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International Esports Foundation

13th Esports World Championships

Philippine Qualifier

Counter Strike: Global Offensive

Official Tournament Rulebook

1. General

This will be the official rulebook for the **IESF 13th Esports World Championships CS:GO Philippine Qualifiers**. This is **aligned with the official rulebook and competition regulations** given by the International Esports Federation for the IESF 13th Esports World Championship. All participants are expected to know and understand all of the rules indicated below. Unawareness of a specific rule will not be considered an acceptable reason for breaking the rule. Ignorance is not an excuse.

Each team must have an appointed team captain/team representative. Only the captain/representative/manager is allowed to communicate with the organizers before, during or after the matches.

The **League Operations Team** has the right to change the rules with no prior notice or announcement. They also have the right to make decisions on cases not covered by the official rulebook for the fairness of the competition. The **League Operations Team** decision is final.

Players may not communicate with a spectator (including any team representatives or team affiliated individuals except for other players on such a player's team and, during timeouts, the coach of such team), or a Player other than a Teammate, during the course of a match.

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2. Communication

The main communication tool for the **IESF 13th Esports World Championships CS:GO Philippine Qualifiers** will be via Discord and the tournament bracketing platform will be Challonge. A Discord group link will be given together with the confirmation emails.

3. Eligibility

There is no age requirement to participate in this tournament.

Only the registered teams are allowed to participate in the event.

There is a **team limit of 64 teams** for the **IESF 13th Esports World Championships CS:GO Philippine Qualifiers**.

A. *Requirements*

- a. Participating teams must have players consisting of only Philippine residents. Filipinos who reside outside of the Philippines are allowed to join the Philippine Qualifiers.
 - i. Philippine teams are able to fully submit registration documents through the Google Form provided and Challonge.
 - ii. Philippine Teams must have confirmation from the **League Operations Team**, before being allowed to participate in the tournament proper
 - iii. **Winning team players must have passports ready in any case that the IESF 13th Esports World Championships is to be done through LAN.**

A team must consist of the following members:

Five (5) main players (required), one (1) reserved players (optional) and one (1) coach (optional)

The team coach can only play if they are registered as the reserved player as well.

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B. *Restrictions*

- a. Philippine registered teams are only allowed to participate in this regional qualifier.
 - i. **A participant may not have multiple teams participating in the IESF 12th Esports World Championships CS:GO Philippine Qualifiers.**
 - ii. **A Philippine team may not participate in any other regional qualifier aside from the IESF 13th Esports World Championships CS:GO Philippine Qualifiers.**
- b. ***League Operations Team*** may ask for the verification of residence of players at any given time or when deemed necessary. **Additional documents may be required by the tournament organizers for teams advancing to the second day of the IESF 13th Esports World Championships CS:GO Philippine Qualifiers.**

4. Team Check-In

Teams need to check-in their team in the discord group to confirm their tournament attendance. Check-in time will be from **7:30AM (GMT+8) up until 7:00PM (GMT+8) during the tournament day. Round 64 for Qualifier Day 1 will start at 8:00PM (GMT+8). Games that are to be broadcasted will start at 1:30PM (GMT+8) unless stated otherwise.** Teams who failed to check-in will be considered no show and will be disqualified from the tournament.

5. Match Setup and Lobby

The lobby creation will be made by the opposing participants **unless stated by the League Operations Team**. The lobby name and password must be exclusive for the participating teams only.

Teams are expected to keep the “All” chat and voice function in-game to a minimum.

Teams are not permitted to put words in their in-game names that expresses the following: sex, violence, drugs and other vulgar terms.

To avoid delays in the program of the event, delays caused by players (showing up late, leaving the tournament lobby without a stated reason, last-minute smoke or toilet break) will lead to sanctions for the entire team

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6. Tournament Dates and Match Schedule

Tournament Dates:

PHI Qualifier Day 1	August 19
PHI Qualifier Finals	August 21

Match Schedule: Philippine Qualifier Day 1

Round of 64	8:00PM (GMT+8)	Best of 1
Round of 32	9:00PM (GMT+8)	Best of 1
Round of 16	10:00PM (GMT+8)	Best of 1
Round of 8	11:00PM (GMT+8)	Best of 1
Round of 4	12:00MN (GMT+8)	Best of 3

Match Schedule: Philippine Qualifier Finals

Game 1	1:30PM (GMT+8)	Best of 3
Game 2	2:30PM (GMT+8)	Best of 3
Game 3	3:30PM (GMT+8)	Best of 3

The **Philippine Qualifier Day 1** will have the top four (4) teams that participated advance to the **Philippine Qualifier Finals**.

