

Official Rulebook

EUROPEAN NATIONS CUP 2021

This document outlines the rules that should at all times be followed when participating in European Nations Cup tournament series. Failure to adhere to these rules may be penalized.

It should be remembered that it is always the administration of the tournament that has the last word, and that decisions that are not specifically supported, or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases in order to preserve fair play and sportsmanship.

1. Definitions

1.1. Range of Validity

European Nations Cup series (ENC in further text) is operated as part of the Digital Crusade.

This is the only rulebook which is valid for ENC, its participants and all matches playing within the scope of the ENC. With his participation, the participant states that he understands and accepts all rules.

1.2. Participants

A ENC participant is a team or a player that is participating in a ENC competition.
Any member of a ENC team is a participant of that team.

1.3 Time Zone

All of the dates and times provided by ENC and its tournament admins will be written in CEST (GMT+2) time zone.

1.4. Tournament Administration

Each participant can contact the tournament admins via official discord group.

In case of any complaints or further questions, please contact: ang#1151 on Discord.

2. General

2.1 Changes to the regulations

The tournament administrators reserve the right to alter any regulation at any time before or during the event if it is considered necessary. The tournament administrators also reserve the right to make

judgment on cases that are not specifically supported, or detailed in this rulebook. All of this has to be done in order to preserve fair play and sportsmanship.

2.2 Compliance

By participating in the tournament the players accept with no reservations all of the above and below mentioned regulations and that any decision made by the tournament administrators during the tournament may at any time supersede these regulations.

2.3 Match Broadcasting

2.3.1. Rights

All of the broadcasting rights of ENC are owned by Digital Crusade.

This includes, but is not limited to: shoutcast streams, video streams, GOTV, replays, demo and TV Broadcasts.

2.3.2. Waiving these rights

Digital Crusade has the right to award broadcasting rights for one or multiple matches to a third party. Participants themselves are not allowed to stream or broadcast their matches.

2.3.3. Teams responsibility

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

2.4. Communication

The main official communication method of the ENC is Discord.

ENC will create a Discord group with all of the team captains or managers of the teams, and therefore Discord should always be checked regularly so that no important announcements are missed.

2.4.1. Player cams

Players on both A & B stream matches will have mandatory cams. This is due to integrity and also for production purposes. This is mandatory and the following fines will be imposed;

- 1-30% of the lineup no camera: \$50 + 0.25% of the prize money winnings
- 31-50% of the lineup no camera: \$100 + 0.5% of the prize money winnings
- 51-70% of the line-up no camera: \$150 + 0.75% of the prize money winnings
- 71-99% of the line-up no camera: \$200 + 1% of the prize money winnings
- 100% of the line-up no camera: \$250 + 1.25% of the prize money winnings

This is per match and will stack up.

4 missed matches for a single player means 200 dollars and 1% of the prize money.

(Above stated rule is only valid if tournament administration specified it on the official tournament discord)

2.5. Conditions of participation in ENC

2.5.1. Nicknames

Players have to use the registered nickname during the match.

2.5.2. Game Accounts

Players will have to register one Steam account per player and to provide their own steam IDs to the administrators. They will use only registered steam accounts during the tournament. Players will be allowed to switch accounts in extreme cases, such as (but not limited to): Steam issues and VAC Authentication errors. They will need to inform the match administrator before switching steam accounts.

2.5.3. Changes in the teams

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

- Adding or removing players
- Changing the team name

2.5.4. Stand-in rules

Each team is allowed to register 1 (one) 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.

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.

2.5.5. Coaches and managers

Team is 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.

2.6. Player changes, team lineup changes, transfers

Total number of players per team must not exceed 8 (including 7 players, 1 stand-in and a coach).

2.7. Prize money

All prize money will be paid out 90 days after the completion of the cup series.

If a team or player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

2.9. Penalties and consequences for leaving ENC

2.9.1. Leaving during any phase

If a team leaves or gets disqualified from ENC during any ongoing stage, whether it's closed qualifiers or the playoffs, the participant forfeits all prize money accumulated for the whole event.

2.9.2. Deletion of matches during the group phase

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

2.10. 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 any information that may assist betting or gambling, either directly or indirectly for any of the ENC matches or the tournament in general.

2.11. Matches

2.11.1. Punctuality

All matches in ENC should start as stated in the document provided by administrators in the participants' Discord group. All participants in a match should be on server and ready to go at the latest 10 minutes before the match is set to start.

2.11.2. Delaying the match

For any delay up to 15 minutes after the scheduled start of the match teams may be penalized as the administration sees fit. At that point, the team will be considered as a no-show, and the match score will be set to default score 16:0, towards the opposing team.

