



**RUSSIAN  
ESPORTS FEDERATION**

# **RESF Open 2018**

**Esports competitions Regulations**

**Moscow 2018**

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## **1. Terms and definitions**

- 1.1. RESF – Russian eSports Federation.
- 1.2. The Event – the esports competition event “RESF Open” (Russian: Открытый Кубок ФКС России) held in November-December 2018.
- 1.3. Organizing Committee of the event is formed as defined below.
- 1.4. LAN – prefix for or definition used for competitions held in a physical venue.
- 1.5. Online – prefix or definition used for competitions held without physical presence of participants, via internet.
- 1.6. bo (bo1, bo3, bo5 etc.) – best of..., maximum number of games in a match played without a draw. E.g. bo3-match is played until one of the rivals wins two games (bo5 – three wins, bo7 – four wins, etc.).
- 1.7. Tourney engine – online tournament management software. For the Event, <http://esports.mail.ru> is used.
- 1.8. Official website of the Event is <http://esportcup.ru>.
- 1.9. Titles of the Event: Dota 2, Hearthstone, StarCraft II: Legacy of the Void, Clash Royale.

## **2. Organizers**

- 2.1. The rights to organize and conduct the Event belong to Russian eSports Federation (hereinafter – RESF).
- 2.2. Organizers of the Event (hereinafter - the Organizers) are RESF and ANO "Agency of modern communications" (both are juridical persons of the Russian Federation). The interaction of the Organizers in the process of organizing and conducting the Event, including the distribution of their rights, duties and responsibilities, is carried out on the basis of the contract No. 122/2018 of June 01, 2018.
- 2.3. Organizers fully ensure the organization and conduct of competitions, including:
  - compliance with the conditions for admission and participation of players;
  - media coverage and recording of the course of the Event, including the publication and maintenance of tournament tables, match results, the results of the Event;
  - counteracting unsporting behavior, fraud and attempts to unlawfully influence the results of the Event or distort them;
  - refereeing, technical support and other necessary maintenance of the Event in accordance with regulatory documents and current legislation.
- 2.4. In accordance with the legislation, Organizers provide necessary measures to secure the Event.
- 2.5. In accordance with the legislation, the Organizers provide the necessary infrastructure, video surveillance systems that allow identification of individuals while they are in official sports venues.
- 2.6. In accordance with the legislation, the Organizers provide emergency medical care.
- 2.7. Mandatory doping control at the Event is conducted in compliance with the requirements of the international standard for testing participants of sport competitions, as determined by the international organization engaged in the fight against doping and recognized by the International Olympic Committee.
- 2.8. Organizers are not responsible for technical failures of software and hardware belonging to third parties, including game servers and/or tournament services.

### **3. Organizing committee and Panel of Referees**

- 3.1. In order to organize, conduct and control the run of the Event, the Organizers form the Organizing Committee.
- 3.2. Decisions of the Organizing Committee are mandatory for execution by all participants of the Event, as well as by officials of the Event.
- 3.3. The Panel of the Referees appointed by the Organizing Committee conducts refereeing the Event and acts in accordance with Rights and Duties of the Referees Panel approved by the Organizing Committee.
- 3.4. All the officials shall know and perform all the requirements set by the Regulations and other esport and general sport legislation relevant to the Event.
- 3.5. Official email address for communication with the Organizing Committee of the Referees Panel is [turnir@resf.ru](mailto:turnir@resf.ru). The subject of any email shall contain the name of the body that it is addressed to.

