

# NARVA-JÕESUU TECH CS2 TOURNAMENT

Organizer: MTÜ Noorteag

---

## 1. GENERAL INFORMATION

NARVA-JÕESUU TECH CS2 Tournament is an offline Counter-Strike 2 tournament held as part of the NARVA-JÕESUU TECH technology and esports festival.

The main festival day and the tournament finals take place:  
on 9 August 2026  
on the stage by the Narva-Jõesuu lighthouse.

The qualifying stages of the tournament take place offline at:  
Olgina Rahvamaja.

The tournament organizer is:  
MTÜ Noorteag.

Participation in the tournament constitutes full agreement of the team and players with these regulations.

The organizer reserves the right to change or supplement the tournament rules when necessary to ensure a fair and proper conduct of the competition.

---

## 2. GAME AND TOURNAMENT FORMAT

The tournament is held in the discipline:  
Counter-Strike 2 (CS2).

Tournament format:  
Double Elimination.

All teams start the tournament in the Upper Bracket.

A team is eliminated from the tournament after two losses.

All matches of the qualifying stages are played in the format:  
BO1 (Best of 1), except for the matches to advance to the final day.

Matches to advance to the final day are played in the BO3 (Best of 3) format.




3 teams advance to the final day of the tournament:

- 2 teams from the Upper Bracket
- 1 team — the Lower Bracket winner

The final stage of the tournament on stage is held in the following format:

- Semifinal 1 — Upper Bracket Team vs Upper Bracket Team — B01
- Semifinal 2 — Semifinal 1 Loser vs Lower Bracket Winner — B01
- Grand Final — Semifinal 1 Winner vs Semifinal 2 Winner — B03

Team placements are determined as follows:

-  Grand Final Winner
-  Grand Final Loser
-  Semifinal 2 Loser

The organizer reserves the right to change the bracket structure and tournament schedule depending on the number of registered teams.

---

## 3. DATES AND VENUE

Qualifying matches begin:  
from 1 August 2026.

Main expected dates of the qualifiers:

- 1 August
- 2 August
- 3 August
- 4 August
- 5 August
- 6 August
- 7 August
- 8 August

The final stage of the tournament takes place:  
on 9 August 2026.

Venue of the finals:  
Narva-Jõesuu Lighthouse Stage.

Venue of the qualifiers:  
Olgina Rahvamaja.

---

## 4. REGISTRATION

Registration for the tournament is carried out through the Fienta platform.

Registration closes:  
on 26 July 2026 (inclusive).

Participation fee:

Before 1 July 2026:  
€10 per player  
(€50 per team)

After 1 July 2026:  
€15 per player  
(€75 per team)

A team is required to register exactly 5 main players.

Each player may participate in only one team.

During the tournament, a team has the right to:

- substitute one player free of charge
- substitute one additional player for €10

Maximum allowed:

2 player substitutions for the entire tournament.

Substitutions must be agreed in advance with the tournament administration.

It is prohibited to substitute a player with a participant who is already registered or plays for another team in the tournament. A player substitution is possible only with the approval of the tournament administration.

The organizer reserves the right to refuse registration or cancel a team's participation in case of a violation of the tournament rules.

After successful payment of the registration fee, refunds are generally not provided.

---

## 5. PREFERRED QUALIFIER DATES

During registration, teams may indicate:

- the most convenient participation dates
- alternative participation dates

The organizer will try to take the teams' preferences into account as much as possible when drawing up the schedule.

The final distribution of teams by date is determined by the tournament administration.

---

## 6. TEAM CAPTAIN

Each team is required to appoint a captain.

The captain is responsible for:

- communication with the tournament administration
- confirming the team's readiness
- participating in the map veto
- receiving official information
- informing the players of their team

All official decisions of the administration are communicated to the team captain.

---

## 7. COACHES

Each team may have one coach.

The coach is allowed to:

- communicate with the team before the match begins
- communicate with the team during pauses
- stay next to the team during the qualifying stages

The coach is prohibited from:

- interfering in active game rounds
- touching the players' equipment during a match
- interfering with the work of the tournament administration

A violation of the rules by the coach may result in warnings or sanctions for the team.

---

## 8. EQUIPMENT

The organizer provides:

- RTX 5090 gaming PCs
- 27" gaming monitors
- internet connection
- tables
- chairs
- electricity

Players are recommended to use their own:

- mouse
- keyboard
- headphones
- mousepad
- other gaming devices

If necessary, basic gaming devices will also be available on site.

Players are prohibited from:

- installing third-party software
- changing the PC's system settings
- installing drivers or suspicious programs

Only the standard settings of CS2 and peripherals are allowed.

---

## 9. MATCH PREPARATION

Teams are required to arrive at least:

60 minutes

before the scheduled match time.

Before the match, players are given a limited time to:

- set up the equipment
- log in to Steam
- check CS2
- warm up

Standard preparation time:

15-20 minutes.

Additional time may be provided before the final matches on stage.

Matches can only start when there are:

5 active players.

A team that is not ready to start the match on time may receive:

- a warning
- a technical loss
- disqualification

---

## 10. GAME SETTINGS

The tournament is held on the latest current version of Counter-Strike 2.

Used:

Valve Active Duty Map Pool.

Veto format for BO1:

Teams ban maps in turn until one map remains.

Veto format for BO3:

ban-ban-pick-pick-ban-ban-decider.

Side selection is determined by:

knife round.

Overtime settings:

MR3

\$12,500 starting money.

All servers are created by the tournament administration.

---

## 11. PAUSES

Teams have the right to use a limited number of tactical pauses.

Excessive use of pauses or their abuse may result in sanctions.

Technical pauses are allowed only in the presence of real technical problems.

During a technical pause, the tournament administration has the right to:

- check the equipment
- check the settings
- check the reasons for stopping the match

The tournament administration makes the final decision on all disputed situations related to pauses.

---

## 12. PLAYER CONDUCT

Players are required to treat with respect:

- opponents
- spectators
- administrators
- staff
- partners
- the tournament equipment

Strictly prohibited:

- cheats
- scripts
- exploiting bugs
- ghosting
- stream sniping
- obtaining information from outside
- toxic or aggressive behavior
- discriminatory statements
- damaging equipment

Matches on stage are broadcast to a large screen without delay.

Players are strictly prohibited from:

- looking at the broadcast screen
- receiving hints from spectators
- using any external assistance during rounds

A violation may result in:

- a warning
- loss of a round
- loss of a map
- removal of the player
- disqualification of the team

The tournament administration independently determines the severity of the punishment depending on the gravity of the violation.

Repeated toxic behavior may lead to more serious sanctions, up to disqualification.

---

## 13. MEDIA




By participating in the tournament, the player automatically agrees to:

- photography
  - video recording
  - the use of materials on social media
  - the publication of content by the organizer
-

## 14. PRIZE POOL

Total prize pool of the tournament:  
€600.

Prize distribution:

-  1st place — €350
-  2nd place — €150
-  3rd place — €100

In addition, teams and players may receive:

- prizes from partners
- gaming devices
- gifts from sponsors

Prize money is paid out:  
within 14 days  
after the end of the tournament.

The organizer independently determines the procedure for distributing the prize money among the team members.

---

## 15. FINAL DECISIONS

The tournament administration has the right to:

- change the schedule
- change the tournament structure
- reschedule matches
- issue warnings and sanctions
- make decisions on disputed situations
- interpret the tournament rules

All decisions of the tournament administration are final.