

Contacting an Admin

If it's just a general question make sure to check our easy to navigate [rules section](#). The best way to contact admins is through our public discord: [invite link](#).

Send a message in the #help text channel and one of our Admins will reach out to you.

I need a sub/ringer

[To have a sub/ringer please consult the rules](#)

How to set up a server

Do not give out the RCON password to others!

IMPORTANT: Anyone who has access to the RCON password can potentially maliciously affect the server. The home team (who was given the server) is responsible for protecting the RCON password. Do not share it with the other team.

Connecting to the Server's RCON

rcon_address xxx.xxx.xxx.xxx

rcon_password xxxx // Access the rcon cvar

rcon sv_password [password] // puts a password on the server

Changing Maps

For 5cp

rcon changelevel [mapname]

<i>First Half</i>	<i>Second Half</i>	<i>Overtime</i>
rcon exec rgl_6s_5cp_match_half1	rcon exec rgl_6s_5cp_match_half2	rcon exec rgl_6s_5cp_gc

For KOTH

rcon exec rgl_hl_koth

rcon changelevel [mapname]

IMPORTANT: Make sure to execute the config (e.g. rgl_koth/rgl_stopwatch) **before** changing the map. If you execute the config after changing the map, STV will not be set up properly and will not show up in spec.

Other Commands

rcon kick "X" // kicks player by name

rcon kickid [userid] // kicks player by user ID

- Use in conjunction with the **status** command to kick players with difficult names.

Non-RCON Commands

status

- Retrieves the steam and user IDs of all players on the server. This can be used to make sure that you aren't playing against any unexpected opponents.

pause/unpause

- A pause is used when a player is disconnected in the middle of a match or is having technical difficulties. Typing **pause** in console will pause the game, allowing the player to reconnect. Once the player reaches the "Retrieving server info..." stage, make sure to type **unpause** in console to allow the player to get back in the game.

Connect info

Getting the connection info is very easy. It looks like

connect [ip address]; **password** [password]

For example, lets say the servers ip was : *sigaf00tf1.game.nfoservers.com:27015*

And the password that you set was : *bootypirate*

Remember: The password is the server password (sv_password) NOT the rcon password!

The connect info would be:

connect sigaf00tf1.game.nfoservers.com:27015; password bootypirate