S.K.I.L.L. Special Force 2 Global eSports Official Rulebook

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Prepared by

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WELCOME MESSAGE

Dear Players, Teams, and eSports Enthusiasts,

Welcome to the *S.K.I.L.L. Special Force 2 eSports Official Rulebook*! This document is your essential companion for participating in our competitive events, providing a comprehensive guide to the rules and standards that govern all aspects of gameplay, team conduct, and tournament organisation.

At *S.K.I.L.L. Special Force 2*, we believe in the power of competition to bring players together, challenge their skills, and create unforgettable moments of teamwork and strategy. Whether you are a returning champion or stepping into the competitive scene for the first time, we are thrilled to have you join our community.

This rulebook has been carefully crafted to ensure fairness, transparency, and respect throughout all eSports activities. Our primary goal is to provide a level playing field where the outcomes of matches are determined solely by talent, preparation, and collaboration. To achieve this, we uphold strict standards of fair play and sportsmanship, as well as clearly defined procedures for resolving disputes or addressing rule violations.

What You Can Expect

By participating in our events, you are joining a growing global community of dedicated players who share your passion for excellence. This rulebook outlines:
- Clear guidelines for individual and team eligibility.
- Comprehensive match rules, technical requirements, and gameplay settings.
- Processes for protests, reporting issues, and ensuring fair competition.
- Expectations for behaviour, respect, and compliance with administrative directives.

Our Commitment

The *S.K.I.L.L. Special Force 2* eSports Team is committed to supporting you every step of the way. We work tirelessly to maintain a competitive environment where all players can thrive and enjoy the thrill of high-level gaming. If you encounter any challenges or require clarification, our support channels and official Discord server are always open to assist you.

A Few Words of Thanks

We extend our gratitude to each participant, team, and supporter who contributes to the success of our tournaments. Your enthusiasm and dedication are what make *S.K.I.L.L. Special Force 2* eSports truly special.
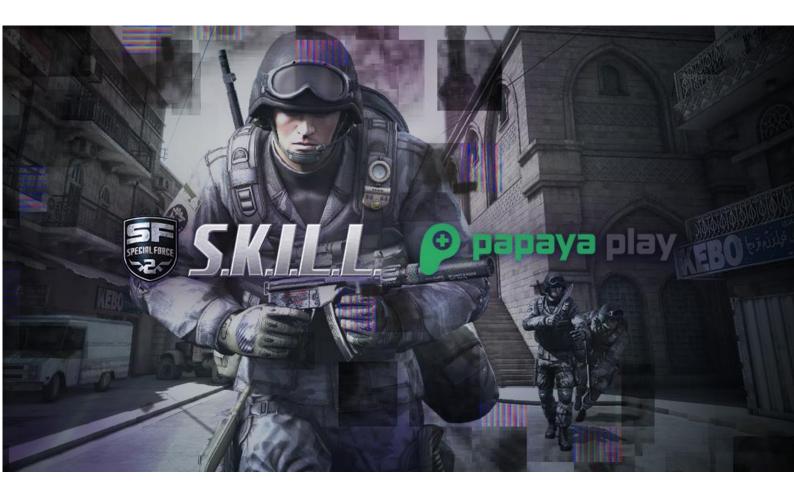
Let's Get Started

As you read through this rulebook, we encourage you to familiarise yourself with the requirements and responsibilities outlined in each section. By following these rules, you help us create an environment where everyone can enjoy a fair, competitive, and memorable experience.

Let the battles commence, and may the best team emerge victorious!

Best Regards,

Your Papaya Play Team & S.K.I.L.L. Special Force 2 Global eSports Team.

This rulebook applies to all competitive events hosted for S.K.I.L.L. Special Force 2.
Please ensure you are familiar with its content before participating.

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1. General

1.1. Range of Validity

This rulebook serves as the foundational set of rules for the event, its participants, and all matches played within its scope. By participating, each participant confirms that they have read, understood, and accepted all rules outlined herein.

1.2. Rule Changes

The league administration reserves the right to amend, remove, or otherwise modify the rules detailed in this rulebook without prior notice. Additionally, the league administration retains the authority to make judgments on cases not explicitly addressed or detailed within the rulebook. In exceptional circumstances, decisions may be made that override these rules to ensure fairness and uphold sportsmanship.

1.3. Confidentiality

The content of private messages, support tickets, discussions, email correspondence, or any other communication with tournament officials and administrators is strictly confidential. Sharing or publishing such material is prohibited unless prior written consent is obtained from the tournament administration.

1.4. Code of Conduct

All participants are expected to conduct themselves appropriately and respectfully towards fellow participants and tournament administrators. Any incidents of harassment should be promptly reported to the designated administrators. Harassment includes, but is not limited to, offensive remarks or actions related to gender, gender identity or expression, age, sexual orientation, disability, physical appearance, body size, race, or religion.

