Counter Pit League Rules (CPL Rules)

1. Tournament Format and Scheduling Natsu to jun

1.1. Tournament Format

Counter Pit League is divided into three Regions:

- Europe
- America
- Oceania

Online stage of the tournament is played in group stage, round robin. Each group has six teams, one group for America, one for Oceania and two groups for Europe. Beside group äpåipäpööpopplemospooåöå, Europe has invite qualifiers for group stage.
Qualifiers for group stage is 8 invited teams playing in Single Elimination bracket.

Teams who finish first in each group, advances to offline (LAN) playoffs which will be hosted in Split, Croatia - March 17 - March 18, 2016.

Every match is streamed on Twitch channel.

1.2. Tournament Scheduling

Teams who play in group stages have to play five BO2 matches. Team needs to schedule at least two match per week. CPL is has flexible schedule and gives teams a window of 2-3 weeks to playout five matches in the group phase. CPL doesn't count official holidays and other LAN event as "game week".

2. Match Rules

2.1. Starting the Game

As soon as both teams are on the same round the game must start. This means that if both teams get a default win on the first round (for not having an opponent or any other circumstances), even if the match page states a different match time hour, the match must start.

2.2.1 Server (EUROPE)

The server is by default **Frankfurt**. This can be, however, changed, after ping test, if both teams agree to do it.

2.2.2 Server (NA)

The server is by default **US East**. This can be, however, changed, after ping test, if both teams agree to do it.

2.2.3 Server (OCEANIA)

The server is by default **Melbourne or Sydney.**. This can be, however, changed, after ping test, if both teams agree to do it.

2.3. Rules

All players have to record demos and keep it at least 48 hours after the played match.

Every team has a right to invite coach to the match.

The lobby is created by the League Admin 20 min before the game start, after that the password is provided to team representatives and also to commentators.

In case of global technical problems with game client or Steam network, league administration may decide to postpone match for another day.

League organizers reserve the right to change match start time if necessary. Team representatives must be notified at least 6 hours in advance about the changes.

In case of changes in main roster, the new players will be allowed to play for the team only after the official announcement about roster change is published by the organization.

If a team uses a subtitle player, his clan-tag must look as follows : "Stand-in.Nickname"

Each team have right to take a time out in each game. At the end of the round a team captain may pause the game and inform everyone in chat that the team takes time-out. The length of the time out is 5 minutes.

2.3.1 Minor Penalty Points

Minor penalty points are given for minor incidents such as not uploading required match media, repeatedly showing late on scheduled time, not showing on conference chat during VETO process,

Minor penalty points **reduce** 1% (one percent) of the overall prize money received by the team or player in the season they are given.

2.3.2 Major Penalty Points

Major penalty points are given for major incidents such as deliberately deceiving admins, failing to show up for matches, repeated rule breaking, and so on. Every major penalty point **reduce** 5% (five percent) of the overall prize money for that season

2.4. Game Mode

The official Counter Pit 2015 servers will use the following game settings:

- mp_startmonay 800
- mp_roundtime 1.75
- mp_roundtime_defuse 1.75
- mp_freezetime 15
- mp_buytime 1

- mp_forcecamera 2
- mp_maxrounds 30
- mp_c4timer 35
- sv_pausable 1
- ammo_grenade_limit_default 1
- ammo_grenade_limit_flashbang 2
- ammo_grenade_limit_total 4 Settings used for overtime:
- mp_maxrounds 6
- mp_startmoney 10000 Settings used for warm-up:
- mp_maxrounds 199
- mp_maxmoney 65535
- mp_startmoney 60000
- mp_buytime 15
- mp_freezetime 0
- mp_forcecamera 1

Each player must set **cl_bobcycle to 0.98**

Following commands are **forbidden**:

- mat_hdr_enabled
- weapon_recoil_model
- weapon_debug_spread_show
- net_graph

Following start parameters are **forbidden**:

- +mat_hdr_enabled 0/1
- +mat_hdr_level 0/1/2

Each player can buy a maximum of 4 grenades in one round. It is allowed to have 1 grade of each type except of flash grenade (max.2).

2.4.1 Map pool

- Dust 2
- Inferno
- Mirage
- Cobblestone
- Overpass
- Cache

- Train

2.4.2 Qualifiers

Will be played in BO3 format- Single elimination (veto system).

2.4.3 Veto

Qualifier Stage (BO3)

Flipping of a coin will determine which team has first veto. The vetoing system will be the Veto, Pick, Veto, Remaining map

1. Team A removes one of the 7 maps.
2. Team B removes one of the remaining 6 maps.
3. Team A chooses one of the 5 remaining maps.
4. Team B chooses one of the 4 remaining maps.
5. Team A removes one of the 3 remaining maps.
6. Team B removes one of the 2 remaining maps.

The remaining map is played as 3rd if needed.

Sides will be determined each map via knifing. Winner of the knife round has choice of side.

