

RULEBOOK

This document outlines the rules that should at all times be followed when participating at the Lan Party CS2 tournament.

It should be remembered that it is always the administration of the tournament that has the final decision, 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, to preserve fair play and sportsmanship.

GENERAL

1 Rule Changes

The Tournament Admins reserve the rights to amend, remove, or otherwise change the rules, without further notice. The Tournament Admins also reserve the right to make judgment on cases that are not specifically supported, or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

2 Validity of the Rules

If any rule of the rulebook should be invalid or impracticable in whole or in part this should not affect the validity of the remaining part of this rulebook. In event of the invalid or impracticable rules an appropriate decision should be applied which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the rulebook.

3 Confidentiality

The content of protests, support tickets, discussions or any other correspondence with tournament officials and administration are strictly confidential. The publication of such material is prohibited without a consent from the tournament admins.

4 Code of Conduct

All participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press and the administration.

5 Additional Agreements

Administration is not responsible for any additional agreements, nor does organizer agree to enforce any agreements made between individual players or teams. The organizer highly discourages such agreements taking place, and such agreements that are contradicting the rulebook are under no circumstances allowed. If any of the mentioned agreements take place, the organizer reserves the right to punish any involved party accordingly.

6 Communication

The main official communication method used is FaceIT and Discord. Any notices missed will be your responsibility. Match scheduling and any day-to-day communication will be held on FaceIT and Discord.

7 Conditions of Participation in CS2 Tournaments

7.1. Regional Limitations

Only participants that can participate in Lan Party event can participate in online qualifiers. Only participants with valid tickets can participate in LAN tournament.

7.2. Number of Players in a Team

The team roster must hold five (5) members.

7.3. Stand-in Players

The number of stand-ins is limited to one for the online qualifier. Teams must also report switching between players and stand-ins to the administration via FaceIT. Stand-ins can only be registered before the qualifier. People that have participated as stand-in for a team in online qualifier can still play for another team during LAN tournament, except if the team they were stand-in of qualified to the Semi final.

7.4. Nicknames

Nicknames must not have any profanity or other type of harassing words in them. Nicknames that do not comply with this rule may get players punished. Admin of the tournament will notify if any of the nicknames are inappropriate and must be changed.

7.5. Team Names

The team name may only hold one (1) sponsor name, but no product description is allowed. A sponsor may only be the name-sponsor of a single team in that particular competition. Team name should also be appropriate and not offensive towards any particular group.

7.6. Changes to the Team Roster

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

- Adding or removing players
- Changing the team name
- Reorganizing stand-ins

7.7. Individual Player Profile

In order to maintain fair play and overall integrity of tournaments players whose

bans are not older than two (2) years on (but not limited to) the following platforms may not participate in said tournament:

- Valve official servers (VAC ban)
- FaceIT / ESEA bans
- ESIC bans

8 Tournament setup

8.1. Team Slots

Any number of teams can participate in the tournament. Administrator is responsible if the number of teams registered for the tournament is above FaceIT limit and must create additional tournament for qualifiers.

8.2. Playoffs

2 teams from online qualifier are qualified for LAN event semi-finals. 2 teams from LAN tournament are also qualified to semi-finals. Semi-finals and finals are played on the same LAN day.

8.3. Format

Online qualifiers are MR12 best-of-1 Single-elimination bracket with 2 teams advancing. Advancement games are best-of-3.

Admin reserves the right to decide on LAN tournament format on the day of LAN event depending on the number of participating teams.

8.4. Match rescheduling

No matches should be rescheduled without the explicit confirmation by the admin.

9 Player Changes and Team Lineups

9.1. Player Changes for Qualifiers

Teams can change their lineup until the start of a qualifier, deadline to add new players is the official starting time of the qualifier itself. After that deadline it's not possible to add new players, therefore the administration advises teams to have a sufficient number of substitutes available. If a team for any reason does not have the sufficient number of players to participate in a match, the team will receive a default loss.

For LAN tournament, only ticket-holding players can be added and play in the tournament if any of the players from the team are removed.