Non-compliance may result in penalties ranging from an official warning to disqualification from the tournament, depending on the severity of the offence.

Participants and their sponsors must not promote content, websites, or services that are primarily associated with pornography, drug use, or other adult or mature themes.

1.5. Compliance

Participants must follow all instructions issued by administrators. Failure to do so may result in penalties, including warnings, game losses, match losses, or disqualification, based on the severity of the violation.

2. Player Eligibility Requirements

2.1. Age

Participants must be at least sixteen (16) years old at the time of registration. Players who are minors (under 18 years of age) must obtain consent from a parent or legal guardian to participate. By entering the competition, it is assumed that minor players have secured the

necessary consent. Players who fail to demonstrate proof of consent to the satisfaction of the tournament administration will be disqualified.

2.2. Residency & Citizenship

To register for the tournament, all team members must hold valid residency or citizenship in at least one (1) of the following regions:

- Europe
- North America
- South America
- Commonwealth of Independent States (Russia)
- Middle East
- North Africa

2.3. Team Roster

A team must consist of at least five (5) eligible players and no more than seven (7) players at any time, including substitutes. Changes to the active roster may be made at any point during the tournament, provided that the updated roster is declared before the team's next match.

2.4. Recording

All participants are required to record their matches and ensure the recording setup is tested prior to the official matches. Players must begin recording **before starting the eShield and the MOSS software**. After uploading the MOSS file, recordings can be stopped and uploaded to YouTube.

2.5. eShield and MOSS Software

The use of both eShield and MOSS software is **mandatory** for all participants. These tools must be configured and running in the correct sequence **before opening S.K.I.L.L. Special Force 2**. The configuration steps are as follows:

eShield Setup
  i.   Open eShield (**run as administrator is mandatory**) and click on **Cup**.
  ii.   Enter your exact **game nickname** (not Papaya Play ID) and your exact OPL Team Name.
  iii.   Click **Join**.
  iv.   Click **Start**.
  v.   Ensure eShield is running correctly.

After the match, click **Stop** in eShield and wait for the data to be transmitted.

MOSS Setup

    i.   Open MOSS (**run as administrator is mandatory**) and click on **File**.
    ii.   Select **Parameters** and choose **S.K.I.L.L. Special Force**.
    iii.   Close the Parameters window.
    iv.   Click on **Capture** and then **Start**.
    v.   Ensure MOSS is running correctly.

After the match, click on **Stop** in MOSS and upload the file to the designated platform. **The process of uploading the MOSS file must also be recorded**.

The correct sequence for launching these tools is as follows:

1. Start recording
2. Start eShield
3. Start MOSS
4. Launch the game (S.K.I.L.L. Special Force 2)

3. Tournament Format

3.1. Open Qualifiers

- Double Elimination bracket
- Random seeding
- Lower Bracket matches BO1
- Qualifier matches BO3
- Final matches BO3
- Grand final matches BO3

TOP four (4) teams advance to the Closed Final. Once a team is qualified, they are still allowed to participate in other qualifiers, but in case they would qualify for the second time, their qualification spot is passed down to the next eligible team. However, they are allowed to keep any other prizes such as monetary prize.

3.2. Closed Final

- Double Elimination bracket
- Seeding based on results from Open Qualifiers
  - All matches BO3
  - Grand Final BO3

3.3. Team Roster

The team's roster may be changed freely between the Open Qualifiers and Closed Finals phase, but the team must maintain at least three (3) players who played at least 50% of the matches in Open Qualifiers to hold their qualification spot.

4. Game Specific Rules

4.1. Team Captains

Each team must designate one member as the Captain, responsible for team decisions and communication with tournament administrators. Captains must:

- Be verified on Discord and assigned appropriate roles
- Hold at least Level 46 (Double Diamond) in-game

4.2. Map Veto Process

The map veto will be conducted before each match in the following way:

For BO1 matches:

- Team A: Ban
- Team B: Ban
- Team A: Ban
- Team B: Ban
- Team A: Ban
- Team B: Ban
- Team A: Ban
- Team B: Ban
- Team A: Pick

For BO3 matches:

- Team A: Ban
- Team B: Ban
- Team A: Pick
- Team B: Pick
- Team A: Ban
- Team B: Ban
- Team A: Ban
- Team B: Ban

Remaining map is picked by default

For BO5 matches:

- Team A: Ban
- Team B: Ban
- Team A: Pick
- Team B: Pick
- Team A: Pick
- Team B: Pick
- Team A: Ban
- Team B: Ban

Remaining map is picked by default

Maps are played in the order they are selected.

