and sign the POST Esports Masters contract. The Participant has 24 hours to read, fill out and sign the contract.

Country & Address

The participant's country is established based on their primary residence address. The administration reserves the right to ask for a verification of residency. This information must be verified through a legal document (certificate of residency) or a long-term visa, accompanied by evidence of sustained accommodation (short-term visas are deemed inadequate). Failure to provide legal evidence of residency leads to the immediate disqualification of the player. It's important to note that this rule does not apply to coaches/managers.

Age

The minimum age requirement for a POST Esports Masters player is 16. In the circumstance where a participant is still a minor under European law (<18 years of age) on the day of the Qualifier, the contract must be co-signed by a legal guardian. Upon reaching the age of 18, the participant is considered a legal adult and is no longer categorized as a minor.

If a 15-year-old turns 16 within 30 days after the commencement of the qualifier date, they may enroll in the POST Esports Masters with a specially endorsed contract signed by their legal guardian. If a participant attains the age of 18 during the season, it is imperative to execute a new contract, and it is the participant's responsibility to inform the administrators.

Player name & In-Game name

The in-game name of the participant must match the validated in-game name registered during the registration process. Any alteration of the name without notifying the administrator and securing their confirmation will result in penalties.

Upon registering for any POST Esports Masters event, each participant is required to validate their official account for the specific game discipline they are participating in. Participants are obligated to use their main account. The use of secondary accounts or accounts not owned by the participant. (e.g., a friend's account) is strictly prohibited.

Communication Channels

The primary communication channels between the POST Esports Masters and participants leading up to the competition are Discord and email. The use of any other communication medium is strictly prohibited. Therefore, it is strongly advised that participants regularly check Discord messages and emails to stay informed about important updates and information.

Esports structures

Participation in the POST Esports Masters does not necessitate the presence of an esports structure. For an esports structure to be officially recognized, it must possess a legal form (such as non-profit, for-profit association, Limited Liability Company, public limited company, etc.) for identification in summaries and live productions. Simple groups, clans, and other team formations are also eligible, but those lacking a legal form will not be referred to as "Esport Teams" in summaries and live productions. During registration, the structure/participant is required to provide essential details, including the team name, logo in vector format (both dark and light versions), social media accounts, and a designated representative serving as the main contact. The team representative, who can be the Captain, Coach, or Manager, must be at least 16 years old and is responsible for direct communication between the POST Esports Masters and the team. This representative handles requests for adding or replacing players, managing game schedule changes, etc. Any change in the representative must be promptly communicated to the POST Esports Masters administrator as soon as the information is available.

The esports structure has the autonomy to select its partners and sponsors, except for entities involved in the realms of :

- Any video game, video game developer, video game consoles or publisher.
- Any esports or other video game tournament, league, or event.
- Gambling, sportsbook and casinos.
- Fantasy esports operators (including daily fantasy).
- Any prescription drugs or drugs that are not "over-the-counter" drugs including items such as CBD oils, etc.
- Firearms, ammunition or firearm accessories.
- Pornography or pornographic products.
- Tobacco products or paraphernalia.
- Alcohol products (including non-alcoholic beverages marketed by alcohol companies) or other intoxicants the sale or use of which is regulated by applicable law.
- Sellers of or marketplaces for virtual items known to be counterfeit or illegal.
- Cryptocurrencies, or any other unregulated financial instruments or markets.
- Political campaigns or political action committees.
- Charities that endorse particular religious or political positions or are not reputable. (Croix-Rouge, Fondation Cancer Luxembourg, Think Pink Lux and other similar mainstream charities would be considered reputable).
- State lotteries.

If you're in doubt if one of your sponsors or potential sponsors falls under one of these categories or might not be eligible for a participation in the POST Esports Masters please contact the competitions management via our discord server or e-mail.

CODE OF CONDUCT

The code of conduct outlined below is applicable to all participants of the POST Esports Masters, spanning all levels of the competition. The administrators retain the right to enforce penalties or disqualify any participant found in violation of this code of conduct, at their sole discretion.