9.2. Qualifier Restrictions for Qualified Players

Any player with a team that qualified through a qualifier is not allowed to take part in LAN tournament.

9.3. Lineup for the playoffs

Only the same lineup from qualifier and LAN tournament can participate in the playoff stage. Only with the exception from the admins can the team switch their player for the semi-final or final with an according reasoning behind it.

10 Penalties and Consequences

10.1. Leaving During a Tournament

If a participant leaves or gets disqualified from an ongoing stage, the participant forfeits their rights to further take part in the tournament.

10.2. Betting or Gambling

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 matches or the tournament in general. Any betting or gambling against your own organizations matches will lead to an immediate disqualification of the organization.

11 Other Infringements

When a player or a team has broken one or several rules set by the tournament administration, it will be referred towards this section for the appropriate penalty, where most general punishments are listed and cataloged. Most of these disputes will use single warning system (a warning for the first infringement and a ban upon the second).

11.1. Unsportsmanlike Behavior

For an orderly and pleasant game, it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished as the administration sees fit. The most important and most common offenses are listed below. However, admins may punish for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

11.2. Insults

All insults occurring in connection with tournaments will be punished. This primarily applies to insults during a match but also on forums, match comments, player social networks, support and protest tickets. If evidence is clear harassment on other platforms linked to the tournament may also be punished. Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier punishments including the exclusion of the player.

11.3. Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the tournaments. Spamming on websites and social media may be punished depending on nature and severity.

11.4. Spamming In-game

If the chat function in-game is abused towards the goal of annoying the opponent, or generally disrupting the flow of the play it will be punished by the administration as they see fit. The all chat functions are there to communicate efficiently with the opponent and the match admins as well as may be used for timestamping suspicious rounds, etc.

11.5. Misconduct

The attempt to mislead admins or other players, using false information or in any other way deceive other participants will be punished by the administration as they see fit.

11.6. Match Media

Match media are all uploads, including but not limited to: screenshots, smoke screenshots, anticheat (if present) files, demos, models, and so on.

11.6.1. Faking Match Media

Faking match media will be punished by a ban from the tournament.

11.6.2. Extraordinary Circumstances

When cheating is suspected, and the match media in question has been faked the administration will punish the faking team by banning them from the tournament.

11.7. Ringer/Faker/Smurf

Any players involved in faking or ringing a player will be punished by the administration as they see fit. Smurfing on accounts in any circumstances is not allowed or tolerated. If the player is revealed as playing on a smurf with main account being banned or in any other way breaching this rulebook, the player will be banned.

11.8. Playing with a Disallowed Player

When using a disallowed player in your lineup the entire team may be punished by the administration as they see fit.

11.9. Misleading Admins or Players

Any attempts to deceive opposing players, admins, or anyone else related to the event will be punished by the administration as they see fit.

11.10. Cheating

When cheating is uncovered, the cheating player will be banned, the team which tolerates cheaters in their lineup will be disqualified from the tournament and their open slot will be either left open or accommodated by a team assigned by the administration.

12 Protesting

A protest is for problems that affect the match outcome of the online qualifier and is the official communication between the parties and an admin. Any protests during LAN event will be received and reviewed immediately.

12.1. Deadline for Match Protest

The latest time that participants are allowed to issue a match protest for the online qualifier is the earliest of the three following:

- 48 hours after the scheduled starting time of the match.
- The beginning of the next match for either of the two participants (but not less than 15 minutes after the game that is being protested).

12.2. Contents of a Match Protest

The protest must contain **detailed** info about why the protest was filed, what kind of discrepancy it is, how the discrepancy came to be and when the discrepancy occurred. A protest will be declined if proper documentation is not presented.

12.3. Behavior in Match Protests

Insults and flaming are strictly prohibited in a protest. Failing to adhere to this rule may have the protest ruled against the insulting party or disregarded as a whole.

12.4. Rematching in Post-protest

If you played and lost against a team that you failed to properly file a protest against or your protest was not ruled in your favor and later into the stage that same team got disqualified – you will not be granted conditions to replay the matches.

