



Snapdragon

PRO SERIES

ESL

Snapdragon Pro Series

Asphalt 9

General Rules

1 Definitions

1.1 Range of validity

This is the base rulebook that is valid for the event, its participants, and all matches played within the scope of the event. With their participation, the participant states that they have read, understood, and accepted all rules.

1.2 Tournament organization

The event is organized by ESL. ESL is operated by ESL Gaming GmbH.

ESL Gaming GmbH

Schanzenstr. 23

51063 Köln

Germany

<https://www.eslgaming.com/>

1.3 Privacy

Player personal data will be collected, processed, and stored for online match participation, organization, and prize delivery. The player's personal information will be stored until **22.02.2025** according to internal policies or procedures to answer legal requirements. All players are informed that ESL will collect their personal information as Data Controllers and regarding applicable privacy laws of each participating country.

For any request regarding your rights for your personal information, please contact ESL at:

<https://account.eslgaming.com/privacy-policy/>

Any personal data shared with third parties will be processed in line with their privacy policies.

1.4 Region

For Snapdragon Pro Series tournaments, the world is divided into 4 main regions which are as follows:

- Asia-Pacific (“**AP Region**”)
- Europe, Middle East and Northern Africa (“**EU & MENA Region**”)
- Latin America (“**LATAM Region**”)
- North America (“**NA Region**”)

1.5 Punishments

1.5.1 Definitions and scope of punishments

Punishments are given for rule violations within the ESL. They may be either minor or major penalty points, monetary fines, default losses, player suspension or disqualification, depending on the incident in question, and often combinations of two or more of those. Participants will be informed about the punishment by mail and will be given a date until they can appeal the decision. Only the license holder or his designated spokesperson is eligible to make appeals.

1.5.1.1 Minor penalty points

Minor penalty points are given for minor incidents such as not uploading required match media, insufficient match statements, insufficient information on a team account or other related material, and so on. Every minor penalty point deducts one percent (1%) of the overall prize money received by the team or player in the competition it is given.

1.5.1.2 Major penalty points

Major penalty points are given for major incidents such as deliberately deceiving admins, failing to show up for matches, repeated rule-breaking, and so on. Every major penalty point deducts ten percent (10%) of the overall prize money for that competition.

1.5.1.3 Monetary fines

Monetary fines are given for failing to fulfill obligations that are not directly related to the tournament, like press/media appointments, or planned sessions for fan interaction.

1.5.1.4 Bans/suspensions

Bans or suspensions are given for very severe incidents like ringing or use of an unallowed player. They can be awarded either to a player or an organization.

1.5.1.5 Disqualification

A disqualification will happen in the most severe cases of rule violations. The disqualified participant forfeits all prize money accumulated for the competition in question and gets banned until the end of that competition. In team competitions, the organization and all its members get banned until the end of that competition.

1.5.1.5.1 Disqualification due to inactivity

If a player does not reply to the invitation or email from official tournament representatives that player will be considered inactive and his slot will be given to another player in line. The player has 48 hours to reply to the invitation by tournament administration otherwise the inactivity rule will apply.

1.5.1.6 Additional methods of punishment

In special cases, tournament officials can define and come up with other methods of punishment.

1.5.2 Combination of punishments

The listed methods of punishment are not mutually exclusive and may be given in combination as seen fit by the tournament officials.

1.5.3 Punishments for repeat offenses

All punishments outlined in this rulebook are applicable for first-time offenses. Repeat offenses will usually be punished more severely than listed in the appropriate section of these rules, in proportion to the punishment listed there.

1.5.4 League bans and penalty points outside of ESL

League bans and penalty points outside of ESL do not normally apply to ESL-run tournaments except when the punishment has been awarded by the publisher/developer of any given title. Some exceptions may apply at the tournament officials' discretion.

2 General

2.1 Participation requirements

To participate, you must meet the following requirements:

- All players must be 16 years of age or older by the start of the first tournament of the season
- All players must be residents and physically located in one of the countries specified for their region in the Region Specific Rulebook
- All players must hold valid travel documents for travel-ready (such as visas if needed) before participating
- Must not be an employee or under the employment of ESL, Gameloft, or other associated parties
- Must not have been an employee or under the employment of ESL, Gameloft, or other associated parties in the last 6 months

If any player does not meet these requirements, they will be deemed ineligible. In case a player does not fulfill any requirements to qualify for the Snapdragon Mobile Open Final, the player will be disqualified and the next player in line will take their place.

