



**Official Rulebook**  
**Cajunto - Copa do Brasil de CS2 - torneio satellite**

# Table of Contents

Overview	4
Changes to the Rules	4
Compliance	4
<b>1. Definitions</b>	<b>5</b>
<b>2. General Rules</b>	<b>7</b>
2.1. Tournament Structure	7
2.1.1. Overview	7
2.1.2 Open Qualifiers	7
2.1.3 Group Stage (GSL)	7
2.1.4 Playoffs	7
2.2. Rankings & VRS (If Applicable)	8
2.3. Publisher Rights	8
2.4. Communication	8
2.5. Prize money	8
2.6. Match Broadcasting	9
2.6.1. Rights	9
2.6.2. Restrictions	9
2.6.3 Protection of the rights	9
2.6.4. Teams' responsibility	9
2.6.5. Media Obligations	9
2.7. Betting and gambling	9
<b>3. Participation in Cajunto</b>	<b>10</b>
3.1. Age	10
3.2. Game Accounts	10
3.3. Open qualifier eligibility	10
3.4. Team rosters	10
3.5. Roster updates during the competition	10
3.6. Stand-in rules	10
3.7. Multiple contracts	11
3.8. Coaches	11
3.9. Nicknames	11
3.10. Team names	11
3.11. Matches	11
3.11.1. Punctuality	11
3.11.2. Delaying the Match	11
3.11.3 Technical problems during the match	12
3.11.4 Forfeiting a match	12
<b>4. Game Specific Rules</b>	<b>12</b>
4.1. Server settings	12
4.1.1 For CS2 matches:	12

4.2. Match Platform	13
4.2.1. Game server location	13
4.2.2. Available server commands	13
4.3. Map pool	13
4.3.1. Maps	13
4.4. Map selection	13
4.4.1. Best-Of-One Map Veto	13
4.4.2. Best-Of-Three Map Veto	14
4.4.3. Best-of-Five Map Veto	14
4.5. In-game behavior	14
4.5.1. Forbidden Scripts and Ingame Actions	14
4.5.2. Issues during the match	15
4.5.3. Recordings	15
4.5.4. Anti-Cheat Ban	15
<b>5. Penalties and Warnings</b>	<b>15</b>
5.1. Forfeiting the Veto	16
5.2. Penalties and Consequences for leaving the tournament	16
5.2.1. Leaving during any phase	16
5.2.2. Deletion of matches during the group phase	16
<b>6. Code of Conduct</b>	<b>17</b>
6.1. Competitive Integrity	17
6.2. Responsibility under the Code	18

## **Overview**

This document outlines the official rules that must always be followed when participating in Cajunto – Copa do Brasil de CS2 (torneio satélite).

Failure to comply with these rules may result in penalties, sanctions, or disqualification.

**This Rulebook may be updated at any time at the discretion of the Cajunto Tournament Administration.**

## **Changes to the Rules**

The Tournament Administration reserves the right to modify, adjust, or update any part of this Rulebook at any time before or during the event if deemed necessary.

Decisions may be made on situations not explicitly covered in this document, including - but not limited to - exceptional or unforeseen cases.

All decisions will be made with the goal of ensuring fair play, competitive integrity, and sportsmanship.

## **Compliance**

By participating in the tournament, all players and team staff acknowledge and accept without reservation all rules outlined in this Rulebook.

They also agree that any ruling made by the Tournament Administration during the event may supersede written regulations if required to resolve a situation fairly.

Any concerns regarding tournament integrity — such as suspected cheating, match manipulation, account or identity sharing, or other misconduct — must be reported immediately to the Cajunto Operations Team at:

Any concerns regarding the tournament integrity, including (but not limited to) suspected cheating, match fixing, account sharing and so on must be submitted to **contact@cajunto.com**

# 1. Definitions

- **Tournament**

Refers to Cajunto – Copa do Brasil de CS2 (torneio satélite), the Counter-Strike 2 competition described in this Rulebook.

- **Participants**

**All Teams, Players, Coaches, and authorized Team Staff taking part in any stage of the Tournament.**

- **Tournament Organizer (TO)**

The organization responsible for planning, operating, and administering the Tournament — Conjunto & Gjirafa GG.

- **Tournament Officials**

Referees, administrators, and staff appointed by the TO to enforce rules, oversee matches, and ensure competitive integrity.

- **Partners**

Entities cooperating with the Tournament, including sponsors, broadcast partners, and platform providers such as FACEIT.

- **Stages**

The structural phases of the Tournament:

- **Open Qualifiers**
- **Group Stage (GSL)**
- **Playoffs (Quarterfinals → Finals)**

- **Prize Pool**

The total monetary reward distributed to Participants based on final standings in the Tournament.

