

FISSURE
BetBoom Dacha
Counter-Strike 2 Tournament
LAN-Stage Rules

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Format of BetBoom Dacha

- Dates: April 2nd - May 19th, 2023
- BetBoom Dacha is divided into 2 Stages:

Online Stage:

- **Closed Qualifiers:**

Dates: April 2nd - 9th

16 invited teams will be seeded 4 groups

4 teams in each group will play double-elimination format

Top-1 teams from each group advance to the Play-in stage

Round 1 Upper bracket matches are bo1, all the rest matches are bo3

Total matches in each group: 2 bo1 and 4 bo3

Total matches: 8 bo1 and 16 bo3

- **CQ Play-in Stage:**

Dates: April 10th - 12th

4 teams from CQ will play bo3 double-elimination format

Teams will be seeded the following way:

Group A Winner vs Group D Winner

Group B Winner vs Group C Winner

Top-1 team will advance to the LAN stage

Total matches: 6 bo3

LAN Stage:

- **LAN Stage:**

Dates: May 14th - 19th

6 invited teams + 1 team from CQ SA + 1 team from CQ Play-in Stage will be seeded 2 groups

4 teams in each group play bo3 double-elimination format

Top-2 teams from each group advance to LAN Stage Finals

Teams will play bo3 single-elimination format

All matches bo3 and Grand Final bo5

Total matches: 12 bo3 and 1 bo5

Tournament schedule: [📅 2024 CS2 BetBoom Dacha Schedule](#)

Prize pool of BetBoom Dacha - \$500 000:

1st place: \$300 000

2nd place: \$100 000

3rd-4th place: \$50 000

1. General Rules

1.1. Agreement

This rulebook is the governing document for the BetBoom Dacha tournament, regulating all interactions between the organizer and the participants. By participating, the participant agrees and is obligated to familiarize themselves with these rules and accept all of them in order to take part in the event.

1.2. Tournament organization

BetBoom Dacha is a Counter-Strike 2 tournament held by FISSURE and sponsored by BetBoom.

1.3. Administration

1.3.1. The instructions

The instructions of administrators should always be obeyed and followed. Failure to do so may result in penalties.

1.3.2. Decisions

Tournament Administration will make all decisions in accordance with the provisions of these regulations and will bring them to the attention of the Participants, escalating key issues to administrative leads if necessary.

1.3.3. Communication

Official channels of communication during the Tournament include the game Lobby, Discord/WhatsApp/Telegram, or direct personal communication between Manager and Tournament Administration.

1.3.4. Powers of the Tournament Administration

The administration has the right to change or overrule the rules described above to make the competition as fair as possible. And also reserves the right to make judgments on cases not specifically covered by the original rulebook. The head admin has the right to overrule any statement of the rules described above or the decision made by the tournament administrators. In case of dispute, the Tournament Administration will be responsible for making a decision. Decisions on all disputes are final and not open to further appeal.

1.3.5. Privacy

Voice conversations recording and/or publication of the conversations with admins and/or opponents without their permission is strictly forbidden (in case of violation, the team gets banned on all FISSURE tournaments for at least 6 months)

1.3.6. Match times

The admin has the right to change and set the new matches time if needed (in the case of force majeure organizer may reschedule match(es) in the best way)

1.4. Rules changes

The organizer reserves the right to make changes to the rules without prior notice. The organizer also has the right to make decisions in case of situations not explicitly covered in the rules.

1.5. Confidentiality

The information contained in match channels or any other correspondence with tournament officials is considered highly confidential. It is strictly forbidden to disclose such material without obtaining written consent from the tournament administration.

1.6. Match broadcasting

Fissure holds all the broadcasting rights. Participants are not allowed to decline the broadcast of their matches through Fissure-authorized channels, nor can they select how the match will be broadcast. Refusal of broadcasting can only be initiated by the tournament administration.

1.7. Sponsorship

Sponsors or partners distributing pornography, narcotics, and other elements that could harm the reputation of esports or the organizer are not allowed.

1.8. Team standards

All the necessary information about the team and players should be provided to the organizer after the official request.

1.8.1. Teams' Responsibility

Teams cannot refuse to have their matches broadcast by official broadcasts, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by the administration. The teams agree to make sufficient accommodation so that the broadcasting of matches can take place. The teams cannot stream their own matches by themselves or give the server information to the third person without the administration's permission.