2.2 Denial of Participation

ESL reserves the right to deny the participation of any team or player for any reason and precaution.

2.3 Regional limitations for participants

Any team or any player may not try to qualify for the same event from more than one country or region.

2.4 Home country/region

A participant's home country is the country where their main place of residence is (proven by legal registration or long-term visa in connection with evidence of long-time habitation - 90-day visas are not enough). This decision can be made anew for every ESL event, but once made it will be final and irreversible for that event and its qualifiers.

2.5 Player details

When requested, players are required to provide all needed information including but not limited to full name, contact details, date of birth, address, and photo.

2.6 Game accounts

During the Snapdragon Mobile Open Final, all players must use the game account they qualified with from the TLEs. Tournament Officials may in special cases decide to allow game account/name changes.

2.7 Player accounts

2.7.1 Names, Symbols, and Sponsors

ESL reserves the right to forbid the use of unwanted names and/or symbols in their competitions. Any legally protected words or symbols are generally forbidden unless the owner gives permission. No advertisement or promotion of sponsors that are solely or widely known for pornographic, drug use, or other adult or mature themes and products is allowed in connection to the ESL tournament. User-generated content will be governed by the terms and conditions of Asphalt 9: Legends.

2.7.2 Impersonation

All players must use their own accounts. Players are not allowed to participate with foreign accounts, nor to encourage other players to do so. Any player that is found using another player's account or encouraging another player, will be considered an impersonation case. In such cases, all players involved will be disqualified and barred from participating for the rest of the season in any capacity, as well as will be given between 2 and 6 penalty points depending on the situation.

2.8 Sponsor restrictions

2.8.1 Mature content

Sponsors or partners that are solely or widely known for pornographic, drug use, or other adult/mature themes and products are not allowed in ESL-run tournaments.

2.9 Rule changes

ESL reserves the right to amend, remove, or otherwise change the rules, without further notice. ESL also reserves the right to make judgments on cases not specifically covered by the rulebook to preserve the spirit of fair competition and sportsmanship.

2.10 Validity of the rules

If a provision of this rulebook is or becomes illegal, invalid, or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any other provision of this rulebook.

2.11 Communication

2.11.1 Discord

The main official communication method of the Snapdragon Pro Series is Discord. Be sure to check our server regularly so that no important announcements from the league are missed.

2.12 Confidentiality

The content of email communication, match channels, discussions, or any other correspondence with tournament officials are deemed strictly confidential. The publication of such material is prohibited without written consent from ESL.

2.13 Additional agreements

ESL is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual players or teams. ESL highly discourages such agreements from taking place, and such agreements that contradict the ESL rulebook are under no circumstances allowed.

2.14 Match broadcasting

2.14.1 Rights

All broadcasting rights of ESL are owned by ESL Gaming GmbH. This includes but is not limited to Shoutcast streams, video streams (e.g. POV streams), replays, demos, or TV broadcasts.

2.14.2 Waiving these rights

ESL Gaming GmbH 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 ESL Broadcast Distribution team before the start of the match.

2.14.3 Player responsibility

Players cannot refuse to have their matches broadcast by ESL-authorized broadcasts, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by a tournament official. The player agrees to make sufficient accommodations so that broadcasting of matches can take place.

2.14.4 Streaming / Retransmission Approval

Players, casters, or members of the community who would like to stream or restream any parts of the Mobile series alongside ESL will be vetted by ESL Staff and given the appropriate code of conduct to sign. All streamers and content creators will abide by this code of conduct when streaming/restreaming/co-streaming all ESL or ESL-related events.

To request permission to become an approved content creator please send an email to the following email address based on your region:

North America: sps.na@eslgaming.com

Europe & MENA: sps.emea@eslgaming.com

Asia-Pacific: sps.apj@eslgaming.com

ESL reserves the right to take away this approval from any individual due to violations of the code of conduct or terms of service.