- **Match Broadcasting**

The live or recorded broadcast of matches, including streams, VODs, replays, and commentary across approved platforms.

- **Broadcast Rights**

Rights owned by the TO to distribute, assign, or authorize the broadcast of Tournament content. Participants consent to the use of their team names, player names, logos, images, voices, and gameplay footage.

- **Communication Channels**

Official communication will occur through:

- Tournament Discord server
- Email and FACEIT platform messaging when applicable
- Participants must monitor the official Discord throughout the Tournament.

## **2. General Rules**

### **2.1. Tournament Structure**

#### **2.1.1. Overview**

Cajunto – Copa do Brasil de CS2 (torneio satélite) is structured across three stages:

- Open Qualifiers
- Group Stage (GSL Format)
- Playoffs (Single-Elimination Bracket)

All stages are played on FACEIT servers.

The Tournament Organizer (TO) reserves the right to adjust formats or scheduling if necessary. Any changes will be communicated to all participating teams in advance.

#### **2.1.2 Open Qualifiers**

The Open Qualifier is held during:

- 15 November 2025
- 16 November 2025

Four (4) teams advance from the Open Qualifier to the Group Stage (GSL). Exact format and match schedule will be published in advance on FACEIT.

#### **2.1.3 Group Stage (GSL)**

The Group Stage runs from 18 November – 7 December 2025 and is played in a GSL double-elimination format.

Teams must win a maximum of four Best-of-Three matches to qualify for the Playoffs.

Match schedules will be coordinated with teams to accommodate availability within the published window.

#### **2.1.4 Playoffs**

The Playoffs consist of:

- **Quarterfinals**
- **Semifinals**
- **Grand Final**

This stage takes place on:

- **20–21 December 2025**

Format:

- **Single-Elimination**
- All matches: **Best-of-Three**
- Grand Final: **Best-of-Five**

## **2.2. Rankings & VRS (If Applicable)**

Cajunto – Copa do Brasil de CS2 (torneio satélite) is designed as a standalone event. However, the Tournament Organizer has formally requested Valve Regional Standings (VRS) consideration.

- The tournament will adhere to all requirements specified in Valve's Tournament Operation Requirements.

## **2.3. Publisher Rights**

The Publisher, Valve, reserves the right to remove any player or team from the tournament for any reason. In such a case, the player or team will be disqualified.

## **2.4 Communication**

The official communication platform for this tournament is Discord.

All teams must join the official server prior to their first match:

Discord: <https://discord.gg/x69fWEzW3p>

Teams must monitor Discord regularly for:

- Match announcements
- Lobby links
- Rule updates
- Administrative requests

Failure to respond may result in penalties.

## **2.5. Prize money**

The total prize pool for the Cajunto Satellite Event is \$25,000 USD.

Teams must provide accurate payment information to be eligible to receive prize money. Prize payments will be made within 90 days of the tournament's conclusion.

If incorrect or incomplete information is provided, prize distribution may be delayed.

## **2.6. Match Broadcasting**

### **2.6.1. Rights**

All broadcasting rights for the tournament belong to:

- The Tournament Organizer (Gjirafa GG / Cajunto)
- Authorized broadcast partners

This includes live streams, VODs, replays, spectator modes, demos, and post-production content.

By participating, teams and players consent to:

- Use of team logos
- Use of player names, nicknames, likenesses, and voices
- Broadcast of all of their matches

### **2.6.2. Restrictions**

Teams and players are not allowed to independently stream or co-stream their matches unless explicitly authorized by the Tournament Organizer.

### **2.6.3 Protection of the rights**

The tournament organizer has the right to protect its own products created during or after the tournament from rebroadcast or unauthorized usage in post-production.

### **2.6.4. Teams' responsibility**

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

### **2.6.5. Media Obligations**

Teams are obligated to comply with any media requests the tournament organizer may have within reason, in order to uphold or raise the standards of the broadcast, tournament promotion and marketing. By participating, teams accept to promote the tournament itself on their team and personal pages, including social media.

## **2.7. Betting and gambling**

No players, team managers, staff, or management of attending organizations can be involved in betting or gambling, associate with betters or gamblers, or provide anyone with any information that may assist betting or gambling, either directly or indirectly for any of the Cajunto matches or the tournament in general.

## **3. Participation in Cajunto**

### **3.1. Age**

All participants must be 16 years or older.

### **3.2. Game Accounts**

Players will have to register one Steam account per player and provide their Steam IDs to the administrators. Participants may only use registered Steam accounts during the tournament. In case of account issues, Participants agree to inform tournament officials ahead of time.