13 Match Broadcasting

13.1.Rights

Players have the rights to stream their POV of the online qualifier and LAN event up to the semi-final or final being played on stage. Stream delay is the responsibility of the team streaming as it is the risk the team is taking.

13.2.Teams Responsibility

Teams cannot refuse to have their matches broadcast, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by the tournament direction. The teams agree to make sufficient accommodation so that broadcasting of matches can take place (e.g being on the stage according to the timeline).

13.3.Drugs And Alcohol

Playing a match, be it online or offline, under the influence of any drugs, alcohol, or other performance modifiers is strictly prohibited, and may be punished with exclusion from the tournaments.

Game Specific Rules

Counter-Strike 2

14 Match Procedures

14.1.Map pool

The map pool includes the following maps:

- Nuke
- Inferno
- Mirage
- Anubis
- Overpass
- Ancient
- Vertigo

14.2.Best-of-One (BO1) Matches

In case of Best-of-One matches, both teams remove maps alternatively until one map is left which will be played in MR12 system.

14.3.Best-of-Three (BO3) Matches

Best of three matches (advancement matches, semi-finals and finals) are conducted by ESL standard of ban-ban-pick-pick-ban-ban-decider veto system. The winner of best-of-three system is the team winning two maps out of three.

14.4.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 a no show and match may be rescheduled, if the schedule allows it. Otherwise, the opponent will receive a default win from the administration.

14.5.Determining the “Better Seed”

Coin tosses are the last resort, so whenever a clear seeding is given, we will avoid them and declare one participant the “better seed”. This participant then has the choice about who starts in the process of the matches’ map-veto/pick.

14.6.Nickname In-Game

Each player has to use the same nickname during official matches as they stated in the tournament registration form. It's allowed to add funny additions or characters to the nickname as long as core nickname is easily readable. Sponsors are also allowed if permission is given by the administration. The nickname must comply with all other rules of the rulebook.

14.7.Number of Players

All matches have to be played with five players per team (5v5), other constellations are not allowed. If a team fails to show up with enough players, the match will count to no-show and will be forfeited.

14.8.Dropping of Players

If a player drops before the first kill in the first round of a half, then the half will be restarted. If a player drops after the first kill has been made and has not returned when the round has been decided, the match will be paused at the end of the round / start of the next one. If the player does not return within 10 minutes after the pause start and cannot be replaced, the team may proceed without the player or forfeit the match. This rule does not apply during main event if the technical issue comes from our provided hardware/software.

The administrators of the tournament must ensure round backups being available at any time and the usage of backups is according to the admin decision.

14.9.Leaving the Server

All matches must be played to the end, failure to do so will be penalized. A match is considered complete when one team has reached 13 rounds on the final map or has finished enough rounds of the overtime.

14.10. Overtime

In case of a draw after all 24 rounds have been played, an overtime will be played with mp_maxrounds 6 and mp_startmoney 10000. For the start of the overtime teams will stay on the side which they played the previous half on, during half-time sites will be swapped. Teams will continue to play overtime until a winner has been decided.

14.11. Usage of Pause Function

If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The pause function has to be used at the beginning of the next round (during freeze time). The player has to announce the reason before or immediately after he paused the match. IF no reason is given, the opponent may unpause the game and continue playing. Unpausing or pausing the game without any reason will lead to certain penalties issued by the administration.

14.12. Match Result

The result must be immediately added and confirmed by both parties, even if more match records are missing and in need of uploads. A protest may not be made after a match result has been confirmed and accepted by the administration.

15 Player Settings

15.1. Configuration/Launch Options

All configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. A player may be punished for wrong settings in any config file, regardless if it is in use, or even stored in the game folder in question.

If three or more players have wrong settings the team will get a default loss.

Admins may under special circumstances decide on a default loss, even if less than three players have wrong settings.

Mouse macro scripts are forbidden.

15.2. Forbidden Scripts

The use of all scripts is forbidden. However, there is an exception for the following ones:

- Buy-scripts
- Demo-scripts
- Say-scripts
- Nickname-scripts

If you are not sure if a script is allowed or not, then contact the admin team before you play an official match.

