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1. DEFINITIONS AND INTERPRETATION

1.1.: Any phrase introduced by the terms "including", "include", "in particular", "for example" or any similar expression shall be construed as illustrative and shall not limit the sense of the words preceding those terms.

1.2.: Words and expressions importing natural persons include any individual, body corporate, Unincorporated body, government, department, agency and any municipal, local, statutory or other authority.

1.3.: Headings are for ease of reference only and do not affect the meaning of this Rulebook.

1.4.: The singular includes the plural and vice versa, and words importing a gender includes other genders.

1.5.: A reference to a clause, paragraph or schedule is a reference to a clause or paragraph of or schedule to this Rulebook and a reference to this Rulebook includes any schedules.

1.6.: Unless specifically stated, each provision of the Rulebook applies equally to online events as LAN events.

2. THE RULEBOOK

2.1. Purpose: The Rulebook (which for the purposes hereof includes all schedules and appendices) is for the benefit of all Tournaments take holders, including the Teams, the Participants, Into The Esports and Tournament Partners. The purpose of the Rulebook is to protect and maintain the integrity and competitive balance of the Tournament, and to set out the minimum standards to be expected of all Teams and Participants.

2.2.: Any phrase introduced by the terms "including", "include", "in particular", "for example" or any similar expression shall be construed as illustrative and shall not limit the sense of the words preceding those terms.

2.3. Amendments of the Rulebook: The Rulebook and any other rules or regulations imposed by

Into The Esports in relation to the Tournament may be amended by Into The Esports from time to time and any such amendments shall be binding upon the Teams and Participants.

2.4. Application of the Rulebook: Subject to the ESIC Codes and the application thereof tournament Officials will always, to the extent permitted by the Rulebook and the situations presented, resolve any issues and conflicts in a fair, reasonable and proportionate way. If the Rulebook does not cover a specific incident or sequence of events, Tournament Officials reserve the right to rule as they see fit taking into account sportsmanship, integrity, the spirit of the Tournament and applying the principles of reasonableness and proportionality. If necessary, the Tournament Director may take a decision at his/her sole discretion.

2.5. Validity: If any provision of the Rulebook is deemed void or unenforceable in whole or in part, this shall not affect the validity of the remainder of the Rulebook. If a provision of the Rulebook is found to be void or unenforceable, the provision shall apply with the minimum modification necessary to make it valid and enforceable.

2.6. Conflict: To the extent that there is a conflict between the terms of the Rulebook and any of the terms contained in the TPA, then save as set out herein at Clause 2.6 the terms of the TPA shall prevail. In respect of any appeals process to a Sanction imposed by IntoTheEsports pursuant to the terms of this Rulebook.

3. TOURNAMENT OFFICIALS

Into The Esports shall notify the relevant teams of the Tournament Officials appointed for each Match.

3.1. Responsibilities: The Tournament Officials are responsible for making decisions and judgment calls on Match play and Tournament related issues which take place immediately before, during and immediately following a Match. These responsibilities include, but are not limited to:

- a) Starting and closing the Match;
- b) Monitoring the Playing Area;
- c) Monitoring the Participants' behavior;
- d) Issuing appropriate in-Match Sanctions;
- e) Making decisions on Match related issues.

3.2. Independence: Tournament Officials shall, at all times, conduct themselves in an appropriate, professional and impartial manner, as befitting the Tournament and IntoTheEsports. For the avoidance of doubt, Tournament Officials shall show no prejudice towards any Team or Participant.

3.3. Decision Making: Subject to the application of the ESIC Codes (where applicable) and/or in certain limited circumstances the application of the terms of the TPA, the decisions made and Sanctions applied by Tournament Officials during a Match or otherwise during a Tournament Stage are final and binding on all Teams and Participants unless otherwise provided for herein. Only those decisions that are not Non-Appealable Decisions can be appealed, and the process for such appeal(s) is set out in Clause 14 below.

