LAN Tournament rules
DreamHack Winter 2021

CS:GO

When in doubt about any aspect of these rules, or if you have any questions related to the tournament, contact an admin before you or your team take any other action.

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1. Commitments

1.1 By entering a tournament all participants agree to comply with all rules and regulations in this document without limitation. Furthermore they agree to follow the instructions given as well as respect the decisions made by the admins.

1.1 All participants must own a BYOC ticket for the event where the tournament is taking place.

1.2 All participants must adhere to the DreamHack Event Rules both in and outside of the game.

1.3 The tournament administrators reserve the right to alter these rules and regulations at any time without notice.

2. Communication

2.1 The team captain of each team must at all times during the tournament be present and reachable on the discord server posted on the tournament page where all communication in public channels is to be done in english as DreamHack has both crew and participants from all over the world.

2.2 All communication with the admins is to be done either through the Discord server or by coming directly to the Esports Info booth in the D-Hall.

3. Check-in

3.1 To check in, all players of the team must be present at the Esports Info booth in the D-Hall to verify that everyone is present at the event.
3.2 Fielding players not present at the event will result in an immediate disqualification and possibly other sanctions.

4. Lineup changes

4.1 Team members may be removed or added by the administrators during a tournament as long as the minimum team requirements for that tournament are met at all times and as long as at least half of the original players are still present. There may be additional stipulations to this rule depending on the specific tournament.

5. Match times & scheduling

5.1 All matches, unless otherwise stated, are to start within fifteen minutes of a pairing between two teams, delaying beyond that without a valid reason may result in an immediate disqualification.
5.2 Delaying a match beyond the standard fifteen minutes must be approved by an admin.
5.3 All participants are responsible for keeping their game, game client and all other necessary software up to date to prevent delays.
5.4 If a match takes too long to organise or complete to the point where it prevents a tournament from progressing at a reasonable pace, the admins reserve the right to take any action they see fit to speed up the progression of the tournament.

6. Rule violation & punishment
6.1 A team or player may be sanctioned or removed from the tournament, be prohibited from entering any other BYOC tournaments at the event, or even be removed from the event itself if a team or player breaks any of the rules and commitments above or engage in any negative behaviour that include but is not limited to:
    i.   Breaking the DreamHack Event Rules.
    ii.   Cheating (Examples: Ghosting, exploiting flash bugs, illegal scripts, pixelwalking, or 3rd party software that isn't allowed by the game publisher and that provides an unfair advantage to a player or team). If you have questions regarding a specific piece of software, contact an admin.

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Attempt to mislead or dupe an Admin.
Refusing to follow Admin instructions.
Unsportsmanlike behaviour both in and outside of the matches.

7. Discord

7.1 https://discord.gg/ARPZRCQGjn