

eXTREMESLAND CS Asia Open Oceania Qualifier 2025 Rulebook

Last amended 23/08/2025.

1. General Information

1.1 Tournament Title

eXTREMESLAND CS Asia Open Oceania Qualifier 2025 (also known as “eL Oceania Quals 2025”)

1.2 Time Zone

The standard time zone for eXTREMESLAND CS Asia Open Oceania Qualifier 2025 is Sydney Time (UTC +10). The time zone of any official announcement regarding this Tournament will default to this (UTC +10).

1.3 Tournament Coverage Area and Number of Participating Teams

This tournament covers the following major regions: Oceania (Australia, New Zealand). The winning team of this tournament will qualify through to the eXTREMESLAND CS Asia Open 2025 Grand Final.

1.4 Tournament Level

The eL Oceania Quals 2025 will be an unranked tournament.

1.5 Supplemental Tournament Rules

To ensure the integrity of the tournament, the tournament will continue to publish the details and rules about the event on the official website. And the supplementary rules will be regarded as the official rules.

2. Tournament Management

If the team has any questions about the Oceanic qualifier section, please contact the tournament organiser through your team captain at hello@dfrag.tv. Rulings will always be made in the spirit of the regulations. If the rules do not cover a particular situation or string of events, to preserve the fair play and integrity of the tournament, the rules can be amended, modified or supplemented by tournament organiser. The tournament organiser will always try, to the extent allowed by the rulebook and the

situation itself, to resolve an issue in a fair way for all parties involved. For any unresolvable disputes, the organiser holds the final right of interpretation and decision.

2.1 Code of Confidentiality

Any correspondences with tournament officials are considered strictly confidential, and participants in this tournament are not allowed to publicise the content of discussions with the official without prior given permission.

2.2 Contact Information

Any official contact for this tournament will be made through email; teams need to make sure that they frequently check their inboxes and spam folder to ensure any important information is not lost.

2.3 Team Lineup

All teams will be required to submit a team roster of up to 6 players prior to the tournament for the Open Qualifier Stage.

2.3.1 Player Replacement

All teams will be allowed to replace players prior to the start of the match, once the match begins, the roster will be locked, and no further player changes will be allowed.

2.3.2 Coaches

Coaches will not be allowed during the Open Qualifier Stage within the server.

For the LAN Qualifier Stage, coaches will be permitted, as per the rules by Valve, to be present and communicate only during warm-up, half-time, and tactical timeouts.

2.4 Participation Requirement

2.4.1 Nationality of the Team

The nationality of a team is determined by:

- The registered location of the team.
- The nationality of the majority (equal to or greater than 3) of the team's players
- The residence of the majority (equal to or greater than 3) of the team's players

All team members must agree to represent as that national team.

For the eL Oceanic Quals 2025, the majority of the team must be Australian and/or New Zealand to participate in the eXTREMESLAND CS Asia Open 2025 Finals.

2.4.2 Duplicate Registration of Players

All players can only register under a single team to compete in these qualifiers; duplicate registrations will either be removed or prohibited from participating in these qualifiers.

2.5 Prohibition and Disqualification

Players who meet the following prohibitions are not allowed to participate in this tournament. If a team is found to have an ineligible player, the team will be disqualified from the tournament.

2.5.1 Cheating Records

Any player banned by Valve Anti Cheat (VAC) or banned by the tournament organiser or platform (DFRAG, FACEIT) being used for previous instances of cheating or infractions, is banned from competing for 3 years.

2.5.2 Player Behaviour and Conduct

Teams and players are not allowed (under any circumstances) to verbally abuse any member of the previously mentioned entities or act poorly towards other competitors within the tournament. Violations may lead to warnings and/or disqualification if severe enough.

2.5.3 Valve Ban

Players who are currently banned by VALVE due to a poor player record are prohibited from participating in this tournament.

2.5.4 Warning

For the first violation of a minor infringement, a team will receive a warning. Any team that receives a total of three warnings will be immediately disqualified from the tournament.

For a major violation, the team may be immediately disqualified from the tournament.

2.5.5 Team and Player ID Violation

Team and player IDs are not allowed to involve politics, pornography, or any other abusive words. It also cannot involve plug-ins or other officially prohibited words. You are always welcome to check with the admin team before matches to confirm there is no violation.

2.6 Prize Pool

The eL Oceania Quals 2025 will consist of a total prize pool of \$5,000 AUD.

