

Regulations CS2 (Team, online, 5x5)

1. General provisions

- 1.1. All participants must understand that the final decision is always made by the judging panel and/or the main tournament administrator. The decision of the roster administrator and/or chief administrator is not subject to discussion and must be carried out unconditionally. Moments that are not provided for in these regulations (or will be of an exceptional nature) will be considered from the point of view of maintaining the spirit of fair play, as well as common sense.
- 1.2. Players with hearing impairments who have already registered and received confirmation on the DeafESG website are allowed to participate in DeafESG (team tournament).

2. Entry and prize fund

- 2.1. Contribution amount: 6,25 (six point twenty-five hundredths) euros per player. Free participation provides two replacements.
- 2.2. The funds are transferred on the DeafESG website! Prize fund - from the entire amount of contributions. 1st place – 50% of fees, 2nd place – 30% of fees, 3rd place – 20% of fees.

ATTENTION! WHEN PAYING THE FEE, YOU AUTOMATICALLY CONFIRM THAT YOU ARE AWARE OF THE RULES AND REGULATIONS!

3. The system of conducting

- 3.1. Online according to the Selection + Double Elimination system (Group stage + Olympic bracket with defeat).
- 3.2. The start will be 2 groups A and B with up to 8 registered teams. If there are up to 12 registered teams, then there will be 4 groups A, B, C and D with 3 teams each. If there are 16 registered teams, then there will be 4 groups A, B, C and D of 4 teams each. Teams that take last place in the group are eliminated from the tournament. After the end of the group stages, everyone takes their positions in the playoffs according to their places in the group.
- 3.3. The upper bracket up to the grand final and the final for 3rd place are held in bo3 format. The lower bracket of the playoffs is held in the bo1 format.

4. Registration for the tournament and its date

- 4.1. Registration for the online tournament begins on January 15, 2024. Registration deadline for the online tournament is January 31, 2024.
- 4.2. The tournament starts with the group stage from 02.02.24. Then you will have 2 days to complete all the games until 04.02.24 inclusive. The duration of the tournament may be postponed if all participants fail to complete all the games. It will all end with the grand final of the playoffs.
- 4.3. The draw is live on the DeafESG channel on YouTube. It will take place on February 1, 2024.

5. Participants of the tournament

5.1. No lvl restrictions in Faceit.

5.2. The duties of the captain include:

Select a team;

Send links to each player's Faceit account to the administrator; Write the name and composition of the team;

Send the team logo.

6. The time of the match and the turnout of the teams for the match

6.1. All teams must show up for the match at the time specified by the agreement, the captains must discuss the time in advance;

It is allowed to be late for a maximum of 15 minutes;

If one of the two teams fails to appear, as well as the absence of 1 or more players from the team within 15 minutes of the start time of the match, it entails a technical defeat.

Postponement of matches is possible only by the decision of the administrator, if necessary, reschedule the match – contact and arrange with the tournament administrator.

7. Conducting the match

7.1. The game will be held in the Faceit hub. The IP address of the server is available to players and organizers on the FACEIT platform.

7.2. All players must run FACEIT Anti cheat before logging on to the server.

7.3. All players, without exception, must log into the team's discord channel with the webcam turned on to prove fair play without using headphones. When the webcam is turned on, you need to take pictures of your desktop to prove the absence of speakers.

7.4. 2 teams of 5 people each take part in the match. It is forbidden to play in an incomplete lineup, only 5x5. If one of the players has problems, contact the tournament administrator.

7.5. Competitions are held on maps: de_inferno, de_mirage, de_ancient, de_anubis, de_nuke, de_overpass, de_vertigo.

7.6. The cards are determined by the captains using the Faceit method.

7.7. At the end of the first period (round 12), the teams change sides. If the teams have an equal number of rounds won, then an additional period (overtime) is assigned for 6 rounds. The team that wins 4 or more rounds in overtime becomes the winner of the match. In case of a tie after overtime, an additional overtime is assigned, and so on until the winner is determined. The sides are not selected in overtime. The teams start the first (and subsequent odd-numbered) overtime for the same sides they played for in the second period of the match (before overtime). The second (and subsequent even ones) are for those sides for which they were played in the second period of the first overtime.