1.8.2. Team names

The team name cannot include any additional extensions; it may only include the name and the title sponsor if allowed. The name must not contain political, religious, or offensive elements. The administrator may ask the player to change his nickname during the match to match the nickname on HLTV.org.

1.8.3. Team logos

Team logos should not include logos or imagery of brands, teams, or trademarks not associated with the team, except if they are legitimate title sponsors. The logo must not contain political, religious, or offensive elements.

1.9.Prize money

The prize pool will be paid within 3 months from the date of the end of the tournament, but the payment may require up to a maximum of one hundred eighty (180) days to be completed. If a participant fails to provide accurate payment information, an invoice, or other required documentation, the prize money will not be paid out until this issue is resolved. The prize money will be sent via a bank transfer.

1.10.Webcamera Rules

Web-cameras must be using by players during all matches

1.11.Voice communication

For voice communication, TeamSpeak and Discord are used. The voice communication program can be changed by the organizer. During matches on the server, there can be five players and one coach present.

1.12.Changes of the roster during the tournament

The team is allowed to use 2 stand-ins during the tournament and should notify about using the stand-in no later than 24 hours before the match. Otherwise, the stand-in player will not be allowed to play in the match. Also, the player playing as a stand-in has to be the player of only one team and is not allowed to play for another team during the tournament.

1.13.Scheduling policy

The organizer provides the schedule of the games no later than 1 days before the start of the tournament.

1.13.1. Match start

All matches should start, as stated on the schedule. During the tournament: if any team needs to reschedule the match, the captain or the manager should contact the administrators not later than 24 hours before the match time, so the administrators accept the reason for rescheduling and confirm the possibility.

1.13.2. Participants Not Showing

If a participant is not ready to start veto until 5 minutes after the scheduled start, the team receives a penalty point . If they still do not start veto by 5 minutes before the scheduled match start time, another one penalty point may be awarded. If a team is 10 minutes late, the team will lose its choice of side map. (The opponent's map in a BO3 series, side selection in a Bo1)

If a participant is not ready to play until 5 minutes after the scheduled start of the match, the team receives a penalty point, the opponent has the right to choose the side on his map.

If a participant is not ready to play until 10 minutes after the scheduled start of the match, he is considered a no-show and the team receives a penalty

point. In that case, the opponent will receive a default win from the administration. (The first map in a BO3 series, the whole match in a Bo1)

If a participant is not ready to play until 30 minutes after the scheduled start of the match, he is considered a no-show, and the opponent receives a default win from the administration (whole BO3 series).

The team has to tell the administration the reason for the no-show. If the reason is not valid, the team may be banned for 6 months on all FISSURE events.

In case of the late arrival to the game on a particular Date of the Tournament of up to 30 minutes without reasons – USD 1 000 to be withheld from the Team's Award; in case of the late arrival to the game on a particular Date of the Tournament for over 30 minutes without reasons – USD 2500 to be withheld from the Team's Award.

1.14. Tournament slots

When a team has a tournament slot, that means that 3 players have that slot. So in case of these 3 players' withdrawal from the team, they have the primary right for the slot their team had (only if they had at least 1 game during the tournament). In case of their refusal from the slot - the administration decides who gets the slot.

In the event that a team has less than 18 calendar days' notice to the tournament operator of the refusal to participate, the team will be fined 30 000 USD.

If a team notifies the tournament operator less than 10 calendar days before the start of the tournament, a 60 000 USD Prize penalty will be imposed. Each case is considered separately, depending on the circumstances.

The fine amount can be revised depending on the circumstances but no more than 35 000 USD.

Game rules

2.1. Game version

The tournament will employ the most up-to-date game client version. However, if the tournament administrators find the latest version to be unplayable due to significant bugs or sudden balance adjustments shortly before the event, they may opt for an older version if it's accessible for a rollback. Additionally, any updates made during the event could potentially lead to reverting to the initial version if it is feasible to do so.

