



1. General information.

1.1. Project Concept.

- Main goal of the project: Creating a E-sports ecosystem for the improvement of professional and social skills of young talents, by organising a series of tournaments, ensuring all principles of fairness and openness to the spectators and teams.

2 General regulations

2.1 The tournament administration has the right to make changes to the rules (even during the tournament);

2.2 Tournament series "United 21" is an official project and organisation with its own regulations and rules for the discipline "Counter Strike2". The official tournament series rules apply from the beginning to the end of the tournament series. By participating in any series of tournaments, player or other representative of team or organisation, confirms that he is familiar with and agrees to comply with all the stated rules;

2.3 The general management of the organisation and conducting of a series of tournaments is conducted by the administration of the project "United 21" (hereinafter referred to as "United 21" tournament series organisers);

2.4. The tournament series "United 21" organisers do not bear responsibility for technical faults of the programs and hardware owned by third parties, including the game servers and/or the tournament services;

2.5 The tournament series "United 21" organisers reserve the right to use the official names of the teams and organisations on their resources;

2.6 Organiser reserves the right to disciplinary punishments in relation to the teams, which arouse suspicion (participation in match-fixing or bribery of organisers and representatives of United 21). In case the suspicions of the organiser prove to be correct, the team or organisation will be permanently banned from the project and the results of the match-sabotage checks will be made public. The final decision as to the further participation of the team or organisation in the project remains with the organiser of the United 21 series;

2.7 The responsibilities of the series organisers of the "United 21" tournaments

Carry out the tournament series organisation activities;

To determine the conditions for the admission of participants to the tournament series;

to implement measures to counteract illegal influence on the results of matches;

to register the results of the matches of the tournament series;

to register the results of a series of tournaments;

to organise refereeing of the tournament series;

to follow the moral principles in relation to every tournament participant.

To carry out timely payment of money resources (not later than 30 days from the end of the tournament);

to carry out live broadcasting of every match;

To carry out the social networks;

Provide VOD from the Games and upload them to Google Drive.

2.1.2 The average arithmetic age of a team cannot be more than twenty one (21) years, but in some cases exceptions are possible;

2.1.3 For the first tournament series teams will receive invites. The organizers of the United 21 tournament series will independently select the participating teams that will receive invites, according to criteria such as: Reputation, age of players and level of play.

In the future, it is planned mixed admission of candidates for tournaments, according to the method of invites, as well as a 3-step process, namely the collection of information, review of applications/qualifications, interviews;

2.1.4 A team or organisation must submit seven (7) players for the tournament series, five (5) main players and two(2) substitute. In case a team or organisation has a coach, he or she must also be included in the application form;

2.1.5 Participants and representatives of teams or organisations participating are required to

- Be fully responsible for the accuracy of the information given to the organisers of the United 21 series of tournaments;

- to follow the generally accepted norms of behaviour, to be respectful towards the organisers and representatives of the series of tournaments "United 21", viewers as well as towards other participants;

- to follow the principles of sportsmanship and fair play;

- To inform immediately the organisers about any problems, which can lead to impossibility of participation in the project, including the loss of access to the game account and force majeure situations;

- make up their game accounts, including the team name or tag, the in-game name (nickname), according to the team or organisation;

- record TeamSpeak and send it after the match to the organisers of the series of tournaments "United 21", in case of suspicion of foul play or an attempt to deliberately speculate the situation on the map in the form of a special loss or set a certain number of rounds

- take part in the media development of the project and participate in the activities that are offered by the organisers of the series of tournaments "United 21". The organisers of the series of tournaments "United 21" reserve the right to divide the media activities into basic (interviews, participation in live broadcasts, etc.)

- All players must record a POV demo for each map throughout the match with no exceptions. A possible knife round is part of the match and must be recorded. A non-functional demo recording will be considered as the absence of this recording, the final decision rests with the organisers of the United 21 tournament series. The tournament organiser can request the recording at any time.

-Each participating team must announce their matches in their social media, indicating the official broadcast source.

2.1.6 Competitors are not allowed:

- use any software, scripts and overlays affecting the in-game mechanics of Counter Strike: 2, including those designed to change the in-game parameters, in order to prevent

- use any software, scripts and overlays that affect the in-game mechanics of Counter Strike:2, including - designed to change the in-game parameters, in order to give themselves an advantage and (or) create obstacles for the normal course of the match;.

- exert illegal influence on the results of matches held within the project, as well as in other tournaments and leagues;
- to bet on the outcome of events in the tournament.
- to use different game accounts or different game nicknames during the series of tournaments;
- to bribe the organisers and representatives of the series of tournaments "United 21", participants and other persons involved in the organisation and holding of the series of tournaments;
- To carry out any actions directed on transferring the game account used in the course of participation in the series of tournaments to the third person.