### **3.3. Open qualifier eligibility**

To be eligible for the Cajunto open qualifiers the team must field at least 3 core players that are residents of the South America region. Exceptions might be done when a team has at most 2 players from the same region.

### **3.4. Team rosters**

Total number of team members must not exceed 8 (including 5 players, 1 stand-in, a team manager, and a coach). All of the teams must fill out the form provided by TO.

The qualified team lineup will be recognized as the main roster.

No player transfers between the teams will be allowed within the same competition.

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

- Adding or removing players
- Changing the team name

### **3.5. Roster updates during the competition**

The teams are allowed to make as many substitutes as they wish during the tournament. The teams must submit the updated roster to the TO as soon as possible. The officials might reconsider team invites should the roster change be significant.

### **3.6. Stand-in rules**

During Open Qualifiers it is allowed to take two (2) stand-ins. For the main part of the tournament, each team is allowed to register one (1) stand-in.

Stand-in can be only a player who is not originally from another team or stood-in for a different team previously in this tournament. Stand-in is only allowed if admins are up to date with the situation 15 minutes before the match starts. Stand-in must be properly registered with the team roster at least 7 days in advance with the exception of the teams advancing through the open qualifier. Such teams are allowed to register a stand-in up to 48 hours before the match. You can register a stand-in before the tournament

or even in the middle of the tournament. Once your stand-in has played for your team, he is locked to be your stand-in till the end of the ongoing tournament.

### **3.7. Multiple contracts**

For a player to have a contract or agreement with 2 or more teams is strictly forbidden, may it be written or oral. If such a contract or agreement is found to be in existence, the Cajunto administration reserves the right to ban the player from playing any more matches until the situation has been resolved. If the situation cannot be resolved, the Cajunto team reserves the right to remove the player or team(s) in question.

### **3.8. Coaches**

Teams are allowed to have one individual as a coach during games who will be connected to the server and voice communication system. The selected team coach will be treated as a player and as such all player rules must be followed by the coach. Coach is allowed to step in to play for the team at any given time as he is a valid team member and stand-in restrictions will not count towards this.

### **3.9. Nicknames**

Players are obligated to use nicknames their team representative left in the form provided by tournament organizers and are no longer able to change it without an approval from the TO, failure to do so will result in penalties. Player names should not include sponsorship integrations.

### **3.10. Team names**

Teams' names must be consistent with public information, as found on sources such as HLTV, VRS or Liquipedia. The team name may not feature any extensions besides one of their sponsors.

Team names may not contain racist, sexist or otherwise discriminatory language.

### **3.11. Matches**

#### **3.11.1. Punctuality**

All matches in Cajunto - Copa do Brasil de CS2 shall start as confirmed by administrators in the participants' Discord group or via email. All participants of a match shall be connected to the server and ready to start at the latest 5 minutes before the match's scheduled start time

#### **3.11.2. Delaying the Match**

For any delay up to 15 minutes after the scheduled start of the match, teams may be penalized as deemed appropriate by tournament officials. After this point, the team in question may be considered a no-show, and the match score will be set to a default score 13:0, towards the opposing team.

#### **3.11.3 Technical problems during the match**

- If the player is responsive (switching to a backup connection, runs into anticheat issues, has a blackout that is expected to be short-term or there's a backup grid to be switched to, is able to travel to a new location like PC cafe within the time limit):

- allow up to 30 minutes of tech break for the player to reconnect.

- should 30 minutes elapse and the player in question still unable to connect the server, the match should be either continued 4v5 if the team has a realistic chance at winning the map (i.e. currently scored 12+ rounds on their side and are ahead of the opponent by at least 4 rounds), or the map is recorded as a tech loss.

- If the player is unresponsive (no communication can be established, no evidence of their PC being online operating, no estimation of the time required to resolve the issue):

- Allow up to 15 minutes of tech break for the player to reconnect.

- Should 15 minutes elapse and the player in question still unable to connect the server, the match should be either continued 4v5 if the team has a realistic chance at winning the map (i.e. currently scored 12+ rounds on their side and are ahead of the opponent by at least 4 rounds), or the map is recorded as a tech loss.

### **3.11.4 Forfeiting a match**

In case a team forfeits a match, any unplayed maps are recorded as a 13:0 loss. The team winning a match as a result of a forfeit does not earn any round difference besides the maps that have been played in full.