1st place - \$2,000 AUD and qualification to eXTREMESLAND CS Asia Open 2025

2nd place - \$1,500 AUD

3rd and 4th place - \$750 AUD

2.6.1 Prize Payment

Prizes for the eL Oceania Quals 2025 will be paid out 30 days after the tournament and when the team has provided payment details in this timeframe as well.

2.6.2 Withdrawal of Prizes and Awards

Before the prize money is distributed, if any cheating, fraud or serious incident has occurred, the tournament reserves the right to cancel the team's prize and publicly announce the incident.

2.6.3 Qualification Spot

For the qualifying spot for eXTREMESLAND CS Asia Open 2025, flights and accommodation will be provided for by the main tournament organiser – eXTREMESLAND. The team will be expected to maintain Core 3 from the Oceania Qualifiers into the Finals event.

If the team that qualifies cannot make it for whatever reason, this qualifying position may be given to the next team in results.

3. Tournament Structure

3.1 Open Qualifier Stage

This stage will be run through the FACEIT platform and managed by DFRAG. There will be no limitation to sign-up numbers.

This stage will be double elimination, starting with Bo1's and progressing to Bo3's from the Top 8 onwards. Seeding will be randomly generated.

This stage will be held on the 23rd to 24th of August, 2025, with matches starting from 12PM AEST on the 23rd. Start times and end times may be adjusted with the number of matches required.

The top two teams of this stage will qualify for the LAN Qualifier Stage. If, for any reason, a team that qualifies to the LAN Qualifier Stage cannot make it, the next team will be invited, and so on.

Teams must play with a minimum of 5 players in each match. 4v5's will not be allowed in any circumstance.

3.2 LAN Qualifier Stage

This stage will be run in-person at WY Gaming City, located at 1/382 Sussex Street, Sydney, NSW 2000, on the 13th and 14th of September.

The two teams from the Open Qualifier Stage will join two invited teams (by VRS ranking points for the Oceanic Region) who have accepted the invite.

This stage will be a double elimination Bo3 setup, and matches split across both days. Seeding will be done according to invited teams first, then the qualifying teams.

The winner of this stage will qualify for the eXTREMESLAND CS Asia Open 2025 Finals, located in Shanghai on the 18th – 21st of December, 2025.

4. Game Specific Rules

4.1 Game Version

The match for both stages will be played on the latest live version of CS2. If there is a patch that is unstable, has major game-breaking bugs, or includes a significant change to the game, the tournament organiser may opt to shift to a prior version, and instructions will be given appropriately.

4.2 Map Pool

The map pool will follow the Valve active map pool. If this shifts alongside with a game version update, this may change.

Ancient | Dust 2 | Inferno | Mirage | Nuke | Train | Overpass

4.3 Veto

Bo1:

Higher-seeded team chooses Team A or Team B.

Team A bans 1 map.

Team B bans 1 map.

Team A bans 1 map.

Team B bans 1 map.

Team A bans 1 map.

Team B bans 1 map.

Last remaining map is played, and a knife round will determine starting side.

Bo3:

Higher-seeded team chooses Team A or Team B.

Team A bans 1 map.

Team B bans 1 map.

Team A picks 1 map. Team B picks starting side.

Team B picks 1 map. Team A picks starting side.

Team A bans 1 map.

Team B ban 1 map.

Last remaining map is played if needed, and a knife round will determine starting side.

4.3 In-game settings

The following in-game commands will be used:

mp_roundtime 1.92

mp_freezetime 20

mp_buytime 20

mp_startmoney 800

mp_maxrounds 24

mp_overtime_maxrounds 6

mp_overtime_startmoney 12500

mp_maxrounds 24

mp_roundtime 1.92

4.4 Timeouts and Pauses

Teams will be permitted 3 tactical timeouts of 30 seconds each during regulation time. In overtime, all remaining timeouts will be removed, and teams will be granted 1 tactical timeout of 30 seconds for each round of overtime.

Technical pauses are allowed to be called if there is an issue that is restricting the player from joining the match. For online matches, this technical time cannot exceed beyond 5 minutes unless extended by the tournament admin.

5. Additional Tournament Rules

5.1 Tournament License

5.1.1 Live Streaming and Photography

ZOWIE and eXTREMESLAND owns the copyright and IP of this event. When reasonable, teams and players will be on broadcast and have photos taken.

5.1.2 VODs

The organiser retains the copyright of demos, videos, and other related materials to the tournament.

5.2 Admin Discretion

If there is an issue that has occurred that isn't covered by the rulebook, or there is a conflicting rule that goes against the spirit of the tournament and rules, the tournament organiser has the discretion to override any part of the rulebook and apply another ruling instead.