2.2. Match settings

Regulation Side Selection - during the veto
Rounds - Best out of 24 (mp_maxrounds 24)
Round Time - 1 minute and 55 seconds (mp_roundtime 1.92)
Regulation Start Money - \$800 (mp_startmoney 800)
Freeze Time - 20 seconds (mp_freezetime 20)
Buy time - 20 seconds (mp_buytime 20)
Bomb timer - 40 seconds (mp_c4timer 40)
Pause between halves - 1 min 10 sec
Overtime Side Selection - when the overtimes start, teams firstly play the side they played in regulation last.
Overtime rounds - Best out of 6 (mp_overtime_maxrounds 6)
Overtime Start Money - \$12,500 (mp_overtime_startmoney 12500)
Break during overtime in overtimes - disabled
Prohibited items - none (mp_items_prohibited "")
The "Agent" player skins are forbidden

2.3. Official Map pool

The tournament will be played on the current competitive map pool, which consists of the ing maps:

de_inferno
de_vertigo
de_anubis
de_nuke
de_mirage
de_dust2
de_ancient

2.4. VETO process

The offline veto process has to start at least 30 minutes before the start of the match. The participants are regularly being called to do veto after the starting of the 2nd map of the previous match. The teams will get the info about the exact time of veto by its team handler. In case a participant arrives five minutes after the scheduled veto process time, the tournament organizers may warn the team, use the penalty points, the team will lose its choice of side map, or team can lose

their high seed. The completed map vetoes should not be disclosed to the public until FISSURE has officially revealed them.

Every participant is allocated a cumulative time limit of 3 minutes to carry out their picks and bans. If the allocated time elapses, the tournament administration will randomize the outstanding picks and bans.

The process and the order of the ban/pick: On May 13th, the HLTV top will be recorded, and the team that is higher in the top will get the advantage in picks in the first round matches and in upper bracket matches.

The starting team for the remaining matches will be determined based on seeding.

The veto process allows the participation of only two members from each team. Within this process, the initial declaration made by a participant to the tournament administration will be considered their ban or pick, and it cannot be reversed.

Best-of-Three (Bo3):

The process starting team is chosen by HLTV top or higher seed.

1. Team A removes one map
2. Team B removes one map
3. Team A picks one map (Team B Pick side)
4. Team B picks one map (Team A Pick side)
5. Team A removes one map
6. Team B removes one map
7. A remaining map is played as a decider if required.

Best-of-Three (Bo5)

The process starting team is chosen by HLTV top or higher seed.

1. Team A removes one map.
2. Team B removes one map.
3. Team A picks one map.
4. Team B picks one map.
5. Team A picks one map.
6. Team B picks one map.
7. The remaining map is played as a decider, if required.

2.5. Server

The organizer will provide a LAN-server to play on. Teams receive the server info after the veto process.

2.5.1 Players are required to connect into the server 10 minutes before the start of the match

2.6. Overtimes

At the beginning of every overtime round, teams will remain on the same side they played in the preceding half, and side swapping will occur during halftime. Overtime rounds will persist until a clear winner has been determined.

2.7. Backups

If a match is interrupted due to reasons beyond the control of the participants (for example, server or player failure), the competition administration will restore the round using the CS2 backup and restore function, but in some cases presented below, a decision may be made to replay the round or whole match:

- If the problem occurs before any damage or significant gameplay has occurred and the opponent and referee have been notified immediately, the round will be reinstated
- If a problem occurs during a round and after damage has been dealt, and the outcome of the round is still determinable (for example, one player is eliminated and others remain), then the round will not be replayed or restored. The round will continue and count. Special exceptions may be made if the damage done was determined to be minor, such as accidental damage to a teammate dealt early in the round, or if the damage was caused by a team that suffered an incident and needs to rebuild the round.
- If a problem occurs during a round, after damage has been dealt and the outcome of the round cannot be determined (for example, due to a server failure), the match will be restored to the beginning of the round.
- If a problem occurs during a round, after damage has been dealt and the outcome of the round is clear (for example, one team saves their weapons and health), but the round cannot continue, for example due to a server failure, then the round may be awarded to the team most likely to win that round.

Matches will not be stopped and/or rounds will not be reinstated or replayed in cases where the incident is clearly the fault of a participant (eg, improper purchase of a weapon).

2.8. Breaks

The break between the maps of one match is 15 minutes. The length of the break can not be reduced. The break between the matches is 30 minutes.

2.9. Chat

In-game chat during the match should be exclusively used for communication with the tournament administration. Posting advertisements or unrelated comments before or after the match is prohibited. Penalties may be imposed if the in-game chat is employed to irritate the opponent or disrupt the

gameplay. Respectful pre-match communication with opponents is the only acceptable form of interaction.

If you need to backup, restart, tech. or tactical pause or ask for any other function, you must contact the administrator through in-game chat.

2.10. Pauses

Teams have the opportunity to ask for a tactical timeout **3 times per each map** in regular time, If a map reaches overtime, all remaining timeouts **will be removed and each team will receive 1 timeout to be used in that overtime period**. If the map progresses to another overtime, the same process will happen - any remaining timeouts will be removed and each team will receive 1 more timeout. Banked timeouts cannot be stacked higher than 1 in overtime. To ask for a timeout, the teams should write “!tac” in the chat. Each timeout should be no longer than 30 seconds.