A player may be punished for forbidden scripts in any config file, regardless if it is in use, or even stored in the game folder in question.

If three or more players have wrong settings the team will get a default loss.

Admins may under special circumstances decide on a default loss, even if less than three players have wrong settings.

15.3. Custom Data / Agent skins

Only steam skins are allowed to be changed, any other changes to sprites, skins, score boards, crosshairs are strictly disallowed, also only the official models are allowed. If a player fails to adhere to this rule they may be punished by the administration as they see fit, also the opponent may request a rematch.

Agent skins are not forbidden but administration advises players to use default skins. If the opposing team is using agent skins, you can kindly ask them to remove agent skins. Administration of the tournament will enforce removal of agent skins only for advancement

matches, semi-finals and finals.

15.4. Use of Bugs and Glitches

The intentional use of any bugs, glitches, or errors in the game will be punished by the administration as they see fit. Furthermore, it is up to them to decide whether or not the use of said bugs had an effect on the match, and whether or not they will award rounds, or the match to the opposing team, or to force a rematch. In extreme cases, the penalty for abusing bugs may be even higher.

The usage of the following bugs is strictly forbidden, if any bug is used which is not listed here it is up to the admins discretion whether or not a punishment is necessary.

16 Player Responsibilities

16.1. Punctuality

All matches in the tournaments should start as stated on the website, any changes in the time must be accepted by the opposing party and administrators, unless rescheduling is easily manageable. All participants in a match should be on the server and ready to go at least 15 minutes before the match is to start.

16.2. Warm up – map check

Bugs on load have to be checked before the match starts (missing boxes, ladders and so on). Failure to do so, and to let the match start, will mean that both teams have accepted the state the map is in, and the match will be continued under these settings. Protests and complaints regarding such issues will not be adhered to.

16.3. During the Match

- Moving through any walls, or ceilings, are strictly forbidden, also moving through the floor, or anywhere else which were not intended to be a passage is strictly forbidden.
- To plant the bomb where it is impossible to reach is disallowed. Planting the bomb in a place that you can reach with a boost from a teammate is not a part of this rule.
- Standing on top of teammates is generally allowed, it is only forbidden, when such actions allow the player to peek over a wall, or ceiling that should not be allowed according to map design
- Using flash bugs are strictly forbidden.
- Throwing grenades under walls are forbidden, although throwing grenades and flashes over walls are allowed.
- “map swimming” or „floating“ is forbidden
- “Pixel walking” is forbidden (Sitting, or standing on invisible edges on the map).
- Generally, the use of any bugs in the game is strictly forbidden.
- Using any sort of macros is strictly forbidden.

The tournament directions reserves the right, also retroactively, to add more bugs to the list of explicitly allowed bugs.

16.4. New Positions

If any player or team wants to use a new position which is unknown to anyone else or just known to a small part of the community, it's strongly recommended to contact tournament officials to check if that position is allowed before using it in any official match. Players and teams have to consider that it takes time to check new positions and therefore they have to contact tournament officials in a reasonable timeframe before an official match.

16.5.Match Media

All match media must be named in the following fashion:

Screenshots:

Screen — Round 1

Screen — Status

Screenshots are only valid if the nickname is easily identifiable. Failure to provide a screenshot with an appropriate nickname may be punished by the administration.

Demos:

YourTeam_YourName_EnemyTeam

Modelscreen/Smokescreen:

Model — Clantag — Nick

Smoke — Clantag — Nick

Model/Smoke — Clantag — Nick

All clan tags must be equal for all players in the team

16.6.Storage and Keeping of Match Media

All match media (screenshots / demo's / replays/ etc.) must be stored by the participants for a minimum of 2 weeks after the match has ended. If there is a protest on the match, the records needs to be stored by the participants for a minimum of 2 weeks after the protest has been closed and resolved.

17 Contact Information

All questions may be addressed to the tournament coordinator at Cavalierius on Discord or through FacelT cavalieriuss.

18 Prizes

Tournament prizes must be announced until the start of the LAN event. Organizer must distribute the prizes in 3 months since the end of the LAN event.