General Behaviour

Players must behave in a reasonable manner, maintaining appropriate and respectful behavior towards spectators, members of the press, administrators and other players. These requirements apply to offline and online interactions, including conduct and activity on social media. All players are expected to adhere to these sportsmanship standards. Prohibited conduct includes, but is not limited to:

- Violation of any applicable law, rule or regulation, as determined by the POST Esports Masters sole discretion.
- Use any software or program that damages, interferes with or disrupts competition or the computer or property of others.
- Any external software designed to give the participant an unfair advantage.
- Interfering with or disrupting the participation of another player in the competition.
- Harass, threaten, intimidate, engage in hate speech, repeatedly send unwanted messages or make attacks or personal statements on race, sex, sexual orientation, religion, heritage, etc.
- Publish, share, download or distribute content, or organize / participate in any activity, group or guild that administrators (acting reasonably and objectively) consider inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, hateful, obscene, sexually explicit, invasive of privacy, vulgar, offensive, indecent or illegal.
- Engage in any other activity that significantly disrupts the peaceful, fair and respectful playing environment.
- Promote, encourage or participate in any prohibited activity described above.

- Harm the public image of the POST Esports Masters
- Spamming the in-game chat or any communication channels
- Rage quitting competition games
- Voluntary use of bugs and glitches

Collusion

Collusion is defined as any agreement between two or more players / teams to disadvantage other players / teams in the competition. Collusion between players / teams is strictly prohibited. Any player / teams suspected of collusion by the administrator of the POST Esports Masters can at any time conduct an investigation and ban the Participant in the event of evidence of collusion.

Examples of collusion include, but are not limited to:

- Intentionally losing a match for any reason whatsoever, whether in pools, pro pools, playoffs and finals.
- Play on behalf of another competitor (change of identity).
- Any form of match-fixing.
- "Soft play", defined as a player who does his best to allow an opponent to accumulate the score and obtain a differential advantage.
- Agreeing to share the sum of the reward.

Conduct on live events

Competitors must maintain an adequate level of respect for other competitors, referees and administrators during all live events. Conduct prohibited during live events includes, but is not limited to:

- Use of vulgar or offensive language.
- Abusive behavior, including harassment and verbal threats.
- Physical violence, fighting or any other threatening action directed against any player, spectator, official or any other person.
- Damage and / or abuse on game consoles, controllers, competition equipment or the facility / venue.
- Interfering or interrupting the broadcast or the broadcast production.
- Interfere with the gameplay, including intentionally interrupting a game station, interrupting a feeding, leaving a station before the end of a match, refusing to play and taking advantage of the pause in the game.
- Failure to cooperate with security and safety requirements, such as metal detectors and bag searches.
- Failure to comply with instructions given by sponsors, referees and security personnel at all times.
- Disclosure of any confidential information provided by the POST Esports Masters.
- Accept gifts, rewards or compensation for services rendered within the framework of the competition (with the exception of players with sponsors who pay them according to their performance).
- Not being available for post-competition award ceremonies, interviews and the entire live event, as well as for any promotional activity reasonably requested by the administrators of the POST Esports Masters or any other sponsor.

COPYRIGHT OF CONTENT AND MEDIA

The POST Esports Masters retains full copyrights for all media associated with their events. An exception to this rule is granted to any media partner holding a contract with POST Esports Masters, or those possessing copyright notices authorizing the sharing of retransmissions within the specified limits outlined in the contract.

Broadcasting & Live Streaming:

Division 1:

POST Esports Masters owns the full rights for broadcasting and retransmissions (TV, streams, etc.) as well as for uploading videos and podcasts around its competitions. Exceptions are made for media partners having a contract with POST Esports Masters allowing them to retransmit content from POST Esports Masters within the limits of what the said contract stipulates. No Participant can refuse to have their game broadcasted. The participant who objects to the retransmission of his game is declared loser by forfeit of the said game.