### **4. Participation**

- 4.1. In the text of these Regulations, a “Participant” means an individual player (in case of individual competition titles) or a group of players (for group competition titles).
- 4.2. All participants of the Event are determined at qualifying competitions in accordance with quotas assigned by the Organizing Committee.
- 4.3. Participation in the Event is allowed only on the basis of the Participant's application, executed in the established form and filed on time. Information on the procedure for submitting an application for participation is posted on the official website of the Event. Only fully and correctly completed applications are considered.
- 4.4. The official language of the Event is Russian. For non-Russian speaking Participants, if necessary, the Organizers provide an opportunity to communicate with the Event officials in English.
- 4.5. The minimum age of players participating in the Event is 14 full years on 01.09.2018. The competitions are not divided into male and female – participation is open to all.
- 4.6. Participants are required to:
  - know and follow the provisions of the Regulations;
  - observe confidentiality when communicating with the Event officials. In particular, all information submitted to the Event officials or received from them in the framework of filing and processing applications, complaints, protests or appeals is confidential and can not be published without the permission of the Organizing Committee;
  - provide the Event officials with reliable information about themselves (including information in the Participant's application), on the progress of matches and games;
  - adhere to generally accepted norms of conduct, show respect for the Event officials, spectators, representatives of the media, as well as to other Participants;
  - observe the principles of sportsmanship and fair play;
  - do not change the players’ accounts and nicknames throughout all competitions of the Event;
  - if the age of a player is less than 18 years old, file a permit from the player’s parents or legal representatives to participate in the Event;

- in the days of the matches of the Event before the matches start, to confirm their participation and, at the request of the official (referee), to provide the officials with an ID;
  - in the event that a player participating in the Event has become aware of the fact of unlawful influence on the results of matches of the Event or on the results of a competition title of the Event in favor of any Participant, report this to the Panel of Referees;
  - in case of an unforeseen situation, making it impossible to participate in the Event, immediately notify the Organizing Committee of the Event.
- 4.7. Players participating in the Event are prohibited from:
    - using any software that influences in-game mechanics of the videogame used for the competitions, including designed to change in-game parameters, in order to provide advantages to themselves and / or create obstacles for the normal course of match to their opponent;
    - exerting an unlawful influence on the outcome and results of matches of the Event;
    - participating in gambling by betting on contests of the tournaments in which they compete.
  - 4.8. Participants who violate the above conditions are subject to disciplinary measures up to disqualification from the Event.
  - 4.9. Names, surnames, photo and video materials with the images of Participants, their representatives related to participation in the Event, as well as interviews and other materials, may be used by the Organizers to fulfill the obligations related to Event or for other purposes not inconsistent with the current legislation of the Russian Federation.
  - 4.10. Athletes who won prizes should send photos/scans of passports or other documents proving their identity to the Organizing Committee.

## **5. Qualifying competitions**

- 5.1. Qualifying competitions are held from 01.09.2018 to 31.10.2018 and consist of regional qualifying competitions and online qualifying competitions.
- 5.2. Format of each regional qualifying competition is determined by the organizers of such a competition before the matches start and after the registration of participants is closed.
- 5.3. Online qualifying competitions are held as follows:
  - 5.3.1. Hearthstone – single elimination, bo3.  
 Additional rules:
    - Upon the registration, a Participant shall select three classes and upload screenshots of their corresponding decks for each class. Participants who don't specify the classes, or have the set decks other than the classes specified, or upload unreadable screenshots shall not be allowed to participate;
    - Default platform is PC, although participants may use other devices if it allows him/her to communicate with referees, upload screenshots and use the tournament engine.
  - 5.3.2. Dota 2 – single elimination, bo1 before semifinals, bo3 for semifinals and finals.
  - 5.3.3. StarCraft II: Legacy of the Void – single elimination, bo3.
  - 5.3.4. Clash Royale – single elimination, bo3.  
 Additional rule: Default platform is Android or iOS, although participants may use other devices if it allows him/her to communicate with referees, upload screenshots and use the tournament engine.

