



SPECIAL TERMS AND CONDITIONS OF PARTICIPATION

COUNTER-STRIKE 2

PREAMBLE

The Hello!Nexen Championship – Counter-Strike 2 tournament is a video game competition.

The tournament is organized by the HelloWorld!EDHEC association in partnership with the Nexen association.

Throughout these regulations, the following terms shall mean:

- The “Organizer”: the HelloWorld!EDHEC and Nexen associations and their members;
- The “Participant”: any player taking part in the tournament;
- The “Event”: the Hello!Nexen Championship – Counter-Strike 2 tournament;

ARTICLE 1. -TERMS AND CONDITIONS TO PARTICIPATE

Each Participant must pay a registration fee of thirty-five euros (€35), and a coach must pay five euros (€5) to take part in the Event.

Any individual wishing to attend the Event as a spectator may do so free of charge, provided they have registered in advance on the dedicated platform.

ARTICLE 2. - MATCH FORMAT

2.1. « Best Of 1 » match

A “Best of 1” match consists of a single game between two teams of five players. A game is played on one map, divided into two halves of 12 rounds each. The game ends when one team reaches 13 rounds. Teams must alternate between Terrorist and Counter-Terrorist sides at halftime. The starting sides are determined by a knife round.

2.2. « Best Of 3 » match

A “Best of 3” match is played over three maps between two teams of five players. Each map is played as a “Best of 1.” The winner of the match is the team that wins two maps. If both teams win one map each, a third map is played with two halves of 12 rounds. Starting sides on the first two maps are chosen by the team that did not pick the map. On the third map, starting sides are determined by a knife round.

2.3. Overtime

In the event of a tie, if a winner must be determined, overtime will be played in two halves of 3 rounds each, with a starting money of \$10,000. Teams will keep the same sides as in the final half of regulation.

2.4. Map pool

The map pool consists of the following maps:

- Inferno
- Ancient
- Mirage
- Nuke
- Dust II
- Anubis
- Overpass

2.5. Map Selection

For each stage, maps will be selected using a veto system by each team.

For a « **Best Of 1** » match, the map choice must respect the following procedure:

- Team A removes one of the 7 maps;
- Team B removes one of the remaining 6 maps;
- Team A removes one of the remaining 5 maps;
- Team B removes one of the remaining 4 maps;
- Team A removes one of the remaining 3 maps;
- Team B chooses which of the final 2 maps will be played.

Starting sides are determined by a knife round.

Team A and Team B are determined by a random draw

For a « **Best of 3** » match, the map choice must respect the following procedure:

- Team A removes one of the 7 maps;
- Team B removes one of the remaining 6 maps;
- Team A selects one of the remaining 5 maps;
- Team B chooses its starting side;
- Team B selects one of the remaining 4 maps;
- Team A chooses its starting side;
- Team A removes one of the remaining 3 maps;
- Team B chooses which of the final 2 maps will be played as the decider if necessary.

Starting sides on the decider map are determined by a knife round.
Team A and Team B are determined by a random draw.

For a « **Best of 3 with map advantage** », the map choice must respect the following procedure:

- Team A removes one of the 7 maps;
- Team B removes one of the remaining 6 maps;
- Team A selects one of the remaining 5 maps; Team B chooses its starting side;
- Team B selects one of the remaining 4 maps; this map will not be played and will count as the map advantage;
- Team A removes one of the remaining 3 maps;
- Team B chooses which of the final 2 maps will be played in case of a tie.

Team A is the team coming from the Loser Bracket.

2.6 Preliminary Stage: Swiss round (Major Format)

The preliminary phase follows a 5-round Swiss System format, played in BO1. The objective is to seed the teams for the final brackets.

Progression and Qualification

3 Wins: The team qualifies for the "Elite Bracket" and exits the preliminary phase.

3 Losses: The team is moved to the "Amateur Bracket" and exits the preliminary phase.

Matchmaking

Matchups are generated each round based on the teams' current records (e.g., teams at 1-0 play against other 1-0 teams) according to the following logic:

Rounds 1 & 2: Matchmaking based on initial Seeding.

Round 3: Matchmaking based on Seeding, with a strict "No Rematch" rule (cannot face a previous opponent).

Rounds 4 & 5: Matchmaking based on Buchholz score, with a strict "No Rematch" rule.

Tie-breaking Rules

In the event of a tied record to determine the final standings of the Swiss stage, the following tie-breakers will be applied in order:

- Buchholz Score (Sum of victories of all opponents faced).
- Median Buchholz (Buchholz score excluding the highest and lowest-scoring opponents).
- Round Differential (Rounds won minus rounds lost).
- Initial Seeding defined before the start of the tournament.

2.7 Final Stage

The final stage is played in two brackets: the “Pro” Bracket and the “Amateur” Bracket.

Both brackets follow a Winner/Loser bracket system.

- Loser Bracket matches are played in BO1.
- Winner Bracket matches are played in BO3 (with possible BO1 in early rounds depending on scheduling).
- The Grand Final is played in BO3 with a map advantage (format subject to scheduling constraints).

