

1. Map selection procedures

2.3.1 Map pool

The competition will be played on the current competitive map pool (Valve Active Duty Map

Group), which consists of the following maps:

- Overpass
- Inferno
- Mirage
- Nuke
- Dust2
- Ancient
- Anubis

2. Best-of-one (Bo1) matches

The better seeded team decides whether they will be Team A or Team B. Team A starts the

process and the order of the ban/pick is as follows:

Team A removes one map.

Team B removes two maps.

Team A removes two maps.

Team B removes one map.

3 The remaining map will be played.

The starting sides on the map are determined by a knife round.

4 Best-of-three (Bo3) matches

The better-seeded team decides whether they will be Team A or Team B. Team A starts the process and the order of the ban/pick is as follows:

1. Team A removes one map.
2. Team B removes one map.
3. Team A picks one map.
4. Team B picks one map.
5. Team A removes one map.
6. Team B removes one map.
7. The remaining map is played as a decider, if required.

Every team decides the starting sides on the map choice of their opponent. The starting sides on the last map are determined by a knife round.

5 Match settings

The following match settings will be used for tournament matches:

- Rounds: Best out of 24 (mp_maxrounds 24)
- Round time: 1 minute 55 seconds (mp_roundtime 1.92)
- Start money: \$800 (mp_startmoney 800)
- Freeze time: 20 seconds (mp_freezetime 20)
- Buy time: 20 seconds (mp_buytime 20)
- Bomb timer: 40 seconds (mp_c4timer 40)
- Overtime rounds: Best out of 6 (mp_overtime_maxrounds 6)
- Overtime start money: \$12,500 (mp_overtime_startmoney 12500)
- Round restart delay: 5 seconds (mp_round_restart_delay 5)
- Break during half time for Challenger level tournaments and above: 3 - 4 minutes
- Break during half time in overtimes: disabled
- Prohibited items: none (mp_items_prohibited "")

6 Overtimes

In case of a draw after all 24 regulation rounds have been played, overtime will be played in best out of 6 mode (mp_maxrounds 6) and with \$12,500 start money (mp_startmoney 12500). At the start of each overtime, teams will stay on the side from which they played the previous half - during half-time sides will be swapped. Teams will continue to play overtimes until a winner has been found.

7 Match server location

Participants are encouraged to share their server location preferences prior to the start of the event or each match. However, the final decision regarding server locations will be made by the tournament administration. Below is the base list of server locations available for each region:

Europe: Amsterdam, Germany

8 In-game chat

Usage of the in-game chat during the match is limited to communication with the tournament administration only. Any sort of advertisement or unrelated comments are not allowed before or after the match. Penalties may be applied if the in-game chat function is used to the goal of annoying the opponent or interrupting the flow of play.

Pre-match communication with opponents is only allowed in a respectful manner.

9 Coaching

Online tournaments

Participants are allowed to have their registered coach connected to the game server. Depending on the platform used, the coaches need to type in the game console “coach t” or “coach ct” to move to the coaching position. If the tournament is being played using the the coach system just needs to be pre-selected in the coaching position before the match. Coaches are required to check if the coach functionality is working as intended after the match has started.

During online matches, coaches are allowed to communicate freely with the players; they do not need to call a tactical timeout, and they may speak during live rounds.

10 Banned coaches

Coaches that have been banned by ESL have the following restrictions applied to them:

- Must not actively or passively communicate with the team starting 15 minutes prior to the official match start time and until the end of the match
- Must not be physically present around the team starting 15 minutes prior to the official match start time and until the end of the match
- Must not be on the game server during official matches
- Must not be on the official match channel on the Discord server
- Must not be part of the official map veto process nor be in communication with the team during it

Additional restrictions may be applied as needed by the tournament administration.

11 Online tournaments

If a participant has a problem that prevents them from playing on, they are allowed to use the pause function. A maximum total pause time of 10 minutes will be set by the tournament administration prior to the match start. Teams can pause as many times as they like for technical issues, but they will not be able to exceed the set maximum pause time. For example, each team may have 10 minutes of total technical pause time per match. They may pause as many times as they like, up to the total duration time of 10 minutes for the match. After the maximum time has been reached, the match will unpause and will not be pausable again by that team. To call a technical pause, participants have to type “!tech” or “.tech” on the server and then announce the reason for a pause immediately after they have paused the match.

To call a timeout, participants have to use the in-game vote system (ESC → Call Vote → Call Tactical Timeout). A timeout lasts thirty (30) seconds. Participants are allowed to take all three timeouts at once by calling them all individually once the previous timeout expires.

