



** French **

Rules :

DELAYS

- + 15' = FF MAP 1
- + 30' = FF MAP 2 (MATCH BO3)

If a player disconnects, the match continues, the player must reconnect as soon as possible

No request for arbitration in DM, it will be systematically ignored.

The arbitration is done by the caster i.e. @Tournament Organizer if something fishy happens product, he has all the rights and proofs will be transmitted in this show ; complaints (like game bugs or t-bag the round will be replayed

Game mode	Bomb
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Online Match Settings	
Exclusion	
Number of bans	4
Blackout time	20
Sleeves	
Number of sleeves	12
Role exchange attacker/defender	6

Overtime innings	3
Overtime score difference	2
Extension role change	1
Lens Rotation Settings	2
Lens rotation	Rounds played
Selection phase time	15

Health and Damages

Damage Handicap	100
Friendly fire damage	100
Friendly fire during the phase of preparation	NO
Hurt	20

Player Commands

Run	YES
Inclined	YES

Dead

Death duration	2
Death Replay	NO

Tactical Break

Queries available by team	1
Allow requests from	ALL
Duration of timeout	45

Game Mode Settings	
Plant duration	7
Defusing duration	7
Fusion time	45
Selection of the carrier of the defuser	YES
Duration of the preparation phase	45
Duration of the action phase	180
Match replay	YES

1. Stream

1.1 Players are allowed to broadcast their match with a minimum delay of 180 seconds. Or those who cannot accept it too,

2. Disconnect and Re-Host or Pause

- 2.1 If the majority of players encounter lag/freeze issues during a round, then the staff may decide to replay the round in question. In this case no rehost will be counted.
- 2.2 Only one re-host is allowed per team and per map.
- 2.3 To re-host, all five players of a team must leave the game in the preparation phase, it is not necessary to wait for the opponent's agreement.
- 2.4 If you leave a second time, not only will the re-host not be accepted, but you will also be penalized with a penalty round.
- 2.5 If a player is disconnected during an action phase, the action phase continues and the player attempts to return to the game before the start of the next round. If the player has not managed to rejoin, all players leave the game in order to reinvite him and then restart.
- 2.6 If the player concerned takes too long to join, the referee may sanction his team.

3. Prohibition

- 3.1 Proleague skins during the tournament are strictly prohibited
- 3.2 In the case of proven cheating such as the use of a glitch, this will be a direct disqualification accompanied by an exclusion from the Royal CUP ChampionCHIP