Regulations CS:GO
(International Deaf eSports Cup)

International Deaf Computer
Sports Tournament

- **Competition organisers and their responsibilities**

- The Organisers of the Competition are not responsible for technical failures of programs and hardware belonging to third parties, including game servers.
- Rights of the Organisers of the Competition
- Approve the Regulations and other Regulatory Documents of the Competition, regulating the conditions and procedure for organising and holding the Competition, defining the rights and obligations of the participants in the Competition.
- Interpret (explain), if necessary, the provisions of the Regulations and other Regulations of the Competition, as well as resolve, by interpreting (clarifying) the provisions of the Regulations and other Regulations of the Competition, any kind of disputable situations arising from the ambiguous interpretation of certain provisions of the Regulations or other Regulations of the Competition.
- Amend, supplement and approve the Regulations and other Regulations of the Competition.
- Responsibilities of the Organizers of the Competition • Carry out activities to organize the Competition.
- Determine the conditions for the admission of participants to the Competitions.
- Take measures to counter illegal influence on the results of the Competition.
- To register the results of matches of the Competition.
- Organize the refereeing of the Competition.

- **Participants of the Competition. Rights and obligations of participants**
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- Participants of the Competition are persons or groups of persons who submitted an Application for participation in the Competition in accordance with the procedure established by the Organisers of the Competition, which was approved by the representatives of the Organisers in accordance with the established procedure.
- Participants are obliged to communicate with the officials of the Competition and other participants of the Competition in Russian and (or) English.
- Participants of the Competition must know and comply with the provisions of the Regulatory Documents of the Competition.
- Participants and their official representatives who provided the organisers and officials of the Competition with any information are responsible for the accuracy of such information. Providing false information entails the application of sports sanctions.
- Participants of the Competition are obliged to adhere to the generally accepted norms of behaviour, to show respect for the officials of the Competition, spectators, representatives of the press, as well as to other participants of the Competition.
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- Participants of the Competition are obliged to observe the principles of sportsmanship and fair play.
- Participants must have an account on deafesg.com with passed verification.
- The participant is obliged to use the same licensed account and the same nickname. A participant can participate in the Competition only in one team. It is forbidden to use multiple accounts by one participant of the Competition. Any actions aimed at transferring the account to any third party are prohibited. The participant is obliged to immediately inform the organiser about all changes.

- Participants are obliged to allow official referees and observers into their matches, and provide them with access to in-match information.

- **Registration: Start of registration for the tournament: 07/27/2023**.

- **Conducting system:**

- Competitions are held for 4 days.

- The start of the game will begin with the group stage.

- Group stage - matches are played according to the system each with each.

- Playoffs - according to the knockout system after two defeats..

- The entire group grid runs in bo1 format. Starting from the playoffs, all games, including the match for 3rd place, are played in bo3 format, and the final is bo1.

- After knocking out of the group net, the team approaches the net.

- **Conducting a match**

- The game will be held in Faceit hub

- The server IP address is available to players and organisers in the FACEIT program.

- Anti cheat

- All players must run FACEIT Anti cheat before joining the server.

- The match is played by 2 teams of 5 people each..

- The maximum allowable delay in the start of the match due to the fault of the participant is 30 minutes after the start of the current round.

- Competitions are held on the following maps: de_inferno, de_mirage, de_ancient, de_nuke, de_overpass, de_anubis, de_vertigo.

- Maps are determined by the captains by the ban method in Faceit.

- At the end of the first period (15 rounds), the teams change sides.

- If in the game one of the teams scores 16 wins in rounds in the first two periods, it becomes the winner of the match.

- If the teams have an equal number of rounds won, then 2 additional periods (overtime) of 3 rounds each are assigned. The team that wins 4 or more rounds in a two overtime series wins the match. In case of a draw after two overtimes, 2 additional overtimes are assigned, and so on until the winner is determined.

- Sides in overtime are not selected. The first (and subsequent odd) overtime teams start for the same sides that they played in the second period of the match (before overtimes). The second (and subsequent even) - for those sides for which they were played in the second period of the first overtime.

- **Side Selection (Terrorists and Counter-Terrorists)**

- The right to choose a side is determined by a knife round, and on the second and subsequent map, the right to choose a side is transferred to the losing team. Already on the fifth map it is determined by a knife round.

- **Pauses**

- Competitors have the right to stop the match only for the following reasons and must immediately inform the opponents of the reason for the pause. Acceptable reasons include:

- Unintentional disconnection.

- Hardware or software problem (such as monitor power issues, peripheral failure, or game crash).

- Stopping the match for any other reason is considered a violation of the principles of fair play.

- The timeout (pause) time limit is set to 1 minute. Each side can use up to 4 pauses in 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.

- **Protest**

- 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 score will be automatically confirmed on the site and any protests will not be accepted. You can request no more than two POV demos per protest.

- The answer to the protest is accepted within 15 minutes after its submission..

  If the opponent requested a POV demo in the protest, the files must be archived and uploaded to a file hosting service, after which the link should be sent.

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- The decision of the administration on the protest is not subject to review..

- **Rules and violations**

- Prohibited actions in the game:

The following activities are strictly prohibited during a game and may result in team disqualification:

- Using bugs / game errors.

- Using scripts

- Moving through walls, floors and roofs. It is also forbidden to "walk in the sky".

Planting bombs in such a way that they cannot be cleared.

Replanting is allowed, but prohibited in those places where textures,

walls, etc. become transparent. • "Flash

bugs" are prohibited.

- "Pixel walking" is prohibited (sitting or standing on the invisible edges of the map).Использование 16-битную настройку.
- Scripts for throwing grenades.
- Any third party software that is not authorized by the game publisher and may give an undeserved advantage to the player.
- Headphones and speakers are prohibited.
- Microphone not allowed.
- When the game starts, everyone must prepare before the start, 30 minutes in advance.
- List of prohibited scripts:

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  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)
- Bunnyhop scripts
- Stop sound scripts

- Prohibited client settings:
- mat_hdr_enabled
- +mat_hdr_enabled 0/1
- +mat_hdr_leven 0/1/2

- If you are not sure if your scripts are allowed, please check with the tournament administrator before starting a match.

- **Sanctions**

- A player and/or team may, at the discretion of the referee, be disqualified for the following:

- Failure to follow the instructions of the tournament administrator and failure to follow the instructions of the tournament

- Objection to the players or the administrator if they require the player to comply with the rules of the tournament.

- Insults or any racist statements against opponents, teammates and other participants of the tournament, administrators, commentators and others

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- Unsportsmanlike conduct (e.g. match sabotage).VAC-ban в CS:GO на одном из предыдущих аккаунтов игрока. Misleading or deceiving a judge

- **Player nicknames and team names..**

- Player nicknames and team names must be strictly censored and not contain racist or offensive language. Otherwise, measures may be taken against the team / player, up to disqualification from the tournament.

- **Tournament administrator contact details**

- Chief administrators: Khaladzhan Eduard. (@H1CeR | Telegram)

The only official news sources and all relevant information about the tournament at: https://deafesg.com/ and https://vk.com/deafesg

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