If a map reaches overtime (OT), all remaining timeouts will be removed and each team will receive one (1) timeout to be used in that OT (OT1) period. If the map progresses to another OT (OT2), the same process will happen - any remaining timeouts will be removed and each team will receive one (1) more timeout. Banked timeouts cannot be stacked higher than one (1) in overtime.

12 Technical pause

If a participant has a problem that prevents them from playing on, they are allowed to use the pause function. The technical pause function can be called by typing “.tech”. The participant has to announce the reason for the pause before or immediately after they paused the match. During a technical pause, headsets have to stay on. Unless the tournament administration specifically instructs the participants otherwise, any form of communication including, but not limited to, text, voice or any form of non-verbal communication between players and coaches is strictly forbidden during a technical pause.

13 Timeout

Each participant is allowed to invoke a timeout of thirty (30) seconds up to three (3) times in regulation rounds per map. Timeouts can be called by participants via the in-game vote system (ESC → Call Vote → Call Tactical Timeout). Participants are allowed to take all three timeouts at once by calling them all individually once the previous timeout expires.

If a map reaches overtime (OT), all remaining timeouts will be removed and each team will receive one (1) timeout to be used in that OT (OT1) period. If the map progresses to another

OT (OT2), the same process will happen - any remaining timeouts will be removed and each team will receive one (1) more timeout. Banked timeouts cannot be stacked higher than one (1) in overtime.

14 Tournament administration pause

The tournament administration can pause the game from their station, or from a participant station, when it is required. Communication is only allowed with the tournament administration.

15 Scripts

All scripts are strictly prohibited, with no exceptions. This includes any in-game binds that execute more than one movement and/or attack action. Participants may be penalised for forbidden scripts in any config file, regardless of if it is in use, or even stored in the game folder in question.

16 Graphics drivers

Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished as cheating.

17 Overlays

All kinds of overlays which will show the usage rate of the system in any way in-game (e.g. Discord overlay, Rivatuner Overlay) are forbidden. Overlays which show only the frames per second (FPS) are not forbidden and can be used.

18 Custom data

Players are not allowed to use any form of custom game files during their official matches. Counter-Strike skins are allowed to be changed, but “Agent” player skins are forbidden. Any other changes including, but not limited to, modification of sprites, radars, HUDs and scoreboards are strictly forbidden.

19 Match breaks

Participants will have at least a 10 minute break between matches and 8 minutes between maps in a best of three (Bo3) and best of five (Bo5) match. In Bo5 matches, teams will also get a break of at least 20 minutes between maps 3 and 4. The exact length of these breaks will be communicated by the tournament administration.

20 Number of players

All matches have to start with five players per team (5vs5), no other combinations are allowed. If a participant fails to show up with enough players, the match will be counted as a no-show.

If a player disconnects during an ongoing round, the current round will be finished. If the map is not over at that point, the game should be paused until the player can return or be replaced by a substitute. If the original player is unable to return and no replacement can be brought in, the team has the choice to forfeit the series or to continue it with four players. If a participant would have to play on with less than four players, the opposing participant will receive a default win.

21 Match server

Matches are played on servers provided by ESL. Teams are required to check all necessary game aspects (including skins, bugs on load etc.) and network components (latency and server variance) no later than 5 minutes before the scheduled match start. Failure to do so,

and to let the match start, will mean that both teams have accepted the state the map and server is in, and the match might be continued under these conditions.

22 Match interruptions

If a match is interrupted for reasons beyond the control of the participants (e.g. server or player crash), the tournament administration will restore the round using Counter-Strike's backup & restore feature, but in some scenarios, as detailed below, may decide to replay the round or even a whole match:

- If the issue takes place before any damage or significant gameplay has occurred, and the opponent or referee has been immediately notified, the round will be restored.
- If the issue takes place during a round and after damage has been made, and the outcome of the round can still be determined (e.g. a single player has dropped but others remain), then the round will not be replayed or restored. The round will continue to be played and will count. Special exceptions can be made if the damage dealt was ruled insignificant e.g. accidental teammate damage dealt at the start of the round or if the damage dealt was by the team that was affected by the crash.

- If the issue takes place during the round, after damage has occurred and the outcome of the round cannot be determined (e.g. due to server crash), the match will be restored to the beginning of the round.
- If the issue takes place during the round, after damage has occurred and the outcome of the round is obvious (e.g. one team is saving with 10 seconds remaining), but it cannot be continued due to, for example, a server crash, then the round can be awarded to the team that was likely to win that round.

Matches will not be stopped and/or rounds will not be restored or replayed in cases where it is clearly a participant's fault (e.g. mis-buying a weapon).