Division 2:

Participants may broadcast their games on their own channels, with the allowance of their Tournament Admin and in respectance of certain broadcasting guidelines that will be provided by the Tournament Administrator.

PENALTY SYSTEM AND POST ESPORTS

MASTERS

PENALTY COMMITTEE

Penalties are given for any violation of the rules or any unsportsmanlike behavior. The range goes from a simple warning to the withdrawal of points/cash prize, to the disqualification and eventually the definitive ban from POST Esports Masters competitions. The penalties will be decided by the Penalty Committee.

The Penalty Committee is a group of qualified individuals that decides on the consequences of any rule violation or unsportsmanlike behavior. It is made up of:

- POST Esports Masters Head Admin
- POST Esports Masters Organization Members
- POST TELECOM Representatives

Warnings

Warnings will be issued for minor infractions, such as delays, inadequate information confirmation for matches, or neglecting to upload media for results. Accumulating two warnings will result in a minor monetary penalty. It is important to note that tournament administrators have the authority to issue warnings without the approval of the POST Esports Masters Penalty Committee.

Monetary penalties

A monetary penalty may be distributed if a player or a team fails to fulfill their contract conditions, such as missed press meetings, interviews, fan interaction sessions, planned photo and video sessions, failure to send media files, lack of respect in behavior, corruption of scores, and any other obligation related directly to the competition. The monetary penalties will stack and are deduced from the earned cash prize at the end of the event. Importantly, monetary penalties can only be imposed with the approval of the POST Esports Masters Penalty Committee.

- The Minor Monetary Penalty is applied when accumulating up to two warnings.
- The Medium Monetary Penalty can be given when a player fails to arrive at a scheduled match, not respecting the In-Game rules, etc.
- The Major Monetary Penalty can be given when players fail to appear on mandatory offline events, disrespectful behavior towards Players, Admins and overall staff, public shaming & harassment on social media, etc.

The aforementioned provisions are not fixed, and the decision regarding penalties, including their nature and imposition, rests with the discretion of the POST Esports Masters Penalty Committee.

Minor Monetary Penalty -> 100€

Medium Monetary Penalty -> 200€

Major Monetary Penalty -> 400 €

Disqualifications & bans

This category of penalty is assigned to a player, team, staff member, or other involved party in cases of sufficiently serious misconduct that has had a detrimental impact on the competition or an opposing team. Such sanctions are always accompanied by a specified date until which the offender is banned or disqualified.

Examples of offenses warranting this penalty include disclosing sensitive information about the POST Esports Masters (such as chats or email exchanges), attempting to cheat, manipulating brackets, engaging in racist, sexual or social harassment (all forms of harassment are strictly prohibited), and failing to attend MEDIA DAY, among others.

Various types of penalties may be imposed depending on the nature of the offense committed by the individual or the team. In the context of a team competition, if a structure decides to withdraw from the POST Esports Masters, the players, staff members, and other involved parties will face a one-year ban from the competition. Exceptions may apply in cases of valid reasons or if players decide to continue playing without a structure.

Right of Review & Right of re-evaluation

Each penalty is associated with a unique case number assigned by the POST Esports Masters Penalty Committee. Players have the right to inquire about the existence of any ongoing penalties and the reasons behind them at any point. (Note: Abusing this right may result in penalties) Past penalties from the preceding season will carry over.

If the penalized entity can present new evidence, the POST Esports Masters Penalty Committee retains the authority to decide whether they want to re-evaluate the case. This process ensures transparency and allows for the possibility of reconsideration based on additional information.

Retreat of the POST Esports Masters

A Participant who decides to leave the POST Esports Masters during the Competition, automatically accepts the following terms:

- Loss of any accumulated reward for the Competition
- Exclusion of the current and the next season.
- Exclusion of all POST Esports Masters related events for the duration of 1 year this includes one-shot tournaments and other separate events.
- Any result is disregarded (auto-loss every game, also the played ones)

RULES & INFORMATION OF LIVE EVENTS

Financial support for traveling purposes

The POST Esports Masters may consider providing support for travel expenses to teams or players, but there is no obligation to do so. Each request for support will be evaluated on a case-by-case basis. If you wish to seek assistance, please reach out to your head admin with the details of your situation. Ensure that you allow at least two weeks for the POST Esports Masters Staff to review and respond to your request.

