

Fragapalooza 2024 Tournament Rules

0.1

Eligibility

To compete in the Fragapalooza 2024 Counter Strike 2 Tournament, all team members must be registered and join their respective team on the event tournament page. This must be done by the end of the registration period. All teams must have a full team (5 players) in the game to participate in official matches, and players **MUST BE ON LOCATION**. If at any time a team cannot field five players, please contact a tournament organizer.

1.1 Match Procedure

Tournament Teams

- A “team” will consist of 5 Players and up to 3 allowable substitutes for a total of 8 players per roster. Players can not play for multiple CS2 teams. All 5 players must be in the lobby for the match to begin.

- If a team has less than 5 players, the match cannot be played and the team with less than 5 will have to take a forfeit.

Set Length

- Matches will be played as a best of 1.
- Each game should be expected to last 40-60 minutes.

2.1 Game Rules

Game Settings

- The home team will host the lobby and invite the away team using the private matchmaking code.
- The lobby will have the base premier lobby settings:
- Rounds: Best out of 24
- Round Time: 1:45
- Start Money: $800
- Freeze Time: 20 seconds
- Buy Time: 20 seconds
- Bomb Timer: 40 seconds
- Overtime Rounds: Best out of 6
- Overtime Start Money: $10,000
- Round Restart Delay: 5 seconds

Game Server Settings

- All players should set their matchmaking ping to 60
- Settings Menu>Game>Max Acceptable Matchmaking Ping
- In the event that an incorrect rule set is loaded on the server, the match will be stopped and reset. Any rounds played in the incorrect format will not count towards the match outcome.
- Team coaches/team captains will be responsible for communicating captain gamertags/lobby password for inviting teams/players to the lobby.
- If a team is missing one or more players a grace period of 15 minutes at the start of match time (for example, if the match starts at 6:30, you have until 6:45) will be given to find those players. After 15 minutes, the team missing players will forfeit the match.
- The lobby leader must not start the game before all players from both teams have joined the lobby.
- Only those registered for the current match have the right to be in the game lobby. This includes players, coaches and designated streamers.

Map Pool & Starting Team

- The following maps are allowed in official matches
    - Anubis (de_anubis)
    - Inferno (de_inferno)
    - Mirage (de_mirage)
    - Nuke (de_nuke)
    - Dust 2 (de_dust2)
    - Ancient (de_ancient)
    - Vertigo (de_vertigo)
- Pick/Bans Selection
- The Home Team bans 2 maps
- The Away Team bans 3 maps
- The Home Team bans a map
- The Away Team picks a Starting Team

Stoppage of Play

- The game may only be paused for the following reasons
    - Player Drop
    - Player Disconnect
    - Technical Issues
- Stoppage of play may be requested at any time for the above reasons. The team initiating the pause must first call for it in chat. The pause may not be called during combat. Players may not move around the map while the pause is in effect. Once both teams are ready, the team who initiated the pause will un-pause it. Each team will have a total of 5 minutes of pause time per match. Misuse of the pause feature may result in punishment for the team misusing it.

Tactical Timeout

- Each team is allowed to call two Tactical Timeouts per match. Tactical Timeouts may only be called during the buy phase of a round.
- During the Timeout, only the players currently in the game and their coach are allowed to talk to each other. Other roster members are not allowed to be in the Timeout meeting.
- If a player drops or disconnects and cannot return within 5 minutes, that player's team may decide to continue playing or forfeit.
- Please contact a Fragapalooza Tourney Staff member if abuse of the Timeout feature is suspected.

Remake Procedure

- In the event of a server crash that impacts all ten players, the game may be remade. Picks and bans must stay consistent with the previous iteration of the game, and the rest of the game will be played out in full.

3.1 Restrictions

Scripts

- These cheats are prohibited in Fragapalooza matches:
    - Anti-flash
    - Bhop, or bunnyhop
    - Burst Fire
    - Center View
    - FPS
    - No Recoil
    - Aim Lock
    - Triggerbot
    - RapidFire
    - RateChanger
    - Stop shoot
    - Stop sound
    - Tooltips

Configurations/Start Parameters

- The following commands are seen as giving an unfair advantage in the map and are strictly prohibited.
    - mat_hdr_enabled
    - +mat_hdr_endabled 0/1
    - +mat_hdr_leven 0/1/2

Character Skins

- Character skins are strictly prohibited. All players must use the default CT/T skins during matches. If character skins are seen to be used, please contact a Frag tourney staff member with corresponding screenshots so that the issue may be dealt with in proper fashion.

4.1 Reporting

Score Reporting Format

Scores will be reported in “Win/Loss” format. Teams will indicate the number of games won by each team, final scores should be one of the following: 1-0 or 0-1. All scores should be reported to the Fragapalooza platform.

Forfeits

Forfeits will be considered a 1-0 win for the team that shows up to play.

*** Tournament Staff of Fragapalooza reserve the right to change, modify, and remove any rules for any reason at any time.***