Counter-Strike:Global Offensive regulations

Chapter 1 - General information

1.01 Counter-Strike :Global Offensive Regulations

Article 1 - Regulation Committee

The present Regulations are decided and written by the Regulation Committee (RC) of the Electronic Sports World Cup. The Regulation Committee is composed of one competitions director and a tournament director for each discipline.

- Jonathan Skrzypek / Tournament director / lepolac@eswc.com
- Sylvain Maillard / Competitions director / smaillard@eswc.com

Article 2 - Application

The present Counter-Strike:Global Offensive Regulations applies on every official tournament of ESWC Season 2013. Official tournament includes national, regional and grand final tournaments. The tournament structure is at the sole discretion of the tournament organizer.

Article 3 - Updates

The Regulations Committee reserves the right to modify the present Counter-Strike:Global:Offensive Regulations from time to time without notice. It is encouraged to review these regulations from time to time in order to be apprised of any changes.

Chapter 2 - Counter-Strike:GO rules

2.01 Game settings

Article 4 - Game version

Tournament will use the latest available version of Counter-Strike:Global Offensive.

Article 5 - Player settings

The following settings are not allowed to be adjusted or used on the player's PC:

- cl_bobcycle 0.98 (do not alter)
- weapon_recoil_model 0 (do not use)
- mat_hdr_level 0/1/2 (do not use)

The following in-game overlays are authorized, all other are forbidden:

- net_graph 0
- cl_showpos 1
- cl_showfps 1
- cl_showdemooverlay 1 / -1

Article 6 - Server settings

Game server must use the ESWC server settings available at:

ftp://eswcpublic:eswcftp@eswc.com/ESWC_2013_Tournaments/Counterstrikego/eswc_csgo_server_config.rar

The following server settings will be used:

- mp_startmoney 800
- mp_roundtime 1.75
- mp_freezetime 15
- mp_maxrounds 30
- mp_c4timer 35
- sv_pausable 1
- ammo_grenade_limit_default 1
- ammo_grenade_limit_flashbang 2
- ammo_grenade_limit_total 4

Article 7 - Server settings for overtime

The following server settings will be used specifically for overtime half-times:

- mp_maxround 3
- mp_startmoney 16000

Article 8 - Map list

The following maps may be used for the tournament:

- de_dust2_se
- de_inferno_se
- de_train_se
- de_nuke_se
- de_cache
- de_season
- de_mirage_ce

2.02 Match formats

Article 9 - Best-of-one

A best-of-one opposes two teams of five players and is played on one map in two half-times of 15 in-game rounds. For each half-time, teams play alternatively terrorist and counter-terrorist, and score one point by winning one in-game round. The winner of a game is the first team which scores 16 in-game rounds. In a best-of-one a tie, both teams have 15 in-game rounds, is possible. If one team scores 16 in-game rounds the match ends and the remaining rounds are not to be played.

Article 10 - Best of-three

A best-of-three match is played in two or three games and opposes two teams of five players. A game is played on one map in two half-times of 15 in-game rounds. For each half-time, teams play alternatively terrorist and counterterrorist, and score one point by winning one in-game round. If one team scores 16 in-game rounds the match ends and the remaining rounds are not to be played. The winner of a match is the team that has won two games. If both teams are tied at the end of a game, overtimes are played until a winner is declared. Such overtimes are composed of 2 half-times of 3 in-game rounds and use particular game settings (see Article 7). During overtimes, teams should stay in the same side they finished the regular time in.

Article 11 - Map choice for best of one match

For a match in single-game match the map choice must respect the following procedure:

1) Team B removes one of the 7 maps
2) Team A removes one of the remaining 6 maps
3) Team B removes one of the remaining 5 maps
4) Team A removes one of the remaining 4 maps
5) Team B removes one of the remaining 3 maps
6) Team A removes one of the remaining 2 maps
7) The remaining map is played

Team A and Team B can be determined by a coin toss or by team's seeding in the tournament (Team A is the higher seeded team and Team B is the lower seeded team, or Team A is the winner of the coin toss).

The match is played on the map which wasn't removed by the teams. The sides are chosen via knife round. For overtime team does not switch sides at the end of a match.