If a participant has a problem that prevents them from playing on, they are allowed to use the technical pause function.

There are no restrictions on the number of technical pauses participants can take. However, the combined duration of technical pauses initiated by teams' issues for each team on a single map must not exceed ten (10) minutes. To initiate a technical pause, participants must input ".tech" on the server and promptly provide the reason for the pause immediately after pausing the match.

The technical pause function can be used at any time, but it will only come into effect during freeze time (immediately if used during freeze time, else at the beginning of the next freeze time).

During the technical pause communication is only allowed with the tournament administration.

2.11. Disconnects

If one of the players disconnects from the server, the captain should use the technical pause at the end of the round. All the players should wait for the reconnecting player.

2.12. Player settings

2.12.1. Configuration files

All configuration adjustments are permitted only if they do not provide an unfair advantage similar to cheating. If a player or team utilizes settings not allowed in any configuration file, even if it's not actively in use or stored in the game folder, they may face penalties. Participants are obligated to reach out to the tournament organizers if they have any doubts about the legitimacy of a command and its associated value. Teams are required to send configs of all players before May 9, 2024

2.12.2. Scripts

All scripts are prohibited except for buy, toggle, demo, r_cleardecals, and jumthrow/runthrow scripts. Using unauthorized scripts in any configuration file, whether currently active or stored within the game folder, may result in penalties for participants.

2.12.3. Graphics drivers

Making alterations to the game through external graphics solutions or any third-party software is strictly forbidden and can result in penalties for cheating.

2.12.4. Overlays

Any overlays that display system usage metrics within the game, such as Discord overlay or Rivatuner Overlay, are not allowed.

2.12.5. Device drivers

The use of device drivers to pre-install or pre-program unauthorized macros on participants' devices, including keyboards, mice, and sound cards, is prohibited and may result in penalties for cheating.

2.12.6. Prohibited actions

The following actions are strictly prohibited during the game and may result in team disqualification:

- Any actions that directly contradict the Competition Rules, as well as the user agreement of the game.
- Bets on tournament matches
- Transfer of server data to third parties
- Use of scripts, “bugs” , glitches, and errors in the game and map.
- Moving through walls, floors and roofs. "Walking on the sky" is also prohibited.
- Installing SweetFX, SkinChanger
- Placing bombs in such a way that they cannot be defused. Replanting is allowed, but prohibited in places where there are textures, walls, etc. become transparent.
- “Flash bugs” are prohibited.
- “Pixel walking” is prohibited (sitting or standing on the invisible edges of the map).
- Using 16-bit graphics settings.
- Any third party software that is not authorized by the game publisher and may give an unfair advantage to a player or team is classified as cheating.
- The presence of strangers in the game.
- Insults towards opponents, teammates, administration, and other participants in the competition.
- Unsportsmanlike conduct. Unsportsmanlike conduct will be determined by the match referee or referee. Includes watching the match broadcast, taking tips from others, etc.
- Account transfer

2.12.7. Use of “bugs”

Intentional use of any “bugs”, glitches, and game errors is prohibited. It is up to the competition administration to decide whether the use of said errors affected the match and whether they will award rounds or the match to the opposing team, or whether they will be forced to play a rematch.

The ing errors are strictly prohibited. If any error used is not listed here, the competition administration makes a decision on the result of its use on an individual basis:

- Moving through cut off areas where movement is not provided for by the map design (any walls, ceilings, floors, etc.).
- A bomb cannot be planted in a place where it cannot be defused.
- Placing a bomb in such a way that no one can hear the beep or installation sound.
- Standing on top of teammates when doing so allows the player to have a view through, over, or under a solid object (such as a wall, box, ceiling, etc.) that should not be possible according to the design of the map.
- Walking on “pixels”. A player is considered to be pixel-walking if they are sitting or standing on invisible pixels of the map where there is no visible edge.
- Violating any map functions using objects (for example, stopping a train on an overpass).
- Any money bugs in the game, for example at the purchasing on a freeze time.

2.12.8 Steam settings

Players are required to disable Steam Overlay and turn on Offline mode in Steam Profile

2.13. Coaching

In official matches of offline tournaments, participants are permitted to have their registered coach present behind them. The coach will be connected to the voice communication system but is only allowed to communicate with the players during tactical pauses and halftime. Aggressive screaming is strictly prohibited.