2.13. Publisher's 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.

2.13.1. Publisher's anti cheat ban

If any player that participated in a match gets banned by the publisher's anti-cheat system (Valve Anti Cheat) starting with the first ENC match (23/08/2021), the player and his team will be disqualified.

3. Penalties and warnings

If rules are broken, tournament administration can apply penalties according to their judgment. Penalties that can be applied are the following; - warning, default loss, disqualification of a player/team from the entire tournament.

When a rule is broken the tournament administrators 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 2 types of warnings:

- Minor warning
- Major warning (3 minor warnings equals a major warning)

Incidents which can result in a warning:

- Insults
- Bad behavior towards administration and opponents
- Violation of the rules
- Delay without agreement from admins
- Unsportsmanlike behaviour
- 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

4. Game Specific Rules

4.1. Server settings

- Startmoney: \$800
- Maxround: 30
- Roundtime: 1m 55s (1.92)
- Freezetime: 20s
- C4 timer: 40s
- Timeout: 3x30 seconds each map
- Overtime: mr3 - \$10.000

After you knife for side, after you choose the side that you want, players need to technical pause and wait for the production team to start the game.

4.2. get5

Matches will be hosted using get5, if there is any confusion tournament administrators should be contacted for assistance and will be available during creation and starting of all matches.

4.2.1. Available server commands

!pause - Pauses the match for 30 seconds, pause starts in the next available freeze time.

!tech - Pauses the match, pause starts in the next available freeze time.

!unpause - Will remove !tac/tech pause

4.3. Map pool

The following maps are used for the ENC tournament (Valve official versions).

The map pool will always be the official Active Duty Map pool, and therefore might be updated before each tournament phase.

4.3.1. Maps

- De_inferno
- De_nuke
- De_vertigo
- De_ancient
- De_mirage
- De_dust2
- De_overpass

4.4. Map selection

Tournament administrators will use the coin-flip to determine which team begins the veto process. The winner of the coin-flip has the right to choose whether he wants to ban the map first or not.

4.4.1. Best-Of-One map selection

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 selection

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. Auto-veto

In case of teams constantly being late to the veto or being afk during it, and if issued warnings are ignored by the teams then tournament officials reserve the right to use auto-veto instead of the team that's being late/afk.

4.5 Ingame

4.5.1 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 is forbidden (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) is illegal.
4. Moving through walls, floors and roofs is strictly forbidden. This also includes skywalking.
5. Silent bombs" (i.e. the planting of a bomb which doesn't make a sound) are illegal.
6. Planting bombs so that they cannot be defused is illegal.
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 the Match according to the following terms and conditions:

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 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 he may do in his 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, the get5 backup is primarily used to determine the amount. If for whatever reason the get5 fails to determine the amount, the relevant Demo will be used.
4. If the get5 backup is unable to restore matches, the following rules apply:
 - During the first 3 rounds: if a server crashes during the first 3 rounds the match is restarted.
 - After the first 3 rounds: if a server crashes after the first 3 rounds the match continues with the last possible get5 backup, and the future rounds will be emulated (players will emulate kills, buys, grenades - which will be instructed by the Tournament officials and Admins)

4.5.3. Recordings

Players are not obliged to record in-game demos unless tournament officials say otherwise. All matches are recorded with GOTV through get5.

Players will be using a Teamspeak server provided by the tournament organizer in order to control integrity and fair play, all voice comms will be recorded but not shared publicly.

Teams are eligible to ask for their voice comms and admins will provide them with the recording.

4.6 Game format

The tournament will consist in:

1. A BO1 group stage with 4 groups of 3 teams each. All teams will play each other once. The first placed team in each group will qualify for the playoff. Tie breakers will be settled using direct results. If that will not solve the tie, the teams will be rated on round difference. Groups A and B will be played on the 23rd, while groups C and D will be played on the 24th.
2. A single eliminaton playoff, featuring the first placed teams in each group. The sorting for the bracket will be random. Each game will be BO3, including the finals. All players must have a working webcam / phone camera. All matches will be streamed. Group A&B will be played on 23 and Group C&D will be played on 24, the playoff will be concluded on 25.

5. Code of Conduct

5.1 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 ENC Officials.

All decisions in regard to violations are at the sole discretion of the ENC.

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 disconnect without a proper and explicitly-stated reason.
12. Any other act which violates these rules and/or standards established by ENC.

A Team Manager/Member 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 Team Manager/Member may not use this type of language on social media or during any public-facing events.

A Team Manager/Member 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 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 ENC series. This paperwork is necessary for maintaining expectations throughout the Tournament.

A Team Manager/Member 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 Team Manager/Member 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 ENC 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 Team Manager/Member 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.

This rulebook & document can be subject to change any time tournament management feels necessary to do it or some new rules occurred.

The last edit of this document has been made on 18/08/2021.