3.4. Payments to Tournament Officials: Without limitation to the ESIC Codes, no Team, Participant, or any other person acting on their, or its behalf, shall make, or offer to make, any payment whatsoever to a Tournament Official, whether in cash or in kind, and whether by way of fee allowance or reimbursement of expenses.

4. TOURNAMENT FORMAT

IceBonus Series #1 have 2 Stages:

- a) Group Stage;
- b) Playoff Stage.

4.1 Participants:

15 invited teams and 1 team from the Open Qualifier.

4.2. Group Stage:

GSL system;

Each Group has 4 teams;

All matches are Bo3;

The top two teams from each group advance to the Playoff;

Remaining teams are eliminated.

4.3 Playoff Stage:

Top 2 teams of each group, 8 teams in total;

Single-elimination with decider 3rd place match;

All matches are Bo3.

5. BEHAVIOR AND STANDARDS

5.1. Punctuality: Participants are expected to attend all Tournament commitments (including but not limited to team briefings, Matches, signing sessions, fan meets, pre-/post-match interviews and other PR responsibilities) at the specified time prior to their beginning. Delayed start of any such engagements may result in warnings and/or Sanctions including, in the case of a Match, default loss.

5.2. Respect: All Participants must comply with the Code of Conduct and are required to treat Tournament Officials, other Participants, IntoTheEsports staff, Tournament Partners, members of the press and fans with the utmost respect. This extends to all equipment and hardware provided by IntoTheEsports/the venue and any damage or breakage of the aforesaid items may lead to warning sand/or Sanctions.

5.3. Communication: Participants must use respectful language when communicating with Tournament Officials, other Players, Team Personnel, IntoTheEsports staff, Tournament Partners, members of the press and fans. Use of vulgar and or inappropriate language may result in warnings and/or Sanctions.

5.4. Confidentiality: The Teams and Participants acknowledge that by participating in the Tournament they may have access to certain confidential information, including but not limited to Roster changes, Team news, results of Matches (which shall be considered confidential up until such time as such results are made publicly available by IntoTheEsports) information disclosed or covered at Tournament Council Meetings, communications regarding the Tournament disclosed to Teams and/r Participants in circumstances imparting confidence and correspondence between Participants and/or Tournament Officials. The Team sand Participants undertake to hold in confidence all confidential information, and not to disclose such information to third parties and to use such information only for the purposes of participating in the Tournament, In addition, the Teams and Participants acknowledge that in connection with the Tournament, they may have access to IntoTheEsports' and/or other third parties land/or their respective parents' subsidiaries, affiliates' and/or business partners' confidential information including, but not limited to, business and other non-public information. The Teams and Participants shall not disclose any such confidential information to any third party unless so authorized by IntoTheEsports (except as required by law).

5.5. Non-Disparagement: The Teams and Participants shall not at any time make any comments statements or remarks by whatever means (including online) or engage in any conduct which damages or adversely impacts the goodwill, image, commercial interests or reputation of IntoTheEsports, the Tournament and/or any Tournament Partner or other Team and shall not engage in any conduct which brings the Tournament, the Team or the Participants into public disrepute or scandal.

6. TEAM MATTERS AND ROSTER

6.1. Player and Coach Alias: New players nicknames are to be registered and represented as they are commonly known in third party esports media (e.g, hltv and liquipedia).

6.2. Broadcasting: Each Participant acknowledges and agrees that Into The Esports has the right to photograph, record, publish, broadcast, stream, disseminate, telecast, transmit, air, distribute or otherwise exploit, in any manner whatsoever and in any and all media whether now known or hereinafter invented, all or any part of the Tournament and any services provided by or image, representation or voice communications of, a Participant or a Team howsoever arising in respect of or connected to the Tournament (including but not limited to the products of such services).

