



## **RES CS2 Regional Series: Official Rulebook**

This document outlines the rules that should at all times be followed when participating in the RES Circuit. Failure to adhere to these rules may be penalized.

It should be remembered that it is always the administration of the tournament that has the last word, and that decisions that are not specifically supported, or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases in order to preserve fair play and sportsmanship.

### **General**

The tournament administrators reserve the right to alter any regulation at any time before or during the event if it is considered necessary. The tournament administrators also reserve the right to make judgments on cases that are not specifically supported, or detailed in this rulebook. All of this has to be done in order to preserve fair play and sportsmanship.

By participating in the tournament the players accept with no reservations all of the above and below mentioned regulations and that any decision made by the tournament administrators during the tournament may at any time supersede these regulations.

All of the broadcasting rights of RES are owned by Relog Media.

This includes, but is not limited to: shoutcast streams, video streams, CSTV, replays, demo and TV broadcasts.

Relog Media has the right to award broadcasting rights for one or multiple matches to a third party. Participants themselves are not allowed to stream or broadcast their matches unless provided special permission from the tournament organizer.

Teams cannot refuse to have their matches broadcasted by Relog Media authorized broadcasts, nor can they choose in what manner the match will be broadcasted. The broadcast can only be rejected by the tournament administration. The teams agree to cooperate so that the broadcasting of matches can take place.

Teams are obligated to show up and comply with any media requests the tournament organizer may have in order to uphold or raise the standards of the broadcast, tournament promotion and marketing. By accepting participation teams are accepting the obligations of promoting the tournament itself on their team and personal pages and/or social media.

### **Tournament Administration**

Each participant can contact the tournament officials via official discord group or via email.

In case of any complaints or further questions, please contact:

#### **Head of Leagues & Tournament Operations**

- Miloš Vajović / kMs / [kMs@relog.rs](mailto:kMs@relog.rs)

#### **Head of Esports & Business Development**

- Marko Jovanović / Baja / [marko.jovanovic@relog.rs](mailto:marko.jovanovic@relog.rs)

### **Communication:**

The main official communication method of the RES is Discord.

RES will create a discord group with all of the team captains or managers of the teams, and therefore discord should always be checked regularly so that no important announcements are missed.

### **Game Accounts:**

Players will have to register one Steam account per player and provide their own steam IDs to the administrators. They will use only registered steam accounts during the tournament. Players will be allowed to switch accounts in extreme cases, such as (but not limited to): Steam issues and VAC Authentication errors. They will need to inform the match administrator before switching steam accounts.

### **Changes in the teams:**

Any changes in the team should be approved by the RES administration before the changes are allowed to take place. This includes, but is not limited to:

- Adding or removing players
- Changing the team name

Total number of people per team must not exceed 9 (including 5 players, 1 stand-in, team manager, assistant coach and a coach). All of the teams must fill out the form provided by RES.

### **Stand-in rules:**

Each team is allowed to register 1 (one) stand-in. Stand-in can be only a player who is not originally from another team or stood-in for a different team previously in this tournament. Stand-in is only allowed if admins are up to date with the situation 15 minutes before the match starts. You can register a stand-in before the tournament or even in the middle of the tournament. Once your stand-in has played for your team, he is locked to be your stand-in till the end of the ongoing tournament.

#### **Coaches:**

Teams are allowed to have one individual as a coach during games who will be connected to the server and voice communication system. The selected team coach will be treated as a player and as such all player rules must be followed by the coach. Coach is allowed to step in to play for the team at any given time as he is a valid team member and stand-in restrictions will not count towards this.

#### **Team names:**

Teams' names must complement a particular public source (take HLTV or Liquipedia as an example). Nothing else is allowed, neither partners nor sponsors. However, exceptions can be granted to the teams that have the same sponsor as the event itself.

#### **Punctuality:**

Team is obligated to honor all the match times that are stated in the official document and to honor all of the match admin instructions. Match admin will provide start times and complete instructions in the match rooms on tournament discord. Teams are required to follow those instructions to the maximum. Lateness because of other events or ongoing matches will not be tolerated and the team is open to facing punishment or match forfeit.

All matches in RES should start as stated in the document provided by administrators in the participants' discord group. All participants in a match should be on server and ready to go at the latest 5 minutes before the match is set to start.

#### **Prize money:**

All prize money will be paid out 90 days after the completion of the tournament.

If a team or player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified.

#### **Leaving during any phase:**

If a team leaves or gets disqualified from RES during any ongoing stage, whether it's qualifiers or the playoffs, the participant forfeits all prize money accumulated for the whole event.

#### **Betting and gambling:**

No players, team managers, staff or management of attending organizations can be involved in betting or gambling, associate with betters or gamblers, or provide anyone with any information that may assist betting or gambling, either directly or indirectly for any of the RES matches or the tournament in general.