*** Addition: 03/01/2024 ***

****** Only teams that have at least 1 luxembourgish player OR play for an organization that is registered in luxembourg are eligible for mobility stipends, helping them cover transport fees to and from PEM related offline events, such as media days and finals. ******

Clothing

Participants are required to present themselves wearing the jersey of their respective structure. In the event that a team lacks a structure or jersey, each player must wear a similar outfit with the same color code. Coordination for this will be done with a POST Esports Masters Coordinator a few days before a live event.

Equipment

The POST Esports Masters supplies monitors, PCs, and power supplies, while participants are responsible for bringing their own accessories, including mouse, keyboard, headphones, mouse pad, PlayStation, tablet, smartphone, power cables, etc.

It is essential that all participants' equipment is approved by the administrator to ensure the proper functioning of the competition and maintain fair play standards. Following the installation of equipment, a referee conducts a final check to ensure everything is in order.

AWARDS

The POST Esports Masters Staff is responsible for providing a form to all participants eligible for any prize money. This form has to be completed and sent back to the tournament staff within 30 days after the finals.

All rewards are transferred within 30 days upon the receipt of said form to the best of the administrators' ability. Any outstanding rewards are paid at the latest within 60 days after the receipt of the form. The transfer is a one-time occurrence, except in the event of an error on the part of POST Esports Masters. Participants that have received any awards wrongfully without having earned them, accept to return the transferred awards as soon as possible.

The Participant accepts having to pay for any transfer fees that may occur from a transfer to their bank account.

Any other conditions mentioned on the prize forms are also applicable.

SEASON RELEVANT RULES

Matches

Matches must start at the time indicated. No changes are allowed without the approval of the Head Admin.

Failure to appear on time may result in penalties for both players and participants, including but not limited to the immediate forfeiture of the game. The precise timings for such actions are outlined in the rulebooks specific to each game.

Participants engaged in consecutive games (Best of 3, Bo5, back-to-back scheduled games, etc.) are allowed a maximum break of 10 minutes before the commencement of the next game. The extension of this break can only be authorized by the Head Admin.

Division 1

Players are expected to be present and connected during the designated dates and times. It is crucial for players to be available 30 minutes before the specified play day and 60 minutes before the scheduled match time. This ensures a steady and clean flow of the broadcast, especially if games are played faster than average.

Division 2

Players need to plan their matches themselves. The POST Esports Masters Admins announce which game must be played in which week. Games must be planned and fixed the week before and must be announced at the latest on Sunday 20:00 of the week before.

Results

The results of the matches are to be communicated on discord in the corresponding section. The exact format of the results communication will be determined and communicated at the season's beginning. Failing to abide by the specified format may lead to the admins refusing the result. In this case the Head Admin has the right to declare the game as not played. Players have 24 hours to send and confirm the results.

Protests

A participant has a maximum of 24 hours after the match to protest the outcome of the match or its conduct by contacting an admin on discord over the correct channel. A protest will not be considered valid if it is raised in the incorrect location or directed towards the wrong individuals.

Team constellation

Each match must be played with the correct number of players. If a team does not manage to participate with the right number of players, it will lose the match by forfeit. Teams must announce a default active roster at the beginning of the season. A team must always adhere to the regional limitations. Failing to do so will result in an immediate forfeit of the game. Teams are free to change their active roster during the season with players that they registered in beforehand as substitutes. A change of an active roster must be announced 24 hours before the match begins. (Substitutes- and regional-limitations are announced in the game specific rulebooks)



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In Game chat

It is not allowed to write things that are not directly related to the match in the in-game chat.

CONTACT

In case you have any questions or concerns regarding rules, penalties, sponsors, etc. please contact the head admin. He will forward all concerns to the corresponding departments.