7. FORFEIT

If a Team wishes to forfeit a Match, for any reason, it must make a formal request to the Tournament Operations Manager for permission to forfeit, who shall make a decision on such request at his or her sole discretion. The Tournament Operations Manager can choose to accept, or reject, the forfeit request, in accordance with whatever conditions they deem appropriate, bearing in mind the overriding requirement to protect the integrity of the Tournament.

8. PLAYING AREA

All matches are played on the FACEIT platform.

9. DURING THE MATCH

9.1. Leaving the Server: Players must not leave the server during a Match without the express permission of the Tournament Officials. if a Player leaves the server without permission and does not return in time for the next round, no pause will be granted and the Match will continue. The Team may call tactical timeouts to extend the freeze time.

9.2. Tactical Timeouts: Teams may take up to three (3) tactical timeouts during, length of each timeout is forty five (45) seconds.

9.3. Anti-Cheat: In the case of an online Match, all players and Team Coaches will be notified of what Anti-Cheat they should use. The Tournament Operations manager will inform teams via official channels what Anti-Cheat programs are required in order to be eligible to play.

9.3.1.: Teams are limited to five (5) minutes total of technical pauses per Map. After this time has run out a Team may use a tactical pause to allow more time to resolve issue(s).

- 9.3.2.:** If an issue cannot be resolved within the allotted five (5) minutes, Team(s) can request additional time from the Tournament Operations Manager. This additional time will not exceed ten (10) minutes per Map and is used at the Tournament Operations manager's sole discretion.
- 9.3.3.:** Technical pauses may be called at any time but will come into effect at the next freeze time, or immediately if called during a freeze time. The Player who has an issue must immediately notify the Tournament Official in their Playing Area.
- 9.3.4.:** All communication (including but not limited to text and voice communication between Players and Team Coaches) is forbidden during a technical pause.
- 9.3.5.:** Players must continue to play out any ongoing round until the pause has come into effect to allow Tournament Officials to make a decision according to the Rulebook.

10. INTEGRITY

Match Interruptions:

- 10.1.:** Any match interruption shall be immediately reported to the Tournament Operations Manager by the Team and any Participant also affected.
- 10.2.:** In the case of a technical issue the round will be restarted unless the round has reached the point of incidents
- 10.2.1.:** The point of incident is to be defined exclusively by the Tournament Operations Manager, generally this will include either team receiving significant damage, a clear information advantage, or the round has less than one (1) minute remaining.
- 10.2.2.:** All decisions made by the Tournament Operations Manager in respect of Match interruption are final and non-appealable.
- 10.3. Scripts:** Except for buy, toggle and jump, all scripts are prohibited. if a Player is unsure on the Tournament Officials before usage.validity of a script, they should contact
So called "Jumpthrow"scripts and binds are specifically allowed.
r cleardecals is specifically allowed
- 10.4.:** Binds that allow the player to drop grenades are allowed.
- 10.4.1.: Custom Data:** Apart from changing of CS2 Skins, Players shall not use any form of custom game file that may be used to manipulate any of the following: huds, crosshairs, scoreboard player models, weapon models and sprite. Unfair Advantage/Cheating: Without in any way limiting the terms of the Code of Conduct or the powers of ESIC, trying to gain any unfair advance during a Match, cheating, or in any way bringing into question the authenticity and/or integrity of a Match or the Tournament (in whole or in part) is strictly prohibited hereunder and will be a punishable offense (in addition to any investigations and/or sanction imposed by ESIC).
- 10.5. Bugs and Glitches:** Use of bugs or glitches is strictly prohibited and any use of the same will be punished depending on the severity of the case. A bug or glitch includes but is not limited to:
- a) Moving through clipped areas where movement is not intended by the design of the Map.
 - b) Planting the bomb where the opposing Team cannot reach or defuse the bomb (note that planting where the opposing Team needs a boost from a teammate is permitted,
 - c) Boosting is allowed except where Players are boosted to a position where they can see through/over an area that is not intended with the design of the Map.
- 10.6. Permitted Bugs and Glitches:** If any Team/player has a question regarding what they believe might be a permitted bug or glitch, they should ask the Tournament Officials at the team briefing which takes place prior to the start of the Matches in order to clarify the position.