**Delaying the match:**

For any delay up to 15 minutes after the scheduled start of the match teams may be penalized as the administration sees fit. At that point, the team will be considered as a no-show, and the match score will be set to a default score 16:0, towards the opposing team.

**Anti Cheat:**

Tournament will use Akros Anti Cheat, every participant is obligated to use it during the matches. Teams will not be allowed to play without it, usage of this AC is mandatory. If any player that participated in a match gets banned by the publisher's anti-cheat system (Valve Anti Cheat) or Akros starting with the first RES match, the player and his team will be disqualified.

**Penalties and warnings:**

If rules are broken, tournament administration can apply penalties according to their judgment. Penalties that can be applied are the following; - warning, default loss, disqualification of a player/team from the entire tournament.

When a rule is broken the tournament administrators can choose to assign a player or team a warning.

A warning to a player is equal to a warning to the team.

There are 2 types of warnings:

- Minor warning
- Major warning (3 minor warnings equals a major warning)

Incidents which can result in a warning:

- Insults
- Bad behavior towards administration and opponents
- Violation of the rules
- Delay without agreement from admins
- Unsportsmanlike behavior
- Faking match results
- Playing with disallowed player
- Misleading admins or players
- Cheating
- Intentional bug-abuse
- Lack of punctuality/lateness

In serious cases major warnings will be applied right away.

Several major warnings can be applied at once. 3 major warnings will result in disqualification from the tournament

Forfeits/No shows will not be tolerated and it may result in point deductions and in possible suspension of invites to any further tournaments.

**Server settings:**

- Startmoney: \$800
- Roundtime: 1 minute 55 seconds
- Freezetime: 20 seconds
- C4 timer: 40 seconds
- Timeouts: 3 timeouts of 30 seconds each
- Overtime: Max Rounds 6, \$12,500 start money

**Maps:**

Maps: The full competitive map pool for the tournament is set out below. Should Valve's active duty map pool be updated, RES reserves the right to update the map pool for the tournament and the teams will be notified of any such changes within a reasonable time.

- Ancient
- Anubis
- Inferno
- Mirage
- Nuke
- Dust 2
- Vertigo

**Ebot:**

Matches will be hosted using eBot, if there is any confusion tournament administrators should be contacted for assistance and will be available during creation and starting of all matches.

Tournament administrators will use the coin-flip to determine which team begins the veto process. The winner of the coin-flip has the right to choose whether he wants to ban the map first or not.

**Map selection:**

Tournament administrators will use the coin-flip to determine which team begins the veto process. The winner of the coin-flip has the right to choose whether he wants to ban the map first or not.

- Bo1 map selection

Team A will ban a map  
Team B will ban a map  
Team A will ban a map  
Team B will ban a map  
Team A will ban a map

Team B will ban a map  
The remaining map will be played.

- Bo3 map selection

Team A will ban a map  
Team B will ban a map  
Team A will pick a map (Team B picks side)  
Team B will pick a map (Team A picks side)  
Team A will ban a map  
Team B will ban a map  
The remaining map will be decider. (Knife round will be played)

### **Auto-veto:**

In case of teams constantly being late to the veto or being afk during it, and if issued warnings are ignored by the teams then tournament officials reserve the right to use auto-veto instead of the team that's being late/afk.

### **Scripts and in-game actions:**

The following actions are strictly prohibited during the tournament and will result in a match loss (the amount is determined by the tournament director) which will be deducted at the end of the match, and a warning:

1. Using pause during a round is forbidden (except for technical problems at the end of a round or during freeze time).
2. Any form of script is forbidden (buy and jump/throw script is allowed).
3. Using bugs which change the game principle (i.e. spawn bugs) is illegal.
4. Moving through walls, floors and roofs is strictly forbidden. This also includes skywalking.
5. Silent bombs" (i.e. the planting of a bomb which doesn't make a sound) are illegal.
6. Planting bombs so that they cannot be defused is illegal.
7. Boosting with the help of teammates is allowed in general, but it is forbidden in places where the textures, walls, ceilings, floors become transparent or penetrable.
8. Throwing flash grenades under walls is not allowed, throwing grenades over walls or roofs is allowed.
9. Any custom (game) files

### **Issues during the match:**

If a match is interrupted for reasons beyond the control of the teams (player crash, server crash, network issue, etc.) the match officials may decide to replay the match according to the following terms and conditions:

1. If a problem or issue takes place before the first kill of any round, the round will be replayed.
2. If a problem or issue takes place during a round, and the outcome of that round can be determined, the Round will not be replayed. If the outcome of the round cannot be determined, the Round will be replayed unless the Tournament officials reach a different decision, which they may do in their absolute discretion. Teams are obliged to continue the round if any issues or problems occur, until informed otherwise.
3. If start money is applied and a player is dropped, the Ebot backup is primarily used to determine the amount. If for whatever reason the eBot fails to determine the amount, the relevant demo will be used.
4. If the Ebot backup is unable to restore matches, the following rules apply:
  - During the first 3 rounds: if a server crashes during the first 3 rounds the match is restarted.
  - After the first 3 rounds: if a server crashes after the first 3 rounds the match continues with the last possible Ebot backup, and the future rounds will be emulated (players will emulate kills, buys, grenades - which will be instructed by the Tournament officials and Admins)

## **Recordings:**

Players are not obliged to record in-game demos unless tournament officials say otherwise. All matches are recorded with CSTV through Ebot. Players will be using a TeamSpeak server provided by the tournament organizer in order to control integrity and fair play, all voice comms will be recorded but not shared publicly. Teams are eligible to ask for their voice comms and admins will provide them with the recording.

## **Competitive Integrity:**

Teams are expected to play at their best at all times within any match, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of RES Officials. All decisions in regard to violations are at the sole discretion of the RES. Examples below are listed for illustrative purposes only: Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive.

Collusion includes, but is not limited to, acts such as:

1. Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game.
2. Pre-arranging to split prize money and/or any other form of compensation
3. Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.
4. Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.

5. Conspiring to predetermine locations for Free Agents and/or conspiring to fix the salaries of contracts for Team Members and/or potential Team Members.
6. Hacking, which is defined as any modification of the game client.
7. Exploiting, which is defined as intentionally using any in-game bug to an advantage.
8. Looking at spectator monitors.
9. Ringing, which is defined as playing using another Player's account or solicitation to do so.
10. The use of any kind of cheating device and/or cheat program, or any similar cheating method.
11. Intentional disconnection without a proper and explicitly-stated reason.
12. Any other act which violates these rules and/or standards established by RES.

A Team Manager/Member may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time.

A Team Manager/Member may not use this type of language on social media or during any public-facing events.

A Team Manager/Member may not take any action or perform any gesture directed at an opposing Team Manager/Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

Abuse of League Officials, opposing Team Managers/Members, or audience members will not be tolerated.

Team Managers/Members and their guests (if any) must treat all individuals attending a Match with respect.

Team Managers/Members must follow all instructions of Tournament Officials.

### **Responsibility under code:**

Unless expressly stated otherwise, offenses and infringements of these rules are punishable, whether or not they were committed intentionally. Attempts to commit such offenses or infringements are also punishable. Harassment is forbidden.

Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, or a singular egregious instance, which is/are intended to isolate or ostracize a person and/or affect the dignity of the person.

Sexual harassment is forbidden. Sexual harassment is defined as unwelcome sexual advances. The assessment is based on whether a reasonable person would regard the conduct as undesirable or offensive. There is zero tolerance for any sexual threats/coercion or the promise of advantages in exchange for sexual favors.



Team Managers/Members may not offend the dignity or integrity of a country, private person or group of people through contemptuous, discriminatory or denigrating words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

Teams may receive or may be asked to submit paperwork for approval or visibility throughout the RES series. This paperwork is necessary for maintaining expectations throughout the Tournament.

A Team Manager/Member may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

No Team Manager/Member or Affiliate of a Team may solicit, lure, or make an offer of employment to any official Head Coach or Player who is signed to any RES Team, nor encourage any such Head Coach or Player to breach or otherwise terminate a contract with said Tournament Team. A Head Coach or Player may not solicit a Team to violate this rule.

A Head Coach or Player may express publicly their desire to leave the Team and encourage any and all interested parties to contact their Manager. But the Head Coach or Player may not entice a Team directly to reach out to their Team Manager or attempt to violate their contractual obligations.

Violations of this rule shall be subject to penalties, at the discretion of Tournament Officials.

No Team Manager/Member may offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these rules. Documentation or other reasonable items may be required at various times throughout the Tournament as requested by Tournament Officials. If the documentation is not completed to the standards set by the Tournament, then a Team may be subject to penalties.

## **LAN**

### **PLAYING AREA**

Access: Teams are allowed a total of seven (7) persons in the Playing Area during pre-match setup. From thirty (30) minutes prior to Match start, only the six (6) Participants in the Match (five Players and one Team Coach) are allowed in the Playing Area. Tournament Officials may ask non-Participants (e.g. content staff) to leave the Playing Area from sixty (60) minutes prior to the Match starting. Any exceptions to this to be agreed with the Tournament Operations Manager.

Documents: Team(s)/Player(s) may take physical documents such as paper, binders and notepads into the Playing Area for tactical purposes.