Teams advancing to the **Philippine Qualifier Day 2** will undergo the tournament system implied for the **Philippine Qualifier Day 2**. Finals will be a best-of-three series. Only the winning team of the Qualifier Finals will be given slots to partake in **IESF 12th Esports World Championships CS:GO Main Event**.

Games can start earlier depending on the availability of opposing teams. Schedule is on running time.

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7. Game settings

Game – Counter Strike: Global Offensive

Tournament mode – 5 vs 5 - Single Eliminations BO1, Semi-finals and Finals BO3

Server Location – Singapore

Spectator – Disabled

Map Veto – Manual or In-game

Map Selection – Active Duty Maps

- De_vertigo
- De_inferno
- De_nuke
- De_mirage
- De_ancient
- De_overpass
- De_dust2

Sides

- Sides will be decided during the Map Veto

Victory Condition

- First team to score 16 or wins Over Time.

8. Player Conduct

All participants and team managers are required to uphold the highest standards of fair play and sportsmanship. Penalties will be given depending on the violation.

Players and team managers who are caught swearing or behaving in a hostile manner towards their opponents or event staff will be issued a warning upon the first infraction. Continued infractions may result in forfeiture of the match or worse, disqualification from the tournament.

Players, Coaches, and Team Representatives will act professionally at all times and may not curse or use vulgar or inappropriate language.

All rules of conduct also apply to chatting through the game.

Players, Coaches, and Team Representatives may not verbally abuse a tournament official. Verbal abuse of a tournament official includes, but is not limited to, the use of vulgar language, use of insulting words or gestures, excessive argument with a tournament official.

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Players, Coaches, and Team Representatives may not taunt or celebrate in excess. Excessive taunting/celebration includes, but is not limited to, post-match taunting or celebration directed at or referencing an opponent(s). Post-match interactions between opponents must be limited to acts of sportsmanship.

9. Results and Dispute

Results and Dispute

All results must be reported to the respective League Operations Team right after the match. The winning Team's captain is required to submit the results in the discord group via screenshots.

For any disputes on the game result, the complaining team should raise their concern right after the match.

To accommodate cheating allegations and suspicions, all players are REQUIRED to record their game at all times. Failure to do so will result in disqualifications in the tournament.

Before the League Operations Team do the investigation, allegation requirements will be:

- Exact time and round of suspicion
- Exact IGN to focus
- What exactly the player did
- Sending a video clip of the complainant as evidence (Must submit, otherwise we can't investigate properly)
- Once all are submitted to the League Operations Team, investigations will start right away.

10. Stoppage of Play

In the case of a disconnection, the player must notify the League Operations Team right after the disconnection.

Teams are only allowed a maximum of 10 minutes for Technical Pause (5 minutes each team). After the 10-minute period, the game shall be continued regardless of the situation.

If all the players from one team unintentionally disconnects, the opposing team is required to pause the game. Failure to do so may lead to disqualification, depending on the discretion of the marshal.

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In the unlikely event that one or more of the players can't reconnect, the game situation will be analyzed by the league operations team and will decide on how the game should progress. The decision of the league operations team is **FINAL and IRREVERSIBLE**.

11. Rule Violation Penalties and Punishment

Violation or not following any of the rules, regulations, terms, and conditions will result in penalties or disqualifications. The ***League Operations Team*** may apply penalties according to their judgment and discretion.

12. Rights of Privacy

The League Operations Team has the right to collect information and details, to shoot and use materials (e.g. interviews, video, and photos) publicly without any consent.

13. Admin/Organizer Rights

- The ***League Operations Team*** may overrule all rules based on the situation.
- The ***League Operations Team*** holds the rights to change the rules as it deems fit. Decision of the ***League Operations Team*** is ALWAYS final.
- The ***League Operations Team*** has the final decision. These rules may be changed under extreme circumstances.
- The ***League Operations Team*** has the right to disqualify and dismiss any registered player from the tournament, at their discretion, at any stage of the tournament, for any reason, with no prior warning to the player.