Article 12 - Map choice for best of three match

For a match in best-of-three match the map choice must respect the following procedure:

1) Team B removes one of the 7 maps.

2) Team A removes one of the remaining 6 maps

3) Team B removes one of the 5 remaining maps

4) Team A removes one of the 4 remaining maps

5) Team B chooses one of the 3 remaining maps

6) Team A chooses one of the 2 remaining maps

7) The remaining map is played as 3rd if needed

Team A and Team B can be determined by a coin toss or by team's seeding in the tournament (Team A is the higher seeded team and Team B is the lower seeded team, or Team A is the winner of the coin toss).

The match is played on the two maps chosen by the teams and starts on the team A choice. The last map will be used as third map if both teams win one map during the match. The team that plays their map can choose their side. If a third map has to be played, the sides are chosen via knife round. For overtime team does not switch sides at the end of a match.

Article 13 - Match interrupted

If a match is involuntary interrupted (player crash, server crash, network outage ...) the tournament officials may decide to replay the match according to the following rules:

- If a problem takes place before the first kill in the first round, the whole half-time will be replayed.
- If a problem takes place during the round and the concerned outcome of the round can't be determined or guessed, the round is not taken into account, the half-time will be continued with the numbers of remaining rounds, and the scores of the interrupted half-time will be added to the new half-time. Start money will be set in order to compensate the player(s).
- If the problem took place after the end of the first round, the half-time will be continued with the number of remaining rounds, and the scores of the interrupted half-time will be added to the new half-time. Start money will be set in order to compensate the player(s).
- If one of the players crashed or is disconnected, he must come back as quickly as possible.

A team may "pause" the game at the end of current round or during freeze time to allow the player to come back. A team can't "pause" the game during the current round unless it has been expressly authorized by the tournament officials.

Article 14 - Forbidden in-game actions

The following actions are strictly prohibited during a game and will result in round loss (the amount is determined by the tournament director) which will be deducted at the end of the match, and a warning:

- using pause during a round is forbidden (except for technical problems at the end of a round or during freeze time.)
- any form of script is forbidden.
- using bugs which change the game principle (i.e. spawn bugs) is illegal.
- moving through walls, floors and roofs is strictly forbidden. This also includes skywalking.
- "silent bombs" (i.e. the planting of a bomb which doesn't make a sound) are illegal.
- planting bombs so that they cannot be defused is illegal. This does not include plants where multiple players are needed to defuse.
- boosting with the help of team mates is allowed in general, but it is forbidden in places where the textures, walls, ceilings, floors become transparent or penetrable.
- "fireboost" (i.e firing below a player to push him) is strictly illegal.
- "flashbugs" are forbidden.
- throwing flash grenades under walls is not allowed, throwing grenades over walls or roofs is allowed.

- "mapswimming" or "Floating" is illegal.
- "pixelwalking" is illegal (Sitting or standing on invisible map edges)
- using 16bit graphics.
- Binding "+duck" to the mouse wheel is forbidden.
- Any custom (game) files.

2.03 Group stage and play-off specifics rules

Article 15 - Group stage rules

In case of a group stage participants meet each others in a best-of-one or best-of-three match (see Article 9 & 10). Each match result awards "group points" (hereafter referred as points) as follows: 3 for a win, 1 for a draw, 0 for a defeat. At the end of the group, the following criteria apply orderly to determine the distinct position of each participant:

1) Higher number of points obtained in all the group matches;
2) Higher number of points obtained in the group matches played among the remaining tied participants;
3) Higher round difference obtained in the match played among the remaining tied participants;
4) Higher round difference obtained in the group matches played among the remaining participants;
5) Higher number of points obtained in tie-breaker matches played among the remaining tied participants (tie-breaker matches are organized specifically for the occasion);
6) Higher score difference obtained in the tie-breaker matches;
7) Steps 5 and 6 are applied again until no participants are tied anymore.

If a team is disqualified or didn't finish a match during a group stage, all his matches results within the group are cancelled and are also lost by default score of 0-1. All points won or lost are backwardly re-distributed.

Article 16 - Play-off specifics rules

A