7.8. The choice of a server on the Faceit platform should be optimal for both teams.

7.8.1. If one team has banned the optimal server, then it must choose the server that will be better for both teams. In case of a conflict, the server will be unconditionally selected by the administrator.

7.9. At the end of the games in the group stage, with the same number of points in the table in the case of two teams, it will be decided by a personal meeting for further passage. In the case of three or more teams, it will be decided by the difference of the rounds won.

8. Replacements

- 8.1. Teams are allowed to add up to two people to the discipline squad before the start of the tournament and change the Steam_ID once.
- 8.2. 4 hours before the match, a new player must be added to the team, and the replaced player must be removed from the squad.
- 8.3. Before the match, the captain must inform the organizer about the composition of the team and whether the players have been replaced.
- 8.4. Each team can have no more than 2 replacement players.
- 8.5. Reserve players must be a member of the team on the site and include reserve players in the team at the time of submitting applications.

9. Pauses

- 9.1. The participants have the right to stop the match only for the reasons listed below and must immediately inform the opponents of the reason for the pause. Acceptable reasons include the following:
 - 9.1.1 Unintentional disconnection.
 - 9.1.2 Hardware malfunction or software problem (for example, monitor power problems, peripheral device failure, or game crash).
 - 9.1.3 Stopping a match for another reason is regarded as a violation of the principles of fair play.
- 9.2. The timeout (pause) time limit is set to 30 seconds. Each side can use up to 4 pauses per 1 match. Resuming the game (removing the pause) is allowed only after receiving confirmation of the readiness of the opposing team to continue the game.

10. Protest

- 10.1. If the losing team is sure that the opponents have violated the rules, it has the right to file a protest. The team has 5 minutes after the end of the match to protest. At the end of five minutes, the match will be automatically confirmed on the website, and any protests will not be accepted.
- 10.2. A maximum of two POV demos can be requested in a protest.
- 10.3. The response to the protest is accepted within 15 minutes after its submission.
- 10.4. If the opponent has requested POV demo files in the protest, you need to archive and upload them to a file sharing service, then send the link.
- 10.5. The administration's decision on the protest is not subject to review.

11. Rules and violations

- 11.1. Prohibited actions in the game that may lead to the disqualification of the team:
 - 11.1.1. Using a macro.
 - 11.1.2. Using bugs/errors of the game.
 - 11.1.3. Using headphones.
 - 11.1.4. Using microphones and speakers, as well as sound configuration.
 - 11.1.5. Using cheats.

- 11.1.6. Using skins for characters.
- 11.2. If you are not sure if your scripts are allowed, please check with the tournament administrator before the start of the match.
- 11.3. In case of violation of one or more of the above points, the team is not allowed to participate in the match and a technical defeat is counted against it.

12. Sanctions

- 12.1. A player and/or a team may be disqualified by the decision of the referee for the following actions:
 - 12.1.1. Failure to follow the instructions of the tournament administrator and non-compliance with the instructions of the DeafESG tournament.
 - 12.1.2. Objection to the players or administrators if they require the player to comply with the rules of the tournament.
 - 12.1.3. Insults or any racist statements addressed to opponents, teammates and other participants of the tournament, administrators, commentators, etc.
 - 12.1.4. Unsportsmanlike behavior (e.g. sabotaging matches).
 - 12.1.5. VAC-ban in CS:GO/CS2 on one of the player's previous accounts.
 - 12.1.6. Misleading or deceiving the judge.
 - 12.1.7. Using more than one account in the tournament.

13. Player nicknames and team names.

- 13.1. The nicknames of the players and the names of the teams must be strictly within the framework of censorship and not contain racist and offensive statements. Otherwise, measures may be applied against the team/player, up to disqualification from the tournament.

Contact details of the tournament administrators.

Chief Administrators: Ametov A. (@NeboNadNebom | Telegram), Khaladzhan E. (@H1CeR | Telegram), assistant to the tournament leader: Nikita S. (@levtik71 | Telegram).

All situations not covered by these rules are decided at the discretion of the judge. Administrators have the right to make changes to the rules during the tournament. Any decisions of the administration are not disputed.

The only official news sources and all relevant information about the tournament:

<https://deafesg.com/cs/tournaments/d777041b-f62a-418e-8677-1e136032cb80>

<https://vk.com/deafesg>

Any other information from other sources that contradicts the data in the group is false.