All contents, photos, videos, replays, and other resources generated by players and the Snapdragon Pro Series 2024/2025 belong to ESL. Players accept this condition by agreeing to compete in the Snapdragon Pro Series.

2.15 Observers

Observers are permitted by tournament officials (e.g. shout casters or streams) and cannot be refused.

3 Tournament rules

3.1 Game Version

All players must install the newest version of the game to participate in tournaments hosted by ESL. Updates must be installed before the tournament starts.

3.2 Patch

All online and offline matches will be played on the patch available on the live servers at the time of the match.

Offline matches may be played on a tournament server, or a different patch if necessary.

3.3 Devices

For all online phases of the competition, all players must play on a mobile device (smartphone or tablet). Emulators or any software that modifies the game to be played via PC or other unauthorized devices are banned. Players caught using such software will face a penalty.

For all offline phases of the competition, ESL will provide tournament devices. The model of the provided device will be announced before the show and players will be allowed to practice.

3.4 Technical Issues

Players are responsible for their technical issues, including hardware, software, and/or internet issues. Matches will not be rescheduled because of technical issues.

3.5 Match start

3.5.1 Punctuality in broadcasted matches

All matches during a broadcast must start when instructed, under the discretion of ESL. All matches during a broadcast should start no later than the time provided by ESL. If a player/team is not ready to play, ESL should be informed.

3.5.2 Match Changes

Tournament Officials may, at their sole discretion, change the start time of a match. Tournament Officials will notify all involved players at the earliest possible convenience.

3.5.3 Game Preparations

All players must resolve any problems that might occur before a match starts. Connection or hardware problems during a match could lead to disqualification by Tournament Officials. Agreements between the players have to be posted as match comments. The match must be played with the correct settings.

3.5.4 Not being punctual for a broadcasted match

Two (2) minor penalty points can be awarded if a participant is not ready to play at the announced starting time. At that point, a no-show will be awarded. If the match is broadcast by ESL or its partners, three (3) additional minor penalty points will be awarded for any delay in the match start caused by a team.

3.5.5 Abandoning / Forfeit

In the event a player is online, and has played at least 1 game but is not responding within 15 minutes to any of the contact ways that we have available, they will be granted a default loss, resulting in a tournament disqualification.

3.5.6 Participants not showing

If a participant is not ready to play until 15 minutes after the scheduled start of the match, they are considered a no-show, and the opponent will be rewarded with a full match series win. (This timer is at the Tournament Official's discretion when a player does not show for a broadcasted match)

3.6 Match procedures

3.6.1 Match media

All match media (screenshots/demos/replays/etc.) must be stored by the participants for a minimum of 2 weeks after the match has ended. If there is a protest for the match, the records need to be stored by the participants for a minimum of 2 weeks after the protest has been closed and resolved.

All demos or replays must be made available if requested by Tournament Officials. ESL reserves the right to play, and/or upload to the ESL websites, all demos that are recorded in an ESL arrangement.

3.7 Match protests

3.7.1 Definition

A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect game settings and other related issues. A protest is the official communication between the parties and a Tournament Official.

3.7.2 Match protest rules

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. Insults and flaming are strictly prohibited in a protest and may result in penalty points or the protest being ruled against the insulting party.

4 Media

4.1 Media obligations

If ESL decides that one or more players need to be part of interviews (short pre-/post-match interviews and/or longer interview sessions), a press conference or an autograph-, photograph- or video session, then the players cannot deny this and must attend. Most events will have a mandatory media day, where participants will be photographed, filmed, and interviewed by ESL for the event presentation.

The participants will receive a media schedule beforehand to be informed about the nature, duration, and schedule of any activities of this kind that take more than 5 minutes.

4.1.1 Missing media obligations

Not fulfilling the media or comparable obligations will result in monetary fines. Their range depends on the details. The following fines are standard punishments for the most common cases:

- Not showing up on time for a media day or interview: 10% of the prize money winnings

The fines can be reduced if the participant shows up with delay but still early enough to create the required content/have a reasonable session. The fines can be also/further reduced if the participant delivers proof of mitigating circumstances. The decision about that will be made by the ESL alone.

4.2 Photo and other media rights

By participating, all players grant ESL the right to use any photographic, audio, or video material on their website or for any other promotional purpose.

