



Ruleset

Fragleague Ruleset CS:GO

1. Commitments

a. Participation

By participating in Fragleague you commit to playing the whole season. If you fail to do so, the administrative team will be forced to take action causing you to potentially lose the ability to participate in any Fragbite and/or Fragleague competitions indefinitely. By participating in Fragleague you are also accepting what is mentioned hereunder “Your commitments”.



Your team nor players **can't** participate in Weekly Cups if you are already in the Regional Division or Nordic Championship.

b. **Media rights**

By participating in the league you accept that your name, nickname, team name, logos could, and will, be used in editorial and/or commercial campaigns created by Fragbite and/or Fragleague.

c. **Personal details**

To compete in Fragleague your challengermode account must be authenticated against Fragbite during the whole league. You also agree that Fragbite in connection with this will save and store your account information, such as email and username. You also accept that Fragbite before, during, and after the league have the right to use these personal details to contact you with both commercial and non-commercial content.

d. **Administrative discretion**

The administrative team is allowed to at any point alter the contents of this ruleset in order to promote fair play.

Any call made by the administrative team during the league will supersede the ruleset and be the most recent adjudication.

e. **Spot ownership**

A spot in a league is held by the majority of the roster, if there is a conflict with the team regarding spot ownership the captain of the team on the team's page on challengermode will be used as a tiebreaker.

2. Communication

a. **Discord**

The official communication channel between Fragleague and participants used for communication prior to and during Fragleague will be discord.gg/fragbite (Fragleague category).



b. **Team Captain**

All communication that takes place between participants and Fragleague should **ONLY** be between the team captains and official representatives of Fragleague.

3. Format

a. **Structure**



***Top 1** place in every **Regional Division Playoff** advances to **Nordic Championship**.
Bottom 4 in **Nordic Championship** gets relegated into respective appropriate **Regional Division**

b. **Scheduled games**

!!!Nordic Championship and SWE Regional!!!

All matches in Nordic Championship and Swedish regional group play will be streamed and a schedule will be created and posted by the administrators of the league.



A match schedule will also be made for NOR/FIN/DEN regionals however these matches will not be streamed.

All matches are BO3

c. **Rescheduling**

!!!Nordic Championship and SWE Regional!!!

If your team can not play a match that is scheduled to be streamed, please message an administrator ASAP to try to find another date where the match can be played.

There is no guarantee that these matches will be able to be rescheduled.

NOR/FIN/DEN

Contact the opponent (captain) and offer him dates (at least 3) at least 24 hours before default time. When the opponent agrees with the date, inform the admin about it.

If the opponent doesn't agree with your offered date then he needs to give you a counteroffer with at least 3 different dates.

d. **Veto**

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, let them win knife)

Team **B** will pick a map (**Team A** picks side, let them win knife)

Team **A** will ban a map

Team **B** will ban a map

The remaining map will be decider. (Knife round will be played)

e. **Point system**

i. **Regional Division**

A won match gives the winning team two (2) points. During the league games overtime will always be used if necessary to determine a winner. A loss gives the losing team zero (0) points.



ii. Nordic Championship & Regional Division

Week 1-4 is played in Round robin BO3 with two (2) groups. Playoff (Week 5-9) will be played in Single elimination bracket BO3

Group A	Group B	
Team 1	Team 6	Advances to semifinal
Team 2	Team 7	Advances to quarterfinal
Team 3	Team 8	Advances to quarterfinal
Team 4	Team 9	Relegated
Team 5	Team 10	Relegated

f. Tiebreaker

1. Points amassed between the tied participants (direct match win > direct match loss)
2. Map difference between the tied participants (3:2 maps > 3:3 maps)
3. Number of map wins between the tied participants (3:3 maps > 2:2 maps)
4. Overall map difference
5. Overall number of map wins
6. Round score difference between the tied participants (23:21 > 23:22)

4. Game specific rules

a. Map pool

This is the map pool that will be used during Fragleague:

Dust2, Inferno, Mirage, Nuke, Overpass, Vertigo and Ancient



b. **Roster rules**

i. **Registration deadline**

Prior to every season of Fragleague there will be a deadline where teams need to submit their roster. Prior to this deadline all participating teams have to provide a full roster. Stand-ins **can** be provided at a later stage.

ii. **Roster**

All teams are able to sign up with a roster consisting of five (5) regular players and two (2) substitutes for Nordic Championship and for the Regional Division (Division 1)

A minimum of five (5) players have to be registered prior to the roster lock. Each team is allowed to register two (2) non-Nordic player in their roster.

iii. **Coach**

Coaches are allowed to participate in-game during the games played in Fragleague. **If a coach is used as a player during a game the coach has to be registered as a player and the captain needs to let us know about it in advance. (24h before start)**

Coach must have an account on <https://www.challengermode.com> and be a member in your challengermode team.

c. **Crashes**

i. **Player**

In case of player crashes, the players can call a !technical pause on challengermode, that pause is 10 minutes long but can be unpaused once both teams are ready.

ii. **Server**

In case of a server crash always contact an admin.



d. **Game media**

All players participating in Fragleague have to record game media (record In-Eye). The recording should contain the full game, including the knife round.

Game media should be saved for seven (7) days after the games. The game media should be provided within one (1) day upon request from admins.

e. **Timeout**

Teams are allowed to use the built-in pause function (!pause). Each team is allowed to pause the game four (4) times where each pause is 30 seconds long.

f. **Overtime**

Overtimes will be played MR3 (Maxrounds 3) and with \$16000 startmoney.

5. Match time

a. **Late arrivals**

If your team isn't on the server and ready to play by match start, you lose by walk over.

b. **Walk over**

You can lose by walk over by: (1) Not being on time to join a match server, (2) Don't have enough players on the match server when the game is starting, or (3) You don't show up to play.

Round difference is 8 per map, so 16 for the whole match.

If you are not able to play a certain game during Fragleague please inform a tournament admin of this as soon as possible. If you lose by walk over too many times during the league you could be removed from the league and blacklisted from future events hosted by Fragbite and Fragleague.

The default amount of games that would trigger a potential removal from the league is if your team loses by walk over **two** (2) times.



6. Rule violations & punishment

a. **Cheating**

Teams and/or players that are found to be cheating will see themselves removed from Fragleague and will be blacklisted from all future events hosted by Fragbite and Fragleague.

All cases of cheating will be reviewed individually and the Head Admin will announce the outcome as soon as possible.

Possible bans and/or blacklists could affect individual players and parts of/or the involved team depending on the respective parties involvement in the case.

Fragleague shares bans from other known platforms if the ban is not older than 2 years. It means, if you are banned for cheating on another platform, then you are not allowed to play in our league, quals, or any cups hosted by Fragbite and Fragleague.

b. **Bug abuse**

Players are not allowed to use any publicly known or unknown bugs during Fragleague. In cases where you are uncertain if you are allowed to use some specific action **always** ask your tournament admin **prior to** the usage.

Bug abuse includes but is not limited to pixel walks, illegal scripts, flash bugs.

c. **External programs**

Players are not allowed to use any kind of third-party software that is disallowed by challengemode nor Valve's anti cheating software

d. **Illegal Scripts**

List of illegal scripts:

- Stop shoot scripts (Use or AWP scripts)

- Center view scripts

- Turn scripts (180° or similar)

- No recoil scripts



Burst fire scripts

Rate changers (Lag scripts)

FPS scripts

Anti-flash scripts or binding (snd_* bindings)

Bunny hop script