With the Tournament Officials permission the forfeiting team might proceed playing in the event unless they got eliminated as a result of the forfeit. Depending on the reasoning and the circumstances that led to the forfeit the officials will issue an oral warning, a minor or a major warning, or a complete disqualification of a team. Forfeiting multiple matches during a single event leads to a more significant penalty. Forfeiting a match might lead to a team not getting invited to the future Cajunto events.

## **4. Game Specific Rules**

### **4.1. Server settings**

#### **4.1.1 For CS2 matches:**

- Startmoney: \$800
- Maxround: 24
- Roundtime: 1m 55s (1.92)
- Freezetime: 20s
- C4 timer: 40s
- Timeout: 3x30 seconds each map
- Overtime:
- Best of 6 rounds - \$12.500 startmoney
- 1x30 seconds timeout

### **4.2. Match Platform**

Matches will be hosted using a match platform selected by the TO. All participants shall ensure to have a

registered account on the platform before signing up to the competition. All the participants should follow the platform rulebook unless it contradicts the Official Cajunto Rulebook

#### **4.2.1. Game server location**

All matches in Cajunto – Copa do Brasil de CS2 (torneio satélite) will be played on São Paulo (BR) FACEIT servers by default.

The Tournament Organizer (TO) reserves the right to adjust the server location only in cases where major technical issues, instability, or outages significantly impact match integrity.

Teams may not request alternative server regions unless instructed by the TO.

#### **4.2.2. Available server commands**

!pause - Pauses the match, pause starts in the next available freeze time. To be used for technical issues only.

!pause - Will remove the pause if one is already active

Tactical pause needs to be voted on through the game menu by the players.

#### **4.3. Map pool**

The following maps are used for the Cajunto - Copa do Brasil de CS2 tournament (Valve official versions). The map pool will follow the official Active Duty Map pool as defined by Valve.

##### **4.3.1. Maps**

- Ancient
- Dust2
- Mirage
- Nuke
- Train
- Inferno
- Overpass

#### **4.4. Map selection**

Map veto is held through the Faceit platform with the teams assigned as Team A and Team B at random.

##### **4.4.1. Best-Of-One Map Veto**

Team A will ban a map

Team B will ban a map

Team A will ban a map

Team B will ban a map

Team A will ban a map

Team B will ban a map

The remaining map will be played.

#### 4.4.2. Best-Of-Three Map Veto

Team A will ban a map

Team B will ban a map

Team A will pick a map (Team B picks side)

Team B will pick a map (Team A picks side)

Team A will ban a map

Team B will ban a map

The remaining map will be decider. (Knife round will be played)

#### 4.4.3. Best-of-Five Map Veto

Team A bans one map

Team B bans one map

Team A picks Map 1 (Team B chooses starting side)

Team B picks Map 2 (Team A chooses starting side)

Team A picks Map 3 (Team B chooses starting side)

Team B picks Map 4 (Team A chooses starting side)

The remaining map becomes Map 5 (decider) — side will be chosen by knife round.

### 4.5. In-game behavior

#### 4.5.1. Forbidden Scripts and Ingame Actions

The following actions are **strictly prohibited** during the tournament and will result in a match loss (the amount is determined by the tournament director) which will be deducted at the end of the match, and a warning:

1. Using pause during a round (except for technical problems at the end of a round or during freeze time).
2. Any form of script is forbidden (buy and jump/throw script is allowed).
3. Using bugs which change the game principle (i.e. spawn bugs).
4. Moving through walls, floors and roofs. This also includes skywalking.
5. Silent bomb (i.e. the planting of a bomb which does not make a sound)
6. Planting bombs so they cannot be defused.
7. Boosting with the help of teammates is allowed in general, but it is forbidden in places where the textures, walls, ceilings, floors become transparent or penetrable.
8. Throwing flash grenades under walls is not allowed, throwing grenades over walls or roofs is allowed.
9. Any custom (game) files.

#### **4.5.2. Issues during the match**

If a Match is interrupted for reasons beyond the control of the Teams (Player crash, server crash, network issue, etc.) the Match Officials may decide to replay a round according to the following terms:

1. If a problem or issue takes place before the first kill of any Round, the Round will be replayed.
2. If a problem or issue takes place during a Round, and the outcome of that Round can be clearly determined, the Round will not be replayed. If the outcome of the Round cannot be determined, the Round will be replayed unless the Tournament officials reach a different decision, which they may do in their absolute discretion. Teams are obliged to continue the Round if any issues or problems occur, until informed otherwise.
3. If start money is applied and a Player is dropped, a round restore is used to determine the amount. If for whatever reason the round restore fails to apply the correct amount, the relevant Demo will be used.
4. If a round restore is unsuccessful, the following rules apply:
  - During the first three (3) rounds: If a server crashes during the first 3 rounds the match is restarted.
  - After the first three (3) rounds: If a server crashes after the first 3 rounds the match continues with the last possible round restore backup point, and the missing rounds will be emulated (players will emulate kills, buys, grenades - as instructed by the Tournament officials)

#### **4.5.3. Recordings**

Players are not obliged to record in-game demos unless tournament officials say otherwise. All matches are recorded via GOTV.