2.2 Tournament format

2.2.1 All matches are played in an online format on the FACEIT competition platform;

2.2.2 The matches are played by 2 teams of 5 players each;

2.2.3 All matches up to the grand final stage are played as BO3, the grand final format is BO3;

2.2.4.If a team that participates in the grand final refuses to participate in this match and thus receives a technical defeat, it (the team) **does not receive prize money for the 2nd place** in the tournament.

2.2.4 The matches will start:. first match will start at 14:00 BRT/19-00 CEST. Second match will start at 16.06 16:30 BRT/21-30 CEST
match postponements.

-Matches cannot be rescheduled to another day.

-Players may propose to swap matches and if the teams agree, this is allowed.

2.2.5 Number of participants: 16 teams

2.3 Tournament regulations

2.3.1 Game version: licensed, latest published in Steam;

2.3.2 Participant is obliged to use the same licensed account and the same nickname. It is forbidden for a player to use more than one account in a tournament series. It is forbidden to have anything to do with the account being passed on to a third party. The participant will be obliged to inform the organisers of the United 21 series of tournaments at once.

3. Conduct of matches

3.1 In a match take part 2 teams of 5 people each;

3.2 Competitions are held on the maps: de_inferno, de_mirage, de_nuke, de_overpass, de_anubis, de_vertigo, de_ancient;

3.3 Maps are determined by the bans and peaks method on the discord before a matchup;

3.3.1 Example in bo3 format (up to victory in two games):

- Team A removes de_inferno;
- Team B removes de_mirage;
- Team A picks de_ancient;
- Team B picks a side.
- Team B picks de_nuke;
- Team A picks a side.
- Team A removes de_dust 2;
- Team B removes de_anubis;
- Automatically selects the de_vertigo map;

3.3.2 Example in bo5 format (up to victory in three games):

- Team A removes de_inferno;
- Team B removes de_mirage;
- Team A picks de_ancient;
- Team B select a side.
- Team B picks de_nuke;
- Team A select a side.
- Team A picks de_dust 2;
- Team B picks de_anubis.
- Automatic selection of the map de_vertigo.

3.4 After that, a change to the selected map is made. Participants need to re-text !ready or !forceready to start the match;

3.5 At the end of the first period (13 rounds), the teams change sides;

3.6 If one team scores 13 rounds in a game in the first two periods, it becomes the winner of the game;

3.6.1 If at the end of 2 (two) periods the teams have an equal number of rounds won, then 2 (two) additional periods (overtime) of 3 rounds each shall be scheduled. The team that wins 4 or more rounds in a series of two overtimes shall be the winner of the game. In case of a draw after two overtimes, two further overtimes will be played until the winner of the game is determined;

3.6.2 The sides in overtime are not selected. The first (and subsequent odd-numbered) overtime periods are started by the teams for the same sides as played in the second period of the match (before overtime). The second (and subsequent even-numbered) starts for the sides played in the second period of the first overtime.

3.6.3 Pauses.

Pauses during a game may be put until the specified time has ended(technical pause 5 minutes and 4 tactical 30 seconds) per team on the one map.

If a team doesn't have enough time to solve the problem within 5 (five) minutes, but no more than 10 (ten) minutes, provided the opponent agrees, the match will continue regardless of the situation. The administrator may score a technical defeat

The technical pause is for solving technical problems, not for tactical decisions. In case of abuse of the technical pause, the team will incur penalties as well as reputational risks.

When a team is put on technical pause, they must report to the match room the reason for the pause.

Teams may only count on the designated time to solve technical problems. A team may ask its opponents to share their time for a technical pause. The admin does not give extra pauses, except in cases of technical problems on the organiser's side

3.6.4 Substitutions:

A team may make up to 2 substitutions, this has to be done before the tournament, or during the tournament, but only with the approval of the administration.

It is forbidden to take substitutions in the form of Tier 1-2 level players. In case the opposing team does not object, this restriction will be removed.

3.6.5 Server settings:

Server settings:

Friendly fire: On

Knife round: On

Ready command to start the match: On

Max rounds overtimes : 6

Overtime start money: 16000

Timeout length: 30 Sec.

Timeouts allowed: 4

Pause: enabled.

Pause time per team: 300 Sec.

Max rounds: 30.

Dead Talk: Off.

Start money: 800.

TV Delay: 120 Sec.

Freeze time: 15 Sec.

Warmup Time: 300 sec.

Coach: Yes

Subtitles :Yes. Max. 2.

4 Communication with the tournament organiser

4.1 Communication on the part of the team is carried out by the team captain or the coach. In case of infringement of rules by opponents, the team captain or coach should suspend the game and contact the administrator in the tournament chat room. Complaints that do not come from the captain or coach will not be taken into consideration.

4.2 Communication takes place on the Discord server of the tournament series:

<https://discord.gg/VqdvEF5jy5>

5. The prize pool

The general prize pool is 10000\$.

Distribution:

- 1 \$6000

- 2 \$3000

- 3 \$1000.

Prize fund is paid to teams in USDT cryptocurrency TRC20 network (TRON20)

The prize money is paid out within 60 days

