

CS2 Regulations (Team 5x5, Autumn season)

1. General provisions

- 1.1. All participants should understand that the final decision is always made by the referees and/or the chief administrator of the tournament. The decision of the composition administrator and/or the chief Administrator is non-negotiable and must be carried out unconditionally. The points that are not provided for in this regulation (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. The DeafESG Autumn season team (autumn seasonal team tournament) is open to players with hearing impairment who have already registered and received confirmation on the DeafESG website.
- 1.3. In the autumn season there are only 4 stages and 8 teams divided into professional (Pro) and amateur (Amateur) groups.

2. Contribution and prize fund

- 2.1. Contribution amount: 12.67 euros per player for the entire season. Free participation provides for two substitutions.
- 2.2. The monetary contribution is made on the website! The prize fund is from 25% of the total amount of contributions for the 1st stage. 1st place in the professional group – 50% of contributions, 2nd place – 30% of contributions, 3rd place – 20%, in the amateur group 1st place – 35%, 2nd place – 30%, 3rd place – 20%, 4th place – 15%.

ATTENTION! WHEN PAYING THE FEE, YOU AUTOMATICALLY CONFIRM THAT YOU ARE FAMILIAR WITH THE RULES AND REGULATIONS!

3. The system of conducting

- 3.1. Online according to the Selection + Double Elimination system (Group stage + Olympic grid with defeat).
- 3.2. The number of teams is 8.
- 3.3. The group stage is held in the bo1 format. The upper bracket before the grand final and the match for the 3rd place are held in the bo3 format. The lower bracket of the playoffs is held in the bo1.
- 3.4 format. After each stage, the team that took 4th place in the professional group moves to the amateur, and the team in 1st place from the amateur to the professional.

4. Registration for the tournament and the date of the event

- 4.1. Registration for the 08/18/2024 seasonal tournament begins, registration ends on 08/28/2024.
- 4.2. The tournament begins with a distribution group stage (in the bo3 format) without a playoff from 30.08.2024 to 09/01/2024. The teams ranked 1-4 are sent to the professional (Pro) group, 5-8 place – to the amateur (Amateur). The end of the seasonal tournament is 11/24/2024.

5. Participants of the tournament

- 5.1. No restrictions on lvl in Faceit.
- 5.2. The duties of the captain include:
Select a team;

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

6. Match time and attendance of teams for the match, schedule

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.

6.2. The schedule of games of all stages:

Stage 1 – Pro 06.09.24 - 08.09.24, Amateur 13.09.24 – 15.09.24

Stage 2 - Pro 04.10.24 - 06.10.24 (postponed to 11.10.24 – 13.10.24), Amateur 25.10.24 - 27.10.24

Stage 3 - Pro 01.11.24 - 03.11.24, Amateur 08.11.24 - 10.11.24

Stage 4 - Pro 15.11.24 - 17.11.24, Amateur 22.11.24 – 24.11.24

6.2.1. The schedule date may change depending on the situation.

6.2.2. The group stage starts from Friday at 10:00 (Moscow time) to Saturday at 17:00 (Moscow time). The playoffs will begin on Saturday at 18:00 Moscow time before the final, which will take place on Sunday.

6.2.3. If the group stage ended ahead of time, the tournament administrator provides for further playoff games.

6.2.4. If the group stage and/or the playoffs are delayed, the duration of the tournament may be delayed. **Note:** it may not take too long, depending on the situation.

7. The match

7.1. The game will be played 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 Anticheat before logging into the server.

7.3. All players, without exception, must log into the discord channel (or WhatsApp) of the team with the webcam turned on to prove fair play without using headphones. And also, when you turn on the camera, 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 line-up, only 5x5. If one of the players has problems, contact the tournament administrators.

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

7.6. The cards are determined by the captains using the Faceit ban 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 chosen optimally for both teams.

7.8.1. Servers will be presented in Germany, Sweden, Finland and Moscow. If one of the teams bans the server first, the second one will also ban it, then the decision will be yours. In case of a conflict situation, the server will be unconditionally selected by the administrators.

Note: The match will be canceled if the ping is high for several players.

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. In the case of three or more teams, it will be decided by the difference of the rounds won.

7.10. Replay is necessary if one or more players have force majeure circumstances during the game (for example, power outage, Internet, etc.)

7.10.1. In the case of a replay, they will have to play on the same map and on the same server as before, and with the same lineups.

7.10.2. In a replay, no more than one player can be replaced if there is a valid reason.

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. 15 minutes 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 may have no more than 2 replacement players.

8.5. Reserve players must be a member of the team on the website 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 failure).

9.1.3. If the reasons do not resolve, the match will be postponed.

9.1.4. Stopping a match for another reason is considered a violation of the principles of fair play.

9.2. The timeout (pause) time limit is set at 30 seconds. Each side can use up to 4 pauses per 1 match.

9.3. Resuming the game (removing the pause) is allowed only after receiving confirmation of the readiness of the opposing team to continue the game.

**ATTENTION! DO NOT CONFUSE A TECHNICAL PAUSE WITH A TACTICAL ONE!
A WARNING WILL BE ISSUED.**

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 account will be automatically confirmed on the website, and any protests will not be accepted.

10.2. No more than 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 a POV demo in the protest, photos/videos of violations should be sent in private messages to the administrator.
- 10.5. The decision of the administration on the protest is not subject to review.
- 10.6. In other cases, for example, the game is slowed down due to ping, it is also necessary to provide proof in the form of photos and/or videos. Otherwise it will be ignored.

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. The player and/or the team may, by decision of the referee, receive a warning before disqualification for the following actions:
 - 12.1.1. Refusal 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 conduct (for example, 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.
- 12.2. If the team decides to withdraw during the seasonal tournament, it will be banned for 1 season.
Note: this applies only to those who are to blame for this situation.
- 12.3. During the seasonal tournament, the replacement of players in the squad is limited. It is forbidden to take a player from both a professional group to an amateur one, and from an amateur to a professional one. It is allowed to replace only one player in the squad before or after the stage.

13. Player nicknames and team names.

- 13.1. The names 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: A. Ametov (@NeboNadNebom | Telegram), Khalajan.E (@H1CeR | Telegram), assistant to the tournament leader: Nikita S. (@levtik71 | Telegram), administrator Nikita Sergeevich (vk.com/onen1ko | VK, @oneniko | Telegram).

All situations not provided for 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 are:

<https://deafesg.com/cs/>

<https://vk.com/deafesg>

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