CS:GO 2 RULES

1.1 Match Procedure

- Tournament Teams
    - A "team" will consist of 5 Players.
    - If a team has less than 5 players, the match will continue to be played (ex: 4v5). Otherwise, if the team with less than 5 players does not want to play with less than 5, they will take a forfeit.
- Set Length
    - Matches will be played as a best of 1.
        - Each game should be expected to last 40-60 minutes.
        - Virtual Playoffs and Championship will be Best of 1.

2.1 Game Rules

- Game Settings
    - The home team will create and host the lobby and invite the away team.
        - Rounds: Best out of 30
        - 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
- Server Settings: A server leased by Oklahoma Scholastic Esports will be used for all official matches throughout the season.
    - Game Server Locations:
        - Dallas Tx
        - Make sure that you have enabled CS2's developer console
        - Open CS2
        - Navigate to the Settings menu by clicking the cog on the top-left part of the main menu.
        - In Settings, navigate to the "Game" tab
        - Find the "Enable Developer Console" option and set it to "YES".
        - Open the console
        - Find and press the tilde (~) key on your keyboard. This should be right next to the "1" key and above the tab key.
        - Connect to the server and enjoy
        - Once the console is open, type "connect [ip address]". Make sure to remove the brackets! - - IP ADDRESS WILL NOT BE IN THIS GUIDE PLEASE CONTACT bmorris@okse.org

- Map Pool
  - The following maps are allowed in official matches
    - Anubis (de_anubis)
    - Inferno (de_inferno)
    - Mirage (de_mirage)
    - Nuke (de_nuke)
    - Overpass (de_overpass)
    - Ancient (de_ancient)
    - Vertigo (de_vertigo)
- Map Selection
  - The Home Team bans a map
  - The Away Team bans a map
  - The Home Team bans a map
  - The Away Team bans a map
  - The Home Team bans a map
  - The Away Team bans a map
  - The final remaining map will be chosen. Coin toss will be used to determine what side that each team starts on, the Away team chooses heads or tails.
- 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.
- At the start of the match, team captains will be responsible for inviting their team members to the lobby.
- If a team is missing one or more players a grace period of 10 minutes will be given to find those players. After the 10 minutes, the team missing players will forfeit the match, unless they are going to continue to play 4 v 5.
- 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.
- 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 unpause 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.

- - If a player drops or disconnects and cannot return within the 5 minutes, that player's team may decide to continue playing or forfeit.
    - Please contact an OKSE Executive Director 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

- ~~The FACEIT Anti-Cheat is required to be able to play in this league. The anti-cheat is downloaded from the FACEIT server.~~
- Scripts: Most of the bannable scripts will be picked up by the ~~FACEIT Anti-Cheat,~~ but these cheats and scripts are also prohibited:
  - 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

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 LeagueSpot platform.
- Forfeits: Forfeits will be considered a 1-0 win for the team that showed up to play.