CS:GO Regulations (online, 5x5)

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 administrator of the staff and/or the chief administrator is not subject to discussion 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.

2. The system of conducting

2.1.   Competitions are held for three days:

- 9.12.2022 — group stage. The start of the competition day is at 18:00-23:00 Moscow time;

- 10.12.2022 — the group stage and the playoffs continue. The start of the competition day is at 12:00-23:00 Moscow time;

- 11.12022 — the final. The start of the competition day is at 12:00 Moscow time;

It is possible to change the time of the event, it depends on how the matches will be held.

2.2.   The system of holding and format of the Competition: depending on the number of teams

2 variants of group+ Olympic grid with defeat (Selection + Double Elimination) or without group, immediately Olympic grid with defeat.

2.2.1.   The entire grid runs in bo1 format. Starting from 1/8, all games are held in the bo3 format, and the final is bo5.

2. 3. Free participation!

2.4.   Registration: (https://deafesg.com/csgo/tournaments) 2.5. Start of registration for the online tournament: 01.12.2022;

The end of registration for the online tournament: 08.12.2022.

3. Conducting the match

3.1.   The game will be held in Faceit-hub

3.1.1.   The IP address of the server is available to the organizers' players in the FACEIT program.

3.2.   Anti-cheat

3.2.1.   All players must run FACEIT Anti cheat before logging in to the server.

3.3. 2   teams of 5 people each take part in the match.

3.4. The maximum allowable delay time for the start of the match due to the fault of the participant is 15 minutes after the start of the current round.

3.5. Competitions are held on the following maps: de_inferno, de_mirage, de_ ancient, de_nuke, de_overpass, de_Anubis, de_vertigo.

3.6.   The cards are determined by the captains by the ban method in Faceit.

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

3.8.   If in a game one of the teams scores 16 wins in rounds in the first two periods, it becomes the winners of the match.

3.9.   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 becomes the winner of the match. In case of a tie after two overtimes, 2 additional overtimes are assigned, and so on until the winner is determined.

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

4. Replacements

4.1.   Before the match, the team must notify the organizer about the composition of the team and whether the players have been replaced.

4.2.   Each team can have no more than 1 replacement player and 1 coach.(Reserve players must be part of the team on the website and include reserve players in the team during the submission of applications)

4.3.   Substitutions are allowed only before matches!

5. Pauses

5.1.   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:

●   Unintentional disconnection.

●   Hardware malfunction or software problem (for example, monitor power problems, peripheral device failure, or game failure).

5.2.   Stopping a match for another reason is regarded as a violation of the principles of fair play.

5.3.   A timeout (pause) time limit of 5 minutes is set. Each side can use up to 2 pauses for 1 match.

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

6. Protest

6.1.   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. In a protest, you can request no more than two POV-demos.

6.2.   The response to the protest is accepted within 15 minutes after its submission.

6.3.   If the opponent requested a POV demo in the protest, the files need to be archived and uploaded to a file sharing service, and then send a link.

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

7. Rules and Violations

7.1.   Prohibited actions in the game:

 The following actions are strictly prohibited during the game and may lead to disqualification of the team: • Use of scripts

• Use of bugs/errors of the game.

• Move through walls, floors and roofs. "Walking in the sky" is also prohibited.

• Placing bombs in such a way that they cannot be cleared. Planting is allowed, but prohibited in places where textures, walls, etc. become transparent.

• "Flash bugs" are prohibited.

• "Walking on pixels" is prohibited (sitting or standing on invisible edges of the map).

• Using 16-bit setup.

• 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.

7.2. List of prohibited scripts:

• Stop shooting scenarios [usage scenarios or AWP]

• Viewing scenarios in the center

• Rotation scenarios [180° or similar]

• Lack of impact scenarios

• Explosive fire scenarios

• Means of changing the speed (delay scenarios)

• FPS scripts

• Anti-flash scripts or bindings (snd_* bindings)

• Bunnyhop Scripts

• Stop audio scripts

7.3. Prohibited Client Settings:

•   mat_hdr_enabled

•   +mat_hdr_enabled 0/1

- +* +mat_hdr_level 0/1/2

7.4.   If you are not sure if your scripts are allowed, please check with the tournament administrator before the start of the match.

7.5.   All situations not provided for by the rules are decided at the discretion of the judge. Administrators have the right to make changes to the rules during the tournament.

8. Sanctions

8.1.   The players/or the team may be disqualified by the decision of the referee for the following actions:

• Failure to follow the instructions of the tournament administrator and non-compliance with the instructions of the deafesg 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 addressed to opponents, teammates and other participants of the tournament, administrators, commentators, etc.

• Unsportsmanlike behavior (e.g. sabotaging matches).

• VAC-ban in CS:GO on one of the player's previous accounts.

• Misleading or deceiving the judge

9. Player nicknames and team names.

9.1.   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.

10. Contact details of the tournament administrators.

10.1.   **Administrators :**

Khaladzhan.E (@H1CeR | Telegram)

Storozhuk.D (@judasisk | Telegram)