Additionally, each player has to sign two copies of a release form that they will receive before their first match.

5 Rule violations, punishments, and ESIC

ESL and its tournaments are part of ESIC, the Esports Integrity Commission. That means that all rules and regulations of ESIC apply to all ESL tournaments. You can look them up on their website at <https://esic.gg>.

The following sub-paragraphs are meant to give you an impression of what things are forbidden. For more detailed information, please also visit the ESIC website.

5.1 Code of conduct

Every participant has to behave with respect toward the representatives of the ESL, the press, viewers, partners, and other players. The participants are requested to represent esports, ESL, and their Sponsors honorably. This applies to behavior in-game and also in chats, messengers, comments, and other media. We expect players to conduct themselves according to the following values:

- Compassion: treat others as you would be treated.
- Integrity: be honest, be committed, play fair and to the best of your ability.
- Respect: show respect to all other humans, including teammates, competitors, and event staff.
- Courage: be courageous in competition and in standing up for what is right.

Participants must not engage in harassment or hate speech in any form. This includes but is not limited to:

- Hate speech, offensive behavior, or verbal abuse related to sex, gender identity, and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
- Stalking or intimidation (physically or online).
- Spamming, raiding, hijacking, or inciting disruption of streams or social media.
- Posting or threatening to post other people's personally identifying information ("doxing").
- Unwelcome sexual attention. This includes unwelcome sexualized comments, jokes, and sexual advances.
- Advocating for, or encouraging, any of the above behavior.

Please refer to the [AnyKey Keystone Code](#) to learn more about good sporting behavior. Refer to the [ESIC Code of Conduct](#) for detailed conduct rules and penalties

Violation of this Code of Conduct will result in penalty points. In the case of repeat or extreme violations, penalties may include disqualification, or banning from future ESL events.

5.2 Cheating

Any form of cheating will not be tolerated. When cheating is uncovered the team in question will immediately be removed from the tournament and banned from all competitions for 6 months. Players may be requested to install anti-cheat software on their devices for the duration of the tournament.

5.2.1 Cheat Software

Any use of software that could be considered cheats is strictly forbidden. The tournament administration reserves the right to specify what is considered a cheat.

5.2.2 DDoSing

Limiting, or attempting to limit, another participant's connection to the game through a Distributed Denial of Service attack or any other means.

5.2.3 Match Fixing

Attempting to intentionally alter the results of a match by losing or otherwise trying to affect the results.

5.2.4 Information abuse

Communication during the match with people not involved in the match is strictly forbidden, the same is applied to using information about your game from other external sources (e.g. streams).

5.2.5 Punishments for cheating

When cheating is uncovered in the event, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money, and be banned from all competitions in ESL for a duration of normally 5 years. This duration can be lower if significant mitigating factors are in play, but also higher if there are aggravating circumstances.

ESL and Gameloft reserve the right to disqualify organizations and players. Any player or organization found to be using a known exploit will forfeit their game upon the first occurrence of the exploit. If the player or organization is found to use another known exploit for a second time, and it is determined to have been done on purpose, they will be removed from the event and barred from any future events.

5.2.6 Methods to detect cheating

ESL reserves the right to use different methods to inspect participants and their equipment, with or without prior information.

5.3 Doping

5.3.1 Refusing to be tested

Refusing to be tested is considered doping. Punishments will be the same as for severe cases of substance abuse.

5.3.2 List of prohibited substances and methods

The List of Prohibited Substances and Methods created by the Esports Integrity Commission (ESIC) is valid for the ESL tournaments. The list can be found here:

<https://esic.gg/codes/esic-prohibited-list/>

Any unsanctioned use of these substances is considered doping.

5.3.3 Prescribed medication

If players have an active prescription for a substance on the WADA list, they have to send proof to the tournament administration before the first day of the tournament (deadline in local time). They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.

5.3.4 Punishments for doping

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant.

Severe cases (i.e. use of drugs containing performance-enhancing substances, like Adderall) will be punished with nullification of the results achieved under the influence of the substance, a ban of one to two (1-2) years, forfeiture of the prize money won, as well as disqualification of the participant.