11. AFTER THE MATCH

Complaint Procedure: If a Team wishes to file a complaint regarding the result of a Match then they have up to fifteen (15) minutes following the completion of such Match to put forward their case as to why the result should not stand. The Team must provide as much evidence as possible to support their case and the case must be put forward to the Tournament or Teams Operations Manager. If no case has been made within fifteen (15) minutes after the Match finishes, the result will stand. Where such complaint relates to a Participant potentially breaching the ESIC Codes, the complaint must be made to the Match Official.

Into The Esports shall consider any complaints in good faith and determine a fair and reasonable course of action, taking into account the merits (if any) of the complaint for the avoidance of doubt, no complaints may be made against the decisions of the Tournament Officials during the Match, such decisions being final and non-appealable.

12. DISCIPLINARY PROCEDURES AND LIABILITY

12.1. Code of Conduct: Each Team and Participant shall comply with, and be bound by, the ESIC Code of Conduct, as amended from time to time it is the (Code of Conduct) which is hereby incorporated into this Rulebook by reference. It is each Team and Participant's duty to familiarize themselves with the Code of Conduct and, by participating in the Tournament, each Team and Participant accepts ESIC's jurisdiction with respect to the matters covered by the Code of Conduct.

12.2. Betting, Corruption, Inside Information: Each Team and Participant shall comply with, and be bound by, the ESIC Anti-Corruption Code, as amended from time to time the ("Anti-Corruption Code") which is hereby incorporated into this Rulebook by reference. It is each Team and Participant's duty to familiarize themselves with the Anti-Corruption Code and, by participating in the Tournament, each Team and Participant accepts ESIC's jurisdiction with respect to the matters covered by the Anti-Corruption Code.

12.3. Alcohol and Doping: Each Team and Participant shall comply with, and be bound by, the ESIC Anti Doping Policy, as amended from time to time it is the "Anti-Doping Policy" which is hereby incorporated into this Rulebook by reference. It is each Team and Participant's duty to familiarize themselves with the Anti-Doping Policy and, by participating in the Tournament each Team and Participant accepts ESIC's jurisdiction with respect to the matters covered by the Anti-Doping Policy.

The Code of Conduct, the Anti-Corruption Code and the Anti-Doping Policy shall together be referred to as the "ESIC Codes" and can be viewed here: <https://esic.ga/codes/>. The ESIC Codes "Definitions" and "Disciplinary Procedure" are also incorporated into this Rulebook by reference both of which can be found here: <https://esic.gg/codes/>!

13. PRIZE POOL

13.1. Distribution:

\$10000 USD are spread among the teams as seen below:

1st, 6000 USD

2nd 3000 USD

3RD 1000 USD

13.2. Payment method:

13.2.1.: The prize pool is paid to teams via transfer to Paypal wallet or via the USDT cryptocurrency of the TRC20 (TRON20) network.

13.2.2.: The choice of payment method is given to the Team that is in the prizes list (first, second and third places of the tournament).

13.3. Payment terms:

The deadline for payment of prize money after the Grand Final match is sixty (60) days.

14. SPONSOR(S) OF TOURNAMENT

14.1. Main sponsor(s):

IceBonus - <https://icebonus.gg/>

14.2. Secondary sponsor(s):

15. BROADCAST TALENT AND STREAMING PLATFORM

15.1. List of casters:

- 1) Jarod "Edu" McGuire;
- 2) Ahmad "VXLT" Omran;
- 3) Artan "mjpinkman" Meniqi.

15.2. List of observers:

- 1) Demid "dyomA" Korolyuk.

15.3. List of producers:

- 1) Victor "DeadHop3" Levi.

15.4. Streaming platform:

- 1) English: https://www.twitch.tv/intotheesports_en
- 2) Ukrainian: https://www.twitch.tv/intotheesports_ua