If a coach is found to violate the communication restrictions as outlined in this section, the referees will issue a single warning, which remains in effect for the duration of the event. In the event of a repeated breach or a severe initial violation, the coach will be removed from the game and lose the privilege to coach for the remainder of the match. The administration team will temporarily pause the match during the coach's removal, considering it equivalent to a technical pause for communication purposes.

Teams may receive a preemptive warning if they are seen as repeat offenders. In case of a preemptive warning, the first instance of violation will result in the coach being ejected.

The tournament administration will keep a record of warnings, which may be examined for potential sanctions. If the violation significantly and directly affects the game, the consequences for both the coach and the team will be more severe as appropriate.

3. Event rules

3.1. Devices

The organizer provides computers, monitors, SSD drives (Kingston XS200), and headphones (AceZone A-Live). The participant is required to handle the provided equipment with care. Participants are required to have their own keyboard, mouse, mousepad, in-ear headphones, and, if necessary, sound cards. Approval from the tournament administration is necessary before using any gaming equipment. The organizer reserves the right to deny the use of equipment and/or devices if they believe it may provide an advantage. Modifying BIOS settings on computers provided by the organizer on stage and in practice areas is strictly prohibited.

3.2. Drivers & Config

Participants must submit their configuration files and a list of required drivers. If a participant fails to provide their configuration files and drivers, they will need to manually set up their configuration on-site.

3.3. Clothing

Players at the tournament may wear any comfortable clothing except wearing their team jerseys on the stage. Participants are not allowed to cover their faces with masks, bandanas, or any items. Glasses and sunglasses are allowed. Participants are obligated to reach out to the tournament organizers if they have any doubts about the usage of the item.

3.4. Compliance with directives

Instructions provided by the organizer or any representatives of the organization must be fulfilled and adhered to. Violation of instructions may result in the imposition of penalty points.

3.5. Media Responsibilities

At the tournament, participants cannot refuse to comply with interview requests. A media day will be held during the tournament, where participants will be photographed, filmed, and interviewed for the event's presentation. Participants will receive a schedule for media activities in advance. In some cases, participants may be asked to provide materials for use in broadcasts. Failure to comply with requests in a timely manner will be considered a missing media responsibilities.

3.5.1. Missing media responsibilities

Violations of media rules lead to the imposition of fines. The amount of the fine depends on the situation.

Below are the most common fines.

Violations of the media day schedule - 2 penalty points,

Absence on media day - 5 penalty points

Refusal to participate in media day: 10 penalty points

3.5.2. Media rights

All participants grant the organizer the right to use any materials for any purpose.

3.6. Stage

3.6.1. Stage behaviour

Smoking or vaping on stage and during broadcasts is prohibited. Smoking is allowed only in designated areas. Players are allowed to have non-alcoholic beverages on their tables during matches, unless otherwise specified. Loud noise and the use of offensive language are not allowed.

3.6.2. Electronic devices

Using any electronic devices on tournament computers without verification and approval from the organizer is prohibited. Participants are not allowed to use any electronic devices on stage during the matches. Such devices must be handed over to the technical administrator before the match starts.

3.6.3. Documents

Any papers brought to the stage for the competitive usage can be used on the stage within reasonable limits.

3.6.4. Stage Agreement

Before the start of the match, the players sign an agreement stating that they are satisfied with the playing place.

3.7. Hotel

Participants stay in the hotel provided by the organizer in separate rooms. Players and team's staff are required to the hotel's rules.

3.8. Practice room

Throughout the tournament, each team will be provided with a practice room containing equipment provided by the organizer. Participants are required to the rules in the practice rooms and handle the provided equipment with care.

3.9. Lounge room

Participants are required to adhere to the rules of conduct in the rest area and handle the provided equipment with care.

3.10. Transfer

For players' transfer from/to the hotel to/from the practice rooms, the organizer will provide a scheduled transfer. The schedule will be provided to the teams in advance.

3.11. Tickets

The organizer commits to provide all registered participants with tickets for their arrival at the tournament venue, as well as to the destination specified by the participant after the event concludes. To purchase tickets, participants must provide all necessary information as requested by the organizer at least 1 month before the start of the event and ensure the accuracy of their personal details on the ticket after purchase. Additionally, participants are required to provide the organizer with full information regarding visa requirements and travel restrictions for specific countries if the ticket includes layovers. The organizer purchases the ticket for the participant once, and if the participant wishes to change the ticket after its purchase, the organization is not obliged to cover the cost of such a change.