If a player is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least 24 hours, the player will still get a ban, but the tournament result will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

5.4 Using alcohol or other psychoactive drugs

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances linked under 5.3.2, is strictly prohibited, and may lead to severe punishment. Moderate consumption of alcohol outside the active tournament hours for a participant is permitted if not in conflict with local/national law.

5.5 Betting

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 ESL matches or the tournament in general. Any betting or gambling against your own organization's matches will lead to an immediate disqualification from the tournament and a minimal ban of 1 year from all ESL competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament official's direction.

5.6 Competition manipulation

Offering money/benefits, making threats, or exerting pressure on anyone involved with ESL tournaments to influence the result of a match is considered competition manipulation. The most common example is offering your opponent money to let you win.

5.6.1 Punishments for competition manipulation

When attempted competition manipulation is uncovered in an ESL tournament, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money, and be banned from all competitions in ESL for a duration of between one and two (1-2) years. A monetary fine is possible.

5.7 Match fixing

Using any means to manipulate the outcome of a match for purposes that are not sporting success in the tournament in question is considered match fixing. The most common example is intentionally losing a match to manipulate a bet on the match.

5.7.1 Punishments for match-fixing

When match-fixing is uncovered in the ESL, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money, and be banned from all competitions in ESL for a duration of normally 5 years. This duration can be lower if significant mitigating factors are in play, but also higher if there are aggravating circumstances. A monetary fine is possible.

5.8 Limitations for issuing punishments

Punishments can be issued for a limited amount of time after the incident that is being punished. In case of cheating and match-fixing, this duration is set to 10 years. For infractions like ringing, faking, or lying about legally relevant personal information (name, age, nationality, residency, etc.), the duration is set to 5 years. Smaller infractions may expire earlier.

5.9 Publisher or ESIC bans

ESL reserves the right to refuse players who have standing bans from the game publisher to take part in ESL tournaments.

Also, ESIC bans will be honored and translated into ESL bans.

5.10 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 with one (1) to six (6) minor penalty points. The most important and most common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of breach of netiquette (e.g. harassment).

5.10.1 Public behavior

All participants shall abstain, at all times, from poor, undesirable, or negative behavior towards anybody involved with the tournament in any way.

All participants shall abstain, at all times, from any action or inaction that brings anybody involved with the tournament in any way into public disrepute, contempt, scandal, or ridicule or reduces the public relations or commercial value of any involved party. This includes derogatory comments aimed at ESL, its partners, or products in interviews, statements, and/or social media channels.

5.10.2 Insults

All insults occurring in connection with the ESL will be punished. This primarily applies to insults during a match but also on the ESL website (forums, match comments, player guest books, support and protest tickets, etc.). Insults on IM programs, E-mail, or other means of communication will be punished if they can be linked to the ESL 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 the disqualification 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 for one or more match weeks.

5.10.3 Spamming

The excessive posting of senseless, harassing, or offensive messages is regarded as spamming in the ESL.

Spamming on the website (forums, match comments, player guest books, support and protest tickets, etc.) will be punished depending on the nature and severity of the offense.

5.10.4 Spamming In-game

Three (3) minor penalty points will be awarded if the chat function in-game is abused towards the goal of annoying the opponent, or generally disrupting the flow of the play. The all-chat functions are there to communicate efficiently with the opponent and the match admins.

5.10.5 Damaging or soiling

Participants taking action that could or does result in damage or soiling of rooms, furniture, equipment or similar items will be fined. The fine will be based on the cost to restore the original state, handling efforts to fix the issue, and damaging reputation with third parties/public.

5.11 Unsportsmanlike behavior

For an orderly and pleasant game, it is essential that all players have sportsmanlike behavior. The most important and most common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior.

5.11.1 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 such as falsifying match media, the team will be awarded up to four (4) minor penalty points. (Match media are all uploads, including but not limited to: Screenshots, demos, models, and so on.)

5.11.2 Ringer/faker

Any players involved in faking or ringing a player will be barred for a minimum of 3 matches, also, one (1) major penalty point will be awarded per incident.

5.11.3 Misleading admins or players

Any attempts to deceive opposing players, admins, or anyone else related to the ESL may be penalized with one (1) to four (4) minor penalty points.

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