Food and Drink: All food must be placed under the table and out of sight.  
Relog reserves the right to remove any food or drink from the Playing Area if it deems appropriate.

Electronic and USB devices: Other than gaming peripherals, no Participant may bring an electronic or USB device (including mobile phones, smart watches, tablets, pagers and laptops) into the Playing Area at any point during the Tournament, unless approved by the Tournament Operations Manager on a case by case basis.

If a Player requires a mobile phone to login to Steam then the Player may bring a mobile phone into the Playing Area solely for that purpose and the mobile phone must then be immediately handed to Tournament Officials.

## DURING THE MATCH

Leaving the Playing Area: Players must not leave the Playing Area at any time during the ten (10) minutes prior to or during a Match without the express permission of the Tournament Officials.

Leaving the Server: Players must not leave the server during a Match without the express permission of the Tournament Officials. If a Player leaves the server without permission and does not return in time for the next round, no pause will be granted and the Match will continue. The Team may call tactical timeouts to extend the freeze time.

Tactical Timeouts: Teams may take up to three (3) tactical timeouts during regulation rounds.

These may be used in separate rounds or in succession. To call a tactical timeout, the Team must use the in-game "call vote" function or type ".tac" in the ingame chat. Team Coaches may communicate with the Players during tactical timeouts.

After Relegation is over, all tactical timeouts are reset to one (1) per team. After six (6) overtime rounds if a winner hasn't been decided teams will reset to one (1) tactical timeout each. This will repeat until a winner has been decided.

Technical Pause: Technical pauses may be called at any time but will come into effect at the next freezetime, or immediately if called during a freezetime. The Player who has an issue must immediately notify the Tournament Official in their Playing Area.  
All communication (including but not limited to text and voice communication between Players and Team Coaches) is forbidden during a technical pause.

Warnings will be given for first infractions and more severe Sanctions will be imposed for multiple breaches. Players must continue to play out any ongoing round until the pause has come into effect to allow Tournament Officials to make a decision according to the Rulebook.

Match Interruptions: Any match interruption shall be immediately reported to the Tournament Operations Manager by the Team and any Participant also affected.

In the case of a technical issue the round will be restarted unless the round has reached the point of incidents.

The point of the incident is to be defined exclusively by rulebook, generally this will include either team getting a kill.

## MEDIA OBLIGATIONS

All Teams and Participants are required to fulfill their media duties and promotional obligations as requested by Relog. It is each Team's and Participant's responsibility to familiarize themselves with their media/promotional obligations and comply with the same and failure by a Team or Participant to complete some or all of their media/promotional obligations may result in a warning and/or Sanction being imposed by Relog

## SOFTWARE AND SETTINGS

General: Players are allowed to configure certain aspects of their PC, software and game client or monitor settings to suit their preferences. These include but are not limited to:

- Digital Vibrance
- Brightness, Gamma, Contrast
- 3D Settings through Nvidia Control Panel key
- Sound/Audio
- Mouse acceleration, pointer precision, sensitivity
- Keyboard

### Overlays:

Players shall not use any form of overlay that provides information on top of the game client. This includes but is not limited to tools such as Nvidia SLI Display, RivaTuner, Teamspeak/Overwolf. Steam overlays such as fps and the main steam overlay are permitted.

### Configurations and Drivers:

Configurations must be sent to Relog one week before the applicable tournament. It is recommended that Players take photos of their graphic settings and any other important settings so they can be replicated easily.

Players must submit the name of the drivers they need to the Tournament Officials at the same time as configuration submission.

Players will only be allowed to use drivers from the official manufacturer's website.

Razer tournament drivers will be created at the Tournament in front of the Tournament Officials. Players should screenshot their settings from home and bring them to the event to ensure they create a driver with the correct settings.

No other software or configurations will be allowed once the Tournament begins

Teamspeak: Relog will provide a Teamspeak server with passworded channels for each Team(s).

All Team(s)/Participant(s) are required to connect and have this Teamspeak server as their only source of voice communication for the duration of all Matches while at the Tournament.

Relog reserves the right to record all Team(s) communications during the Tournament.

Players must use their correct alias when joining the server.

## HARDWARE

Provided by Player: Players will be expected to bring the following hardware (and any spares) with them for the duration of the Tournament.

- Mouse
- Keyboard
- Mousepad
- Mouse bungee (if required)
- Headset

Provided by Relog: Players must use the PC, monitor, headset, table and chair provided by Relog. If there are any issues with the hardware provided by Relog, Player(s) should immediately inform the Tournament Officials.

The PC, monitor, headset and table will be the same model for all Tournament Play Areas.

Relog reserves the right to make changes to the hardware setup.

**This rulebook & document can be subject to change any time tournament management feels it necessary to do it or some new rules have occurred.**

**The last edit of this document was made on 13/10/2024.**