4. Rule violations, punishments

- Every participant is required to behave with respect towards the representatives of the organizer, the press, viewers, partners, and other players.
- If rules are broken, tournament administration can apply penalties according to their judgment.
- Here is the list of the most common violations and the punishments that can be used towards the teams:
 - Failure to follow the instructions of the administrator - 1 penalty point
 - Players objection to a judge - 1 penalty point
 - Insults, threatening/assaulting or any racist remarks to the opponents, teammates, and other members of the Tournament, e.g. of judges, commentators, staff, e.t.c. - 3 penalty point
 - Unsportsmanlike conduct (e.g., sabotaging the matches) - minimum of 3 penalty points, but not limited.
 - Early posting of game info - warning or 1 penalty point.
 - A team can receive no more than 2 warnings; for all subsequent violations the team receives penalty points
 - In case of frequent delays of the match. the organizer has the right to issue punishments. For example: transfer high seed to another team during the veto

4.1. Definitions and scope of penalties

Penalties are given for rule violations within the Betboom Dacha event. These may be demerit points, fines, forfeits, player/coach/team suspension or disqualification, or a combination of these penalties depending on the incident in question. Participants will be informed of the penalty and given a time frame within which to appeal the decision. Only the owner or team representative can appeal.

4.1.1. Penalty points

Penalty points may be awarded for competition-related incidents. Each penalty point deprives a competitor of 1% of the total cash prize received by him.

4.2. Cheating

Any players who have been caught cheating by the game publisher's Anti-cheat system (Valve Anti-Cheat) in Counter-Strike 2 less than 2 years before the date tournament start is not eligible to participate in The Tournament. The use of the following programs is considered cheating: Multihacks, Wallhack, Aimbot, Colored Models, No-Recoil, No-Flash, and Sound changes. These are only

examples. Other programs or methods may be considered cheats as well. It is also forbidden to use the map bugs, such as attachment to invisible pixels, looking through the textures and others.

4.2.1. Cheating software

The use of any software that could be considered cheating is strictly prohibited. The organizer reserves the right to specify what is considered cheating.

4.2.2. Communication and stream sniping

Communication with individuals not involved in the match is strictly forbidden. Watching a stream of your own game and using other external sources of information regarding the game is also prohibited.

4.2.3. Punishments

In case of the above-mentioned violations being detected during the event, the result(s) of the match(es) will be voided. The participant will be disqualified with no prize money awarded.

The organizer reserves the right to use various methods to inspect participants and their equipment, with or without prior notice. Participants are not allowed to refuse these inspections.

4.3. Doping

The use of the following substances is considered doping.

Amphetamine sulfate (Evekeo)

Dextroamphetamine (Adderall and Adderall XR),

Dexedrine, (ProCentra, Zenzedi)

Dexmethylphenidate (Focalin and Focalin XR)

Lisdexamfetamine (Vyvanse)

Methylphenidate (Concerta, Daytrana, Metadate CD and Metadate ER,

Methylin and Methylin ER, Ritalin, Ritalin SR, Ritalin LA, Quillivant XR)

Modafinil and armodafinil.

Refusing to undergo a doping test is also considered a rule violation and is punished similarly to cases involving substances.

If a player uses medical substances containing these substances, they must provide this information to the tournament organizers two weeks before the competition starts.

4.3.1. Punishments

All cases of doping use at the event are considered individually by the organizer.

4.4. Alcohol & drugs

Playing a match under the strong influence of alcohol or other substances is strictly prohibited. Moderate alcohol consumption outside of matches is allowed for participants, provided it does not violate local laws.

4.5. Betting

Players, team managers, staff, and individuals attending the event are prohibited from participating in betting or gambling, associating with bookmakers, or providing any information that may directly or indirectly assist in betting. Any bets on one's own team are penalized with bans for all participants.

No players, team managers, staff, or management of attending organizations may 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 matches or the tournament in general. Any betting or gambling against your own organization matches will lead to immediate disqualification of the tournament and a minimal ban of 2 years and 6 months from all FISSURE competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament admins.

4.6. Manipulations

Any actions (offering money, making threats, exerting pressure on someone) with the aim of influencing the result will be considered manipulation. The result(s) of the match(es) will be voided, and the participants will be banned.

4.7. Match fixing

Any team(s) caught in match fixing will be disqualified and banned from the tournament