

COUNTER-STRIKE:G.O. TOURNAMENT RULES

22TH - 24TH SEPTEMBER 2017

OFFICIAL DOCUMENT OF



geneva gaming convention

TABLE OF CONTENTS

- P. 3** 1. Application of the regulation
 - 1.1. Recipients
 - 1.2. Modifications of the rules
 - 1.3. Finality of decisions

 - P. 3** 2. Management platform of the tournament
 - 2.1. Structure of the tournament
 - 2.2. Format of the games
 - 2.2.1. Game in the best of one round format (BO1)
 - 2.2.2. Game at the best of three rounds (BO3)
 - 2.3. Format of the tournament
 - 2.3.1. General information
 - 2.3.2. Proceedings of the tournament
 - 2.3.3. Schedule

 - P. 3** 3. Team
 - 3.1. Composition of a team
 - 3.2. Player
 - 3.3. Captain
 - 3.4. Coach
 - 3.5. Substitute players
 - 3.6. Manager

 - P. 4** 4. Parameters
 - 4.1. Player's parameters
 - 4.1.1. Illegal scripts
 - 4.1.2. Illegal commands or start-up parameter
 - 4.1.3. Overlays
 - 4.1.4. Personal files
 - 4.1.5. Forbidden software or forbidden components
 - 4.1.6. Colour of the screen
 - 4.1.7. Content of the configuration section
 - 4.2. Parameters of the server
 - 4.3. Map pools

 - P. 5** 5. Proceedings of a game
 - 5.1. Installation of the material
 - 5.3. Before the match
 - 5.3.1. Demo
 - 5.3.2. Process of random selection of the map during a BO1 in the double
 - 5.3.3. Process of random selection of the map during a BO3
 - 5.3.4. Launch of the game

 - 5.4. During the game
 - 5.4.1. Warm-up
 - 5.4.2. Pause option
 - 5.4.3. Tactical break
 - 5.4.4. Communication
 - 5.4.5. Overtime
 - 5.4.6. Involuntary interruption of a game
 - 5.4.7. Investigation request
 - 5.5. After the game
 - 5.5.1. Validation of the score
-
- P. 6** 6. Infractions to the set of rules
 - 6.1. Forbidden actions and bugs
 - 6.1.1. Bombs
 - 6.1.2. Climbing
 - 6.1.3. Boosting, sky walking, sharking
 - 6.1.4. Grenades
 - 6.1.5. Suicide
 - 6.1.6. Others
 - 6.2. Forbidden in-game actions and behaviour leading to sanctions
 - 6.3. Disqualification and expulsion
-
- P. 7** 7. General dispositions
 - 7.1. Players' behaviour
 - 7.2. Health
 - 7.3. Image reproduction right

1. APPLICATION OF THE REGULATION

This set of rules serves as the reference document for the entirety of the CS:GO tournament event for the LAN of the Geneva Gaming Convention 2017. Only the French version of the “Reglement CSGO LAN – GGC 2017 EN” (“Reglement CSGO LAN – GGC 2017”) document is valid in case of dispute.

1.1. Recipients

These rules apply to all teams which are taking part in the Counter-Strike: Global Offensive tournament («CSGO» or «game» in the rest of this document) as well as to their structures and entire team. All these people obtain the denomination of «participants» in the rest of this document.

All participants must be over 18 years old to be able to participate in the tournament.

All participants taking part in the tournament are engaging themselves to have taken note of the set of rules' content in its entirety.

1.2. Modifications of the rules

The organisers and the team in charge of the tournament (named « admins » in the rest of this document) reserve the right to modify this set of rules at any time and without any advance notice.

1.3. Finality of decisions

The admins reserve the right to take decisions at any time on all the non-explicit points and to take decisions that contradict the regulation when they consider it necessary.

Once officialised these decisions are final and there is no possibility to have recourse.

2. MANAGEMENT PLATFORM OF THE TOURNAMENT

2.1. Structure of the tournament

Beginning of the tournament:

Saturday, 23rd September at 10am.

End of the tournament:

Sunday, 24th September at 9pm.

2.2. Format of the games

The format used is of four rounds of 6 teams in BO1.

The first 4 teams of each round will be qualified for the tournament tree.

The last 2 teams of each round will be disqualified.

The format used after the first phase is a double elimination tree.

The 1/8 finale will be in BO1.

For the ¼, ½ and the finale the format changes to BO3.

For the map choice during the tree phase, please read and refer to point 5.3.2.

2.2.1. Game in the best of one round format (BO1)

A BO1 (= Best of 1) game is played in one game and opposes two teams of five players. The winner of the game is the team which won the game.