4.3. Map Pool

The available maps for selection include:

- Satellite
- Desert Camp
- Peacehawk
- Station
- Embassy
- Missile
- Ghost Town
- Power Station
- Workshop

4.4. Match Settings

Match lobbies must use the following settings:

- **Change the lobby name to Team X vs Team X**
- Mode: Sabotage
- Map: In accordance with the map veto order
- Rounds limit: 10
- Team size: 5v5
- Weapons: Normal
- Match settings:
    - Join Mid Game: On
    - Spectating: Off
    - Side Switch: On
    - Kill Cam: Off
    - TeamBalance: Off
    - Last Stand: Off
    - Pickup Weapon: On

All participants are responsible for making sure that all lobby settings are correct before starting the game. In case a game would be started with incorrect settings, the tournament administration must be informed immediately. In case of any claims after the game is concluded will be disregarded by the tournament administration.

4.5. Weapons

Only **one** Sniper per team is allowed. A violation to this rule will result in a game loss for the offending team.

4.5.1. Banned weapons and equipment

- All Characters/Mercenaries
- All VIP Weapons
- Every capsule weapon with EOTech or other type of sight, silencer and/or grip
- Capsule weapons with different stats

- Grenade with special effects
- Defuse Kit / Bomb plant Kit
- All Shotguns
- All Machine Guns (MGs)
- All Submachine Guns (SMGs)
- All Sniper Rifles (SR) that are automatic or semi-automatic, including but not limited to:
  - PSG1
  - SR-25
  - Dragunov SVD
- Other weapons
  - M14 EBR
  - SIG551
  - GLOCK 17 Full Auto Custom BlueHeart
- All gear or equipment items (including those which increase AP, HP or mobility such as Armor or Speed boots)
  - **T-Shirt is the only allowed one**
- All Special or Throwable weapons (Including but not limited to Slingshot, Kukris, Kunais, Tomahawks...)
- All customized/enhanced/enchanted weapons in any combinations

Usage of any equipment item that is listed above during the tournament will result in a match loss for the team who violated the rule.

When any equipment item from the above list is used by any of the players, teams are responsible for opening a protest ticket immediately, providing solid evidence confirming the rule violation, and the tournament administration must be informed about said fact.

4.5.2. Allowed Weapons
- All weapons (camo-versions) that have same statistics as their normal versions are allowed e.g. HK417 Frozen
- AUG A3
- AK 103
- M4A1
- K2
- SCAR-H
- FAMAS
- HK417
- G36C
- SCAR-L
- GALIL
- ARX160
- CM901
- AN- 94
- ACR
- SAR-21

- XM8
- AK104
- Glock17
- Beretta M92FS
- Infinity
- Jericho 941
- Desert Eagle
- CZ 75BD
- K5
- Beretta M92FS Dual
- P7M13
- CheyTac M2000
- AWP
- CZ700
- TRG
- M40A1
- Barret
- Kar98k
- Grenades
    - M67 / M14TH3
    - M84
    - M18 / M18 Green / M18 Yellow / M18 Red / Tear Gas

4.6. Side Selection

In case of Best of 1 match:
- The higher seeded team may choose their starting side in game 1.

In case of Best of 3 matches:
- The higher seeded team may choose their starting side in game 1.
- The lower seeded team may choose their starting side in game 2.
- A knife round must be arranged for game 3.
- The winner of the knife round may choose their starting side for game 3.

In case of Best of 5 matches:
- The higher seeded team may choose their starting side in game 1.
- The lower seeded team may choose their starting side in game 2.
- The higher seeded team may choose their starting side in game 3.
- The lower seeded team may choose their starting side in game 4.
- A knife round must be arranged for game 5.
- The winner of the knife round may choose their starting side for game 5.

Knife round is meant to be played in an agreed area e.g. mid (default) with knives only, weapons or grenades are not allowed. Failure to follow that rule can lead to a knife round replay or other penalties, and such circumstance must be reported to the Tournament Administration before the actual game starts. The map used for the knife round must be the

same map as the game is supposed to be played on. Teams are obliged to take a screenshot of the result of the knife round with all details visible and must abandon it immediately after the result is known.

If both Teams fail to provide a screenshot with the knife round result in case of a dispute, the Tournament Administration will determine the starting sides by a coin flip.

4.7. Rehost

The tournament administration reserves the right to order all the players to abandon their active game(s) and start it over again at its sole discretion. This can happen when it has been recognized that the competitive integrity is at risk, which includes but is not limited to in-game bugs preventing the game from being completed or game server outages.

Players have the right to call a rehost if they believe they have a valid reason to do so. In such a case, a protest ticket must be opened, and the opposing team must be informed immediately. A rehost is only available during and before any kills are made in the first round of a game.