Players will be using a TeamSpeak server provided by the tournament organizer in order to maintain the integrity of the competition. All voice comms will be recorded but not shared publicly.

Teams are eligible to request their own recordings which shall be provided to them via tournament officials.

#### **4.5.4. Anti-Cheat Ban**

If any participant in the Cajunto tournaments receives a ban on the publisher's anti-cheat system (Valve Anti-Cheat), or by the FACEIT Anti-Cheat, they will be disqualified retrospectively, starting with their first match in the Cajunto tournaments.

### **5. Penalties and Warnings**

If rules are broken, tournament officials can apply penalties according to their best judgment.

The penalties include but are not limited to: A warning, default loss, disqualification of a player/team from the entire tournament.

When a rule is broken the tournament officials can choose to assign a player or team a warning.

A warning to a player is equal to a warning to the team.

There are 3 types of warnings:

- Verbal warning (no direct consequences)
- Minor warning
- Major warning (3 minor warnings equals a major warning)

Incidents that can result in a warning:

- Insults
- Bad behavior towards administration and opponents
- Violation of the rules
- Delay without agreement from admins
- Unsportsmanlike behavior
- Faking match results
- Playing with disallowed player
- Misleading admins or players
- Cheating
- Intentional bug-abuse

In serious cases, major warnings will be applied right away.

Several major warnings can be applied at once. 3 major warnings will result in disqualification from the tournament.

### **5.1. Forfeiting the Veto**

In case of teams repeatedly being late to the veto or being unresponsive during it, and if issued warnings are ignored by the teams, then tournament officials reserve the right to randomize map picks & bans for the team that is unresponsive.

### **5.2. Penalties and Consequences for leaving the tournament**

#### **5.2.1. Leaving during any phase**

If a team leaves or gets disqualified from any Cajunto stage, whether it's qualifiers or the playoffs, the participant forfeits all prize money accumulated for the whole event. Any points awarded to the team until that point are forfeited.

#### **5.2.2. Deletion of matches during the group phase**

If a team leaves or gets disqualified from the Cajunto during any phase, all matches involving teams that have left the tournament will be forfeited.

## 6. Code of Conduct

### 6.1. Competitive Integrity

Teams are expected to play at their best at all times within any match, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of Cajunto team and partners. All decisions in regard to violations are at the sole discretion of the Cajunto. Examples below are listed for illustrative purposes only: Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive.

Collusion includes, but is not limited to acts such as:

1. Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game.
2. Pre-arranging to split prize money and/or any other form of compensation
3. Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.
4. Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.
5. Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.
6. Hacking, which is defined as any modification of the game client.
7. Exploiting, which is defined as intentionally using any in-game bug to an advantage.
8. Looking at spectator monitors.
9. Ringing, which is defined as playing using another Player's account or solicitation to do so.
10. The use of any kind of cheating device and/or cheat program, or any similar cheating method.
11. Intentional disconnection without a proper and explicitly-stated reason.
12. Any other act which violates these rules and/or standards established by PC.

A Participant may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time.

A Participant may not use this type of language on social media or during any public-facing events.

A Participant may not take any action or perform any gesture directed at an opposing Team

Manager/Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

Abuse of League Officials, opposing Team Managers/Members, or audience members will not be tolerated.

Team Managers/Members and their guests (if any) must treat all individuals attending a Match with respect.

Team Managers/Members must follow all instructions of Tournament Officials.

## **5.2. Responsibility under the Code**

Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable. Harassment is forbidden.

Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.

Team Managers/Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

Teams may receive or may be asked to submit paperwork for approval or visibility throughout the Cajunto tournament. This paperwork is necessary for maintaining expectations throughout the Tournament.

A Participant may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

No Participant or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Head Coach or Player who is signed to any Cajunto Team, nor encourage any such Head Coach or Player to breach or otherwise terminate a contract with said Tournament Team. A Head Coach or Player may not solicit a Team to violate this rule.

A Head Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Head Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations.

Violations of this rule shall be subject to penalties, at the discretion of Tournament Officials.

No Participant may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these rules. Documentation or other reasonable items may be required at various times throughout the Tournament as requested by Tournament Officials. If the documentation is not completed to the standards set by the Tournament, then a Team may be subject to penalties.