2.2.2. Game at the best of three rounds (BO3)

A BO3 (= Best of 3) game is played in two or three games and opposes two teams of five players. The winner of the game is the team which won two games.

2.3. Format of the tournament

2.3.1. General information

Competition format: 5 vs 5

Length of a game: until a winner is decided.

Winner of a game: a game is won when a team wins 16 rounds out of 30.

Depending on which part of the tournament the game is part of, an overtime can be played to decide who out of the two teams is the winner (see 5.4.5).

Restrictions: The Negev and R8 are forbidden.

Placement in the pool phase: Based on the previous results of the tournament in Switzerland and on the average level of a team in matchmaking.

2.3.2. Proceedings of the tournament

Phases of the tournament:

4 pools of 6 teams (BO1) with compulsory map

The first 4 teams of each pool are qualified for the finale tree

The last 2 teams of each pools are disqualified

Double elimination tree

1/8 finale (Bo1)

Quarter-final (Bo3)

Semi-final (Bo3)

Grand Finale (Bo3)

2.3.3. Schedule

The schedule is on an indicative basis. It is subject to potential modifications without notice in advance.

3. TEAM

3.1. Composition of a team

The maximum number of people in a team is 7. There are 5 players, a coach and a substitute.

3.2. Player

A player is part of a 5-people roster. Within a roster, only the players are authorised to communicate during a match.

3.3. Captain

The team captain is the player in charge of his team in the eyes of the tournament officials.

The team captain has to remain the same during the whole tournament. They have to take care of the selection process for his team, of official complaints or of any other problem with the tournament officials. When a problem occurs, the coach and the captain alone can contact the officials.

3.4. Coach

The coach can also assist the team captain in any interaction with the admins. They are the only person who can accompany the captain to the admins' booth during a conflict or an investigation request.

The coach does not have the right to talk to the players during an ongoing match.

3.5. Substitute players

The substitute player can exchange their place with a player at any time during the LAN as long as the change is made before the beginning of the game.

The substitute doesn't have the right to talk to the players during an ongoing game.

3.6. Manager

The manager of a team accompanies his team in the tournament. Under no circumstance can they communicate complains to the admins.

4. PARAMETERS

4.1. Player's parameters

4.1.1. Illegal scripts

All scripts are illegal except the ones that can be bought or are from the demo. Here are a few examples of illegal scripts:

- Jumpthrow scripts
- Stop shoot scripts
- Center view scripts
- Turn scripts
- No recoil scripts
- Burst fire scripts
- Rate changers
- FPS scripts
- Anti flash scripts or binding

- Bunnyhop scripts
- Stop sound scripts

4.1.2. Illegal commands or start-up parameter

The following commands are forbidden:

- mat_hdr_enabled

The following commands in the launch phase are forbidden:

- +mat_hdr_enabled 0/1
- +mat_hdr_level 0/1/2

4.1.3. Overlays

All in-game overlays except for the ones mentioned below are forbidden :

- cl_showpos 1
- cl_showfps 1
- net_graph 0/1

4.1.4. Personal files

The HUD can be modified as long as no information which is available in the standard HUD is deleted or falsified. If you are using a customised HUD it has to be readable. If an administrator is hindered in their work on account of an unreadable HUD, counter-measures can be taken.

Customised files are only authorised for the HUD and the graphic interface.

Other customised files are forbidden, including customised models, modified textures or sounds (volume, sound landscapes).

4.1.5. Forbidden software or forbidden components

Modifying the graphics or the textures of the game with the help of pilots such as Videocard or similar tools is illegal. Additionally, any kind of superposition which displays the system's performances during the reading (for example Nvidia SLI Display, RivaTuner overlays) is illegal. Tools which do not show FPS are legal.

Any hardware helping the player with any means is forbidden.

You will be punished independently of the fact that modifications have been done with the aid of external material or a software and whether you are actively using them or not.

4.1.6- Colour of the screen

The use of the 16 bits display is forbidden.

4.1.7. Content of the configuration section

You are only authorised to have configuration files in the configuration section. Pictures, demos, screenshots and compressed files are forbidden. If an administrator is hindered in their work on account of a too high number of unclear configuration files, counter-measures might be taken.

4.2. Parameters of the server

The configuration parameters of the servers are from the 14.01.2016 version of the ESL.

The servers use a tickrate of 128.

- The link to find the entire configuration <https://play.eslgaming.com/download/26251762/>
- The commands we added ourselves:
 - tv_enable 1
 - tv_delay 120

4.3. Map pools

The maps below can be played during the tournament:

- de_inferno
- de_nuke
- de_train
- de_cache
- de_cbble
- de_overpass
- de_mirage

5. PROCEEDINGS OF A GAME

5.1. Installation of the material

The participants are responsible for the proper installation of their material and its functioning. This includes supplying and installing the appropriate pilots if necessary as well as the suitable cables and adaptors.

