CS GO

1. Roster

1.1. Players

1.1.1. 5 main players and up to 1 substitute player (optional)

2. Penalties

2.1. Punctuality

2.1.1. 10 minutes late: Match forfeit

3. Game specific rules

3.1. Game mode

3.1.1. 5v5 Competitive Mode (30 rounds)

3.1.2. Overtime is enabled

3.1.3. Map pool:

1. Cobblestone
2. Cache
3. Inferno
4. Mirage
5. Nuke
6. Overpass
7. Train

3.1.4. Map veto procedure:

3.1.4.1. 1st ban pick determined by coin flip

3.1.4.2. Alternating bans until 1 map remains

3.2. Starting Side

3.2.1. Decided by knife round

3.3. Player Setup

3.3.1. Each player must provide an autoexec.cfg and/or user config files to the organizers prior to the tournament.

For more information on accessing your user config files, refer to this link: https://www.reddit.com/r/GlobalOffensive/comments/3xci8w/fyi_the_default_config_folder_has_changed_please/

3.4. Tournament Format

3.4.1. Qualifier

3.4.1.1. The tournament format for each qualifier shall be decided and announced by the in-charge committees from each university or college based on the number of participants.

3.4.2. Main Event

3.4.2.1. Group stage: Swiss Style Best-of-One

3.4.2.1.1. The 10 champions from each qualifier will split into 2 groups.

3.4.2.1.2. Top 2 from each group will enter Playoff

3.4.2.2. Playoff: Double Elimination Best-of-One

3.5. Victory Condition

3.5.1. A team has earned match point (16 rounds)

3.5.2. A team has won overtime.

3.5.3. Opposing team forfeits the match.

3.5.4. All players on a team intentionally disconnect without reconnecting.

4. Restriction

4.1. Illegal Information

4.1.1. Screen peaking and ghosting are not allowed.

4.1.2. Spying on the opposing team's in-game communication is strictly prohibited.

4.2. Boosting

4.2.1. Boosting is allowed

4.2.2. Pixelwalking is **NOT** allowed

4.3. Unfair Advantage

4.3.1. Any cheats, hacks, and bug exploits are strictly prohibited

4.3.2. Any use of third party scripts, programs, or specialized hardware that leads to an unfair advantage are not allowed.

5. Game Interruptions

5.1. Pausing

5.1.1. Pausing at the start of the game to adjust in-game configuration are allowed.

5.1.2. Pausing due to technical issues (disconnections, game crashing, etc) are allowed.

5.1.3. Tactical pausing (pausing without valid reasons) are allowed, but mustb e done using in-game tools. Each team is allocated with 4 pauses of 30 seconds each per game.

5.1.4. Players must provide a valid reason to the officials if a pause is called.

5.1.5. Any teams judged by the officials to have abused the pause function will be disqualified with immediate effect.

5.2. External Interruption

5.2.1. Any external interruptions (server crash, internet downtime, electrical outage) resulting in a loss of all match data will result in a remake of the game.

5.2.1.1. The map played and starting sides must remain the same as prior to the interruption.

5.2.1.2. If a significant amount of game time has been incurred prior to the interruption, a sudden death round may be played at the discretion of the admin.