5. Match Rules

5.1. Punctuality

All players must be ready to play at the designated match start time. In case a team is missing one (1) or more players prior to the game start, a penalty will be issued:

If one (1) or more players are missing for between 10 minutes and 15 minutes after designated match start time: official warning for the offending team. This penalty may be upgraded to a game loss in case of repeating offenses. If one (1) or more players are missing for more than 15 minutes after designated match start time: match loss for the offending team. This penalty may be upgraded to a direct disqualification in case of repeating offenses.

5.2. Breaks

Between Games Each game is supposed to be started immediately after the previous one has been completed, and no breaks are planned between them. Any instances of showing up late to a game are subject to the same penalties as arriving late to a match start.

5.3. Disconnection

In case a player would not be able to continue playing due to faulty internet connection, power outage, other technical issues or health problems, a substitute player can be called to continue playing in an ongoing match. The match must be continued without the player (e.g. 4vs5) until the substituting player is able to join later during the game.

The substitute player who is meant to be used must be a member of the team.

5.4. Broadcasting

Players are allowed to broadcast their games and record them for the purposes of streaming/sharing them on social media. However, it must be noted that a delay of at least 3

minutes is recommended so as not to leak any information about player positions and locations.

5.5. Account Sharing

It is strictly prohibited to use another player's game account to participate in the tournament. Impersonating other players to avoid other restrictions found in this rulebook is considered a serious violation of rules and will result in a direct team disqualification.

5.6. Coaching

It is not allowed to communicate with any other people aside from other players being in an active roster of the team during their games.

5.7. Competition Manipulation

Any attempts to alter the outcome of a game by any arrangements made between any teams will result in a direct disqualification of all parties involved. This also includes offering money, physical goods or any other sort of benefits, making threats or exerting pressure towards anyone involved in the competition with the goal of influencing a result of a match. All players are obliged to play the game to their full potential. Losing a game on purpose is also considered to be a match fixing offense.

5.8. Cheating

The possession, storage, or installation of cheats such as, but not limited to unauthorized third-party software, macros, hacks, devices, or scripts that provide an unfair advantage, regardless of whether they are actively running during gameplay, is strictly prohibited. Violations of this rule will result in penalties, up to and including direct disqualification of the offending player and team.

5.9. Scripts

No scripts of any kind are allowed.

5.10.   Bug Abuse

It is forbidden to use any glitches, bugs or any unintentional mechanics of the game to gain an unfair competitive advantage. This includes but is not limited to for example attempting to exit the bounds of the map by climbing outside the map limits. Any violations to this rule will result in a direct disqualification of the offending player and their team.

"Head glitch", "crouching glitch" (a glitch where spamming the crouch button would make players not visible while standing behind obstacles) is exempt from this rule due to its nature and is allowed to be used.

5.11.   Custom Data

Players are not allowed to use any form of custom game files during the official matches. Any changes, including but not limited to modification of HUDs, scoreboards, crosshairs are strictly disallowed.

5.12. Deception

Any attempts to deceive opposing players, tournament administration or other parties involved may be penalized with a match loss or direct disqualification depending on the severity.

5.13. Illegal Actions

Any other means providing an unfair competitive advantage to one of the parties involved in a match that are not outlined in this rulebook are a subject to investigation conducted by the tournament administration, which may be followed by a penalty issued at its sole discretion.

5.14. Technical Equipment

All players take full responsibility for their own technical equipment and internet connection.

5.15. Protests

All protests must include timestamps and clear evidence (e.g., screenshots, video recordings) to support the claim. Each team is limited to **X protests per round**, so protests should only be submitted when necessary. Failure to provide sufficient evidence or abusing the protest system may result in penalties, including a warning, match loss, or disqualification.

Contact Information

For questions or assistance, please reach out via the following channels:

- **Official Website**: S.K.I.L.L. Special Force 2
- **General Discord**: Join Here
- **eSports Discord**: Join Here
- **General Support System**: Submit a Ticket
- **eSports Ticket System:** Submit a Ticket

Legal Notices

By participating in *S.K.I.L.L. Special Force 2* eSports events, you agree to abide by the rules outlined in this document.

Please ensure compliance with all linked policies, including:

- Terms of Service (ToS/ToU)
- End User Licence Agreement (EULA)
- Privacy Policy
- User Generated Content Policy (UGCP)
- Game Rules

Social Media

- **Facebook**: https://facebook.com/SpecialForce2Official
- **YouTube**: https://youtube.com/@SKILL-SpecialForce2
- **Official Twitch**: https://twitch.tv/specialforce2official
- **Unofficial Twitch**: https://twitch.tv/finetsf2
- **TikTok**: https://tiktok.com/@specialforce2official
- **Instagram**: https://instagram.com/specialforce2official/
- **X**: https://x.com/Specialforce2EU