5.2. Convocation

The convocation time is the time at which the participants have to be present to play their official game. This convocation time is indicated on the tournaments' schedule. The order of the games is important. The game which is at the top of the list has to be played first. The participants are invited to be present and ready 5 minutes before the time of convocation in order to avoid any unpredictable delay. If the participants on each side are ready before the convocation time they are authorised to start their game before the planned time on the condition that they play all their games in the planned order.

5.3. Before the match

5.3.1. Demo

It is mandatory to save a demo of each played game. The latter could be demanded for the entire duration of the tournament. Any lack of demo when an official demands it will lead to sanctions.

5.3.2. Process of random selection of the map during a BO1 in the double elimination tree

To choose on which map the game will be played on, the ban will be made as follows:

- The team which is higher up in the tree is considered as team A.

The other team is then by definition team B.

- Team A starts to ban followed by Team B until there is only one map left. This map will be the one to be played.

5.3.3. Process of random selection of the map during a BO3

To choose on which map the game will be played on, the ban will be made as follows:

- The team which is higher up in the tree is considered as team A.

The other team is then by definition team B.

- Team A starts to ban followed by Team B until there are only three maps left.

- Team A chooses one of the three remaining maps. It will be the first one to be played during the confrontation.

- Team B chooses one of the two remaining maps. It will be the second one to be played during the confrontation.

- The remaining map will be played to decide the winner.

5.3.4. Launch of the game

The participants have to start their game at the latest at the planned time.

If the participants on each side are ready before the convocation time they are authorised to start their game before the planned time on condition that they do all their games in the planned order. If some players are late, the opposing team is allowed to wait for 15 minutes. Then the game has to be started. If after these 15 minutes a team still isn't here, it automatically loses its game by forfeit. Except in an exceptional case following the decision of an official (common sense and fair-play are encouraged here). In the case of a BO1 game, the team loses the game. In case of a BO3 game, it loses the round it had to play but still has the possibility to play the following games if it comes back on time and hasn't lost two rounds

yet. A team can start a game with a missing player. The opponent team can decide to play with 4 or 5 players.

5.4. During the game

5.4.1. Warm-up

Before the beginning of the game the two teams have to signal that they are ready by using the command /ready. If a player has temporary problems, they can take back their "ready" status by using the /unready command.

5.4.2. Pause option

If you are experiencing a problem which is preventing you from playing, you are authorised to use the "pause" function. The "pause" function has to be used at the beginning of the next round (during freezetime). You have to announce the reason before or right after using it. If no reason is given the opponent team can reactivate the game and continue to play. The reactivation or activation of the pause option the game without any reason can lead to a sanction. The "pause" function can be used by all the players on the server using this command : /pause.

5.4.3. Tactical break

A one minute tactical break per team and per game is authorised. This break has to be taken during freezetime. The option has to be used via the chat and not via the console. Any mistake that can be considered as a break with no reason and can lead to a sanction.

5.4.4. Communication

During a game, any communication to a player has to be limited to only the other players of their roster and playing with them in this game. No other communication is authorised. When a break is activated in-game they have the authorisation to talk to the coach, the substitute play and to the tournament officials, but any other communication is forbidden.

5.4.5. Overtime

In case of a draw (15-15), an overtime will be played with a MR3 and 10'000\$ start money. At the beginning of the overtime the teams stay in the last side in which they played (CT, T). They change sides after 3 rounds. The teams play the overtime until a winner is decided.

5.4.6. Involuntary interruption of a game

If a game is involuntarily interrupted (crash, network disconnection, ...) the following rules have to be followed:

- The pause option has to be activated (still respecting the rules mentioned previously) and maintained until the 10 players are connected.
- If the problem occurs before 3 rounds of one of

the halves of the game are completed, the server has to be restarted and the game half is restarted from zero.

If the problem occurs after 3 rounds of one of the halves are completed, the game half has to be restarted and the score will be counted from the last completed round on. The start money is fixed at 2000\$ and the team which lost the last round has to commit suicide with the command "kill" in the console. This round is not counted. The score continues from the next round.

The start money is once again fixed at 800.

If a player disconnects involuntarily, a break has to be taken (still respecting the pause option rules mentioned previously). If no kill has been made, the game will restart. If the first kill already took place, the players will have to pause at the beginning of the following round. The waiting time for a disconnected player is of 10 minutes. If the player re-joins the game on time, the game can continue. If after 10 minutes the missing player has still not reconnected, the game continues with one less player.