- 5.3.5. Online qualifying competitions start at 12:00 MSK. Registration closes at 11:00 MSK. Participants confirm their participation 60 minutes in advance before the first matches in the tourney engine interface.
- 5.4. The schedule, venues and order of all qualifying competitions are approved by the Organizing Committee and published on the official website of the Event.
- 5.5. The draw for the qualifying competitions is held without preliminary seeding of the participants.
- 5.6. Participants must allow referees and casters in their games and give them the access to the game information.
- 5.7. Maximum match possible delay happening through the fault of a Participant is 10 minutes after the beginning of the current competition round.
- 5.8. Each match is played strictly on schedule. Officially broadcasted matches shall start upon the referee's command.
- 5.9. After the end of each match, participants must inform the referee of the result. Participants are required to take screenshots of their wins. At online qualifications, the screenshots shall be kept to the end of the tournament and uploaded to the corresponding matches in the interface of the tourney engine. If the referee within 5 minutes after downloading the screenshots, did not advance the winning Participant on the tournament brackets, the Participant should communicate the referee and point this match.
- 5.10. Participants having qualified from qualifying competitions to the Event cannot participate in any other qualifying competition.

## **6. Competitions of the Event**

- 6.1. To participate in competitions of the Event, players shall register at the tournament engine <https://esports.mail.ru> and be online and authorized in the scheduled time of a round of the competition.
- 6.2. The draw for the group stage of each title of the Event is conducted online after all participants are determined. The link to the live broadcast of the draw is placed on the Event website.
- 6.3. Each match starts strictly on schedule and the referee's command. Officially broadcasted matches shall start only upon the referee's command.
- 6.4. Communication of participants with referees and other officials of the Event takes place in the Discord service in the chat channels specified in the technical rules announced on the official website.
- 6.5. Participants must allow referees and casters in their games and give them the access to the game information.
- 6.6. Maximum match possible delay happening through the fault of a Participant is 10 minutes after the beginning of the current competition round.
- 6.7. After the end of each match, participants must inform the referee of the result. Participants are required to take screenshots of their wins. The screenshots shall be kept to the end of the tournament and uploaded to the corresponding matches in the interface of the tourney engine. If the referee within 5 minutes after downloading the screenshots, did not advance the winning Participant on the tournament brackets, the Participant should communicate the referee and point this match.
- 6.8. The Main Stage of the Event for each title consists of two phases (groups and single elimination) and is conducted online from 01.11.2018 till 30.11.2018.

- 6.9. Each round of the Main Stage of the Event starts at 12:00 MSK.
- 6.10. Group phase of the stage:
- 6.10.1. Hearthstone: 8 groups, round robin, bo3.
  - 6.10.2. Dota 2: 8 groups, round robin, bo1.
  - 6.10.3. StarCraft II: 8 groups, round robin, bo3.
  - 6.10.4. Clash Royale: 8 groups, round robin, bo5.
  - 6.10.5. For Hearthstone and Clash Royale the same additional rules valid as the ones for online qualifications (screenshots, platform).
  - 6.10.6. Each group in all titles contains 6 Participants unless the number is changed upon the Organizers' decision.
  - 6.10.7. To determine places within a group the following criteria and in the following order are counted:
    - Points (3 points for a win in a match, 0 points for a lose);
    - Head-to-head match results;
    - Won to loss games ratio.
- If it is impossible to clearly determine the places in a group upon the criteria, additional matches are played.
- 6.10.8. For Hearthstone and Clash Royale the same additional rules valid as the ones for online qualifications (screenshots, platform).
- 6.11. Four Participants from each group promote to the single elimination phase of the Main Stage of the Event and are matched as follows:

Match 1	1st place of group A
	4th place of group H
Match 2	1st place of group B
	4th place of group G
Match 3	1st place of group C
	4th place of group F
Match 4	1st place of group D
	4th place of group E
Match 5	2st place of group A
	3th place of group H
Match 6	2st place of group B
	3th place of group G
Match 7	2st place of group C
	3th place of group F
Match 8	2st place of group D
	3th place of group E
Match 9	3st place of group A
	2th place of group H
Match 10	3st place of group B
	2th place of group G
Match 11	3st place of group C
	2th place of group F
Match 12	3st place of group D
	2th place of group E
Match 13	4st place of group A
	1th place of group H
Match 14	4st place of group B