Group stage (BO2)
Map draft at group stage: one of the teams(decided with a coin toss by admin) bans 1 of the 7 maps from the map pool. After that, this right is given to the second team. When only 3 maps are left the team who was banning maps second is given right to choose which map will be played first.

1. Team A removes one of the 7 maps.
2. Team B removes one of the remaining 6 maps.
3. Team A removes one of the 5 remaining maps.
4. Team B removes one of the 4 remaining maps.
5. Team B chooses one of the 3 remaining maps.
6. Team A chooses one of the 2 remaining maps.

Group Stage consists of two groups with 6 teams in each of them.

Teams will receive 3 points per games series (2 games series) win, 1 point per draw, and 0 points in case of defeat.

LAN Playoffs - BO3 format

Map draft at the playoffs: for best-of-3 format map draft is same as qualifying stage. In case of

Best-of-5 format, the maps are banned until 5 maps are left, and then teams start picking the order of maps in turns , starting from the team with the higher seed.

The right to chose side (CT or T) is decided in a Knife Round on each map.

Playoffs will be play in BO3 format (veto system), same ruleset that applies to qualifiers.

Grand finals will be played in BO3 format (veto system), with each team, vetoing only 1 of the maps (as stated above).

Tie-breakers
   ● Tiebreakers will be solved using direct head to head results
   ● If a tie still remains, a bracket will be seeded using a round robin

Team representatives (captain or manager) must be connected to league's Skype conference chat 30 min before the official match start time, and also during the whole duration of match.
Before match start all players must make their Steam profiles public in order that league admin can check them for SteamID Correspondence.

All the matches are played on servers, rented by league administrators..
If necessary league administrator can choose to host a game on different server.

In the event that overtime is required at any point throughout the entirety of the tournament, it will be MR3, 10k starting money.

Teams will remain on the same side on which they finished regulation, and will swap at half.

2.5. Game preparations

Please resolve any problems that might occur before a match starts. Connection or Hardware Problems during a match could lead into a disqualification by CPL admins.

- Agreements between the teams/players need to be posted as match comments.
- Make sure all players are eligible to play. In team games, all players must be registered in their corresponding team. The usage of a team foreign player can lead into (a) warning. (b) disqualification. (c) 2-6 penalty points (d) rematch, depending on the case. An CPL admin will take further actions if there is a "standin" suspicion.

2.5.1. Standins

The use of standins in CP League is allowed. Team can have total of three standins playing at the same time. Team standin cannot be part of any team participating in current season of Counter Pit League(CPL).

2.6. Ingame

2.6.1. Player drops

There is a total waiting time of 10 minutes per map to wait for player drops per team.

2.6.2. Pause Rule

It is forbidden to pause a game for no reason. After you pause a game you must say in all chat the reason of the pause. In the same game, the total pause time can't be longer than 10 minutes (if a

team pause the game for 3 minutes and later pause it again for 7, they can't pause anymore, unless the opponents agree with it).

- A pause shouldn't be longer than **10 minutes**. In the case a longer pause being needed, CPL admin has to agree it, otherwise the match continue.
- To unpause a game is only allowed if both teams agree to it in all chat or a pause lasted longer as **10 minutes** and no further agreements were made.
- Abuse of the pause will lead to a disqualification. Screenshots of proof and the demo of the game must be uploaded into the match.

2.6.3. DDOS

If a player drop or is lagging duo to a DDOS attack, the Pause Rule and the Player Drops rule is applied here. There are no exceptions for DDOS attacks. It's the player responsibility to protect himself against DDOS attacks.

2.6.4. Rematch

If there is a technical problem that requires a rematch, contact an admin.

2.7. Illegal Actions

Any actions that result in an unfair advantage are illegal. This includes bug abuse of any kind.

2.8. Spectators

Spectators inside the Game are forbidden (managers or casters). Only official CPL Casters, Admins and Coaches are allowed.

2.8.1. Casting

Casting an CPL match is only allowed with an CPL admin agreement. To get an agreement please write a Support (support@counterpit.com) email.

2.9 Server crash

If the server crashes before three rounds have been completed (in a half), the server must be restarted and the half's score will be reset to 0-0.

If the server crashes after the third round has been completed, the half must be restarted with startmoney 2000 and the score will be counted from the last completed round. The start money is set to 2000 and the team that lost the last round kills itself using "kill" in the console. This round does not count. The half continues with the following round. The start money has to be set to 800 again.

3.0 Prize Money Distribution

Prize money Transfer is distributed via Bank Transfer. Other payment methods are not accepted. Teams must issue an invoice to Counter Pit. The prize money will only be transferred to the team leader/organization. It is the responsibilityömml of the team leader to make sure every member of his team is appropriately paid. Money will be paid within two months time of the tournament's end.

Prize Breakdown:

- 1st - 50% - $40,000
- 2nd - 24% - $19,200
- 3rd - 13% - $10,400
- 4th - 13% - $10,400