All teams start in the Winner Bracket.

A loss in the Winner Bracket sends the team to the Loser Bracket.

loss in the Loser Bracket results in elimination.

The Organizer reserves the right to modify the format depending on scheduling constraints and tournament progression.

ARTICLE 3. -MATCH PROCEDURE

3.1. Before the match

The Organizer will try to allow warm-up time before each match but cannot guarantee a minimum duration due to time constraints.

Matches must start at the scheduled time. Participants must be present on-site 60 minutes before the match and ready to start at least 30 minutes before the scheduled time. If a team is more than 10 minutes late, it will be declared the loser in accordance with the general rules.

Participants may not leave the match area without referee permission during the 30 minutes preceding the match.

Participants must comply with specific stage conditions imposed by the Organizer, including (but not limited to) special lighting or the use of specific headsets.

Any technical issue (audio, network, PC) must be immediately reported to a referee before the match begins

3.2. Team Captain

Before the first match, each team must designate a captain to the Organizer. The captain may be one of the five players or the team manager and must remain the same throughout the Event.

The captain is responsible for map selection, official complaints, and communication

with the Organizer.

3.3. Coach

Teams may have a coach. The coach must be registered with the team before the Event and remain the same throughout.

Organizers may refuse the coach's presence on stage for technical or organizational reasons. Coaches will not be provided with a PC station.

3.4. Match interruption

If a match is unintentionally interrupted (crash, network issue, etc.), the Organizer may decide to replay the round or match under the following conditions:

- If a player disconnects and no player has died, the round may be replayed.
- If the issue is server-, network-, or power-related, the round or match may be replayed.

Disconnected players must reconnect as quickly as possible. Teams may pause the match at the end of the current round. Excessive use of pauses is prohibited.

If more than 50% of the alive players are affected by an infrastructure issue and the outcome of the round cannot be determined, the round will not count.

3.5. Timeouts

Each team may request up to three timeouts per map, each lasting no longer than 30 seconds. Timeouts must be requested from the Organizer and begin at the end of the current round.

3.6. Leaving a match

Participants may not leave an official match unless authorized by the Organizer or by the match format. If a team leaves prematurely, all remaining rounds will be awarded to the opposing team

3.7. Result validation

At the end of each match, both team captains must report and sign the match result sheet. Once signed, the result cannot be contested by the team captains

If a team believes a rule violation occurred during their match, the Participant must finish the match before filing an official complaint for the Organizer. The captain may then request an investigation. Participants will need to give the Organizers all information that could help the Organizer in its investigations. Frivolous or repeated complaints may result in penalties.

3.8. Forfeit

A team wishing to forfeit must inform the Organizer in the presence of the opposing team before the match begins. Forfeiting during a match is treated as leaving the match according to article 3.6. A team that has won a match cannot forfeit afterward. Forfeits are final and irreversible.

3.9. Map bugs

Players moving outside the normal boundaries of a map may be disqualified. This includes partially passing through solid surfaces or accessing unintended areas where players can shoot or be shot.

3.10. Utilisation de l'accès internet et Streaming

Participants may stream their matches online. They are solely responsible for any issues resulting from streaming (e.g., stream sniping). Streaming issues are not valid grounds to pause or cancel a match. (Article 2.6)

3.11. Skins en jeu

Agent skins are not allowed.

ARTICLE 4. – GAME SETTINGS

4.1. Game Version

The latest available version of Counter-Strike 2 must be used. In case of a recent update, the Organizer may decide to use the previous version after informing the teams.

4.2. Allowed overlays

The only allowed overlays are:

- getpos ;
- cl_showfps 1 ;
- cl_showdemooverlay 1/-1.

4.3. Serveur setting

Servers must use the official Masters configuration. Main settings include:

- mp_startmoney 800 ;
- mp_roundtime_defuse & mp_roundtime_hostage 1.92;
- mp_freezetime 15 ;
- mp_maxrounds 24 ;
- mp_c4timer 40 ;
- sv_pausable 0 ;
- ammo_grenade_limit_default 1 ;
- ammo_grenade_limit_flashbang 2 ;
- ammo_grenade_limit_total 4 ;

Overtime settings

- mp_overtime_maxrounds 6 ;
- mp_startmoney 16000.

ARTICLE 5. - PROHIBITED IN-GAME ACTIONS

The following actions are prohibited and may result in penalties ranging from round loss to disqualification:

- Using pause during a live round;
- Using any scripts;
- Exploiting gameplay-altering bugs (e.g., spawn bugs);
- Using map bugs (including sky-walking or passing through walls, floors, or roofs);
- Throwing grenades under walls (throwing over walls and roofs is allowed);
- Pixel walking (standing/sitting on invisible edges);
- Modifying game files;
- Exploiting any bug that provides an unfair advantage.

ARTICLE 6. - PRIZE DISTRIBUTION

Prize distribution details will be specified during the pre-tournament meeting before the Event begins.