	1th place of group G
Match 15	4st place of group C
	1th place of group F
Match 16	4st place of group D
	1th place of group E

- 6.12. Single elimination phase of the Main Stage:
- 6.12.1. Hearthstone: bo5 up to and including the round of 16, bo7 in quarterfinals.
  - 6.12.2. Dota 2: bo3 up to and including semifinals, bo5 for the final and the 3rd place match. Three participants pass to the Final Stage. The fourth participant of the final stage is the winner of KFC Battle that took place in July 21-22.
  - 6.12.3. StarCraft II: bo5 up to and including quarterfinals.
  - 6.12.4. Clash Royale: bo5 up to and including the round of 16, bo7 in quarterfinals.
  - 6.12.5. For Hearthstone and Clash Royale the same additional rules valid as the ones for online qualifications (screenshots, platform).
- 6.13. The Final Stage of the Event takes place in December, 12-17 2018 as LAN-competitions in each title.
- 6.14. The number of Participants of the Final Stage is four in each title.
- 6.15. Format of the Final Stage:
- 6.15.1. Hearthstone: single elimination continuing the brackets of the Main Stage, bo7. The additional rule: at least 7 days prior to the start of the Final stage, the Participants shall email to the Organizing Committee screenshots of their decks of five classes. Each screenshot of a deck shall show names of all cards of the deck, number of exemplars of each card in the deck. Before the start of the Final Stage referees notify each participant about all the decks and classes of all the participants. Before the start of each match both participants secretly notify the referee which of his opponent's deck should be banned.
  - 6.15.2. Dota 2: single elimination bo5. At the first round the 2nd place of the Main Stage is matched with the participant from KFC Battle, and the 3rd place is matched with the 1st place.
  - 6.15.3. StarCraft II: single elimination, bo5.
  - 6.15.4. Clash Royale: single elimination bo7.
- 6.16. All players are provided with soundproof headphones, that they shall use upon the referee's command and shall not take off until the match is finished.

## 7. Substitutions

- 7.1. Substitutions are allowed in Dota 2 between qualifications and the Main Stage (with at least 3 days notice), and between the Main Stage and the Final Stage (with at least 14 days notice).
- 7.2. Maximum 2 players substitutions are allowed.
- 7.3. The substitutes shall not be players of other groups participating in either qualifications or the Main Stage, and shall not be Participants of competitions in other titles of the Event.
- 7.4. In titles other than Dota 2, substitutions are not allowed.

## 8. Pauses



- 8.1. Participants may pause game only for the reason as follows, and should immediately notify the opponent about the reason.
  - unintended disconnect,
  - troubles with the hardware or software (peripherals failure, the videogame crash etc.).
- 8.2. Pausing a game for another reason is considered as violation of fair play.
- 8.3. Time limit for a pause is five minutes, and maximum two pauses are allowed for each side.
- 8.4. If the opponent exceeded the time limit, the participant should immediately notify the referee about that. Unpausing a game paused by the opponent without the referee's permission or the opponent's ready notice is not allowed.

## **9. Awards**

- 9.1. The first place award is the Cup and money prizes.
- 9.2. Awards for places 2-4 are money prizes.
- 9.3. The money prizes are:
  - Individual titles (Hearthstone, StarCraft II, Clash Royale):
  - 1st place – 250.000 rubles
  - 2nd place – 150.000 rubles
  - 3rd place – 70.000 rubles
  - 4th place – 30.000 rubles
  - Dota 2:
  - 1st place – 1.000.000 rubles
  - 2nd place – 500.000 rubles
  - 3rd place – 300.000 rubles
  - 4th place – 200.000 rubles
- 9.4. The money prize in Dota 2 is distributed among the players of the team in equal parts.
- 9.5. All players of the Final Stage shall provide the Organizing Committee with their account details within 30 days after the end of the Event.
- 9.6. All money prizes are wired to personal bank accounts of the players within 6 months after receiving the necessary information.
- 9.7. Money prizes are paid in rubles to residents of the Russian Federation or in dollars to non-residents of the Russian Federation.
- 9.8. In case of non-attendance at the Final Stage of the Event, the prizes are void.
- 9.9. The money prizes are subject to taxation in accordance with the current legislation of the Russian Federation.