No amicable arrangement is authorised without the permission of an official. In case of validation by the officials. they can make sure that the conditions are respected. Any amicable arrangement made without an official validation will be ignored by the admins and considered as null and void in case of litigation.

5.4.7. Investigation request

If a team suspects that one of the enemy player has cheated, the captain has to inform the admins. They will look only at the concerned player's gotv in order to find out if the suspicions of illegal behaviour are justified. They can ask for the player's recording. If the player in question is incapable to provide their recording, the game will be considered as a forfeit.

5.5. After the game

5.5.1. Validation of the score

At the end of a game, the captains of both teams will have to inform the team of the results of the game at the admins' booth and take note of their next game.

6. INFRACTIONS TO THE SET OF RULES

6.1. Forbidden actions and bugs

6.1.1. Bombs

It is forbidden to plant bombs in a place where it cannot be reached. Places where it can be reached with the help of a teammate are authorised. Violation of this rule

will lead to the deduction of 3 rounds.

6.1.2. Climbing

Boosts with the aid of teammates are authorised. It is not allowed to reach positions where the textures disappear in the walls or patterns where a special move (for example a jump) is necessary.

6.1.3. Boosting, sky walking, sharking

Boosting through walls, ceilings, ground, pixels or invisible surfaces as well as sky walking, floating, and sharking are forbidden.

6.1.4. Grenades

Throwing grenades into a wall is forbidden. Throwing them over walls and roofs is authorised.

6.1.5. Suicide

It is forbidden to commit suicide via the console to reduce the time of a round.

6.1.6. Others

The use of bugs is generally not authorised. If a bug which is not listed in the set of rules is used, an official will be the one to decide whether a measure shall be taken or not.

6.2. Forbidden in-game actions and behaviour leading to sanctions

The following actions are strictly forbidden during a match and will cause an immediate and irrevocable defeat in the ongoing match:

- Any use of scripts
- The use of a bug or exploit which is clearly unjust
- To contest with vehemence a tournament administrator's decision
- Any action judged aggressive and/or inappropriate towards an administrator or one of the participants will immediately be sanctioned.

A team will immediately be disqualified from the tournament if one of its players perpetrates one of the following infractions:

- The use of any cheat software
- Displaying clearly inappropriate behaviour
- Using insulting language or gestures
- Venturing insults, negative remarks or repeated mocking (thus including the in-game mocking known as «flaming»)
- Being guilty of unfair behaviour (intentional disconnection, spam/flood, etc.)
- Cheating with premeditation or use of an unfair process (this also including the reception of non-authorised information on the ongoing game)

ised information on the ongoing game)

- Lying or misleading an administrator of the tournament
- Repeatedly refusing to follow the instructions of an administrator of the tournament
- Intentionally and consciously violating the rules mentioned in this regulation

6.3. Disqualification and expulsion

After a study by an admin of an infraction to the rule-set, the team which received a sanction can also be subjected to multiple automatic defeats, disqualification or even the expulsion.

A disqualified team loses automatically all of its following matches and loses all its rights, endowments and prizes which it could have received. In a pool phase, all the results of the preceding matches are converted into defeats.

In the final phase, the preceding match is converted in a defeat and its previous adversary advances to the next round in the eliminated team's stead.

7. GENERAL DISPOSITIONS

7.1. Players' behaviour

All players have to display fair-play behaviour and conviviality to respect the desired ambiance of the tournament. They engage themselves to respect the laws in effect on the Swiss territory, notably and particularly to not use any kind of racist, misogynistic, abusive, homophobic, xenophobic remarks or any other form of social, racial, sexual or political discrimination towards other participants, the organisers or anyone else.

Any unfair or anti-competitive behaviour causing damage to the smooth proceedings of the tournament or causing any harm to the premises or to the material made available, will lead to disqualification without any warning and the definitive expulsion of the people at fault.

7.2. Health

In order to avoid any medical issue resulting from the tournament, the participants are responsible for making sure they do not suffer from any kind of health issues incompatible with the universe of video games or the tournament (epilepsy, ...). The screens, the crowd, or stress will not be held responsible for any physical or psychological complications for the participants. The GGC, its teams and the GS:GO tournament team are in no case responsible if any problems of the sanitary kind were to

happen to one of its players during the tournament's duration.

7.3. Image reproduction right

The participants authorise the organisers to take pictures/videos of them and to publish them on the event's Facebook page, in an exhibition, magazines or newspaper for promotional ends. They accept that these rights are given to the organisers without asking for compensation. All participants authorise the eventual diffusion of their matches.