## **10. Finance provisions**

- 10.1. Expenses on participation in qualifications and the Main Stage of the Event are provided by Participants or their sport organizations.
- 10.2. Expenses on participation in the Final Stage, including travel, meal, accommodation and insurance, are provided by the Organizers.
- 10.3. General finance provision, including the prize pool, reimbursements for referees and other officials, and all other works for the Event organization, is made by the Organizers.

## **11. Insurance**

- 11.1. Only players having life and health insurance are allowed to participate in the Event.

## **12. Refereeing and misbehavior**

- 12.1. Competitions of the Event are refereed in accordance with the General eSports Rules and these Regulations.
- 12.2. Referees may be disqualified from the Event in case of unsatisfactory performance of their duties in accordance with these Regulations and other relevant documents.
- 12.3. In the case of a violation committed by a Participant that is not directly provided for by the General eSports rules or these Regulations, the Organizing Committee of the Event may apply one of the sports sanctions provided for by the Rules to such Participant, guided by the principles of analogy and the principles of sporting justice.
- 12.4. Delay of the beginning or continuation of a match more than for ten minutes may cause technical loss.
- 12.5. Excessive chatting (flood) in ingame chat may cause a punishment from caution to disqualification depending on the number of messages and their frequency.
- 12.6. Sabotaging matches may cause a punishment up to disqualification.
- 12.7. Violations in Dota 2:
- writing “gg” in a not finished game leads to caution. If the violation repeats the team may be disqualified.
  - starting a game with an incomplete team.
- 12.8. Violations in Hearthstone:
- a Participant who abandoned the game and did not return to it after 5 minutes gets technical loss in this game.
  - a participant who chooses a banned or already discarded deck gets technical loss in the game.

## **13. Technical issues and disconnects**

- 13.1. Dota 2:
- When one or more players disconnect from the team, the game is paused for at least 5 minutes or until all players return to the server.
  - When all players of a team are disconnected, with a game duration of no more than 10 minutes with a difference of no more than 5 points, a replay is assigned for the same picks of both sides.
  - When all players of a team are disconnected, if the game has been continuing longer than 10 minutes, the winner of the game is determined by the referee according to the towers, the number of frags and the amount of gold earned per minute. If it is impossible to determine the winner, the referee can assign a replay with the same pick.
  - When a player disconnects during picking or banning and can not quickly reconnect which leads to missing the opportunity to pick or ban, the match lobby is created again. All picks and bans, made before the disconnect, remain.
- 13.2. Hearthstone:

- Any software trouble affecting the result of the game or making impossible to continue it is counted as a disconnect of the participant from whose side the bug occurred.
- 13.3. StarCraft II and Clash Royale:
- In case of disconnect within the first 2 minutes of a game, the game is replayed, except when the first battle has been held. The referee shall be notified in any of the cases.
  - In case of disconnect after the first 2 minutes of the game or after the first battle, the remaining player decides whether to replay the match or not. The referee shall be notified in any case.
  - in case that the disconnected player claims that he won the game, the decision on the game is taken by the referee based on the record and/or screenshots.

#### **14. Miscellaneous**

- 14.1. The English edition of the Regulations may differ from the Russian edition due to necessary adaptations to esports and general sport legislation existing in the Russian Federation.
- 14.2. In case of contradiction between English and Russian edition of the Regulations that leads to unintended violation, officials of the Event shall manage such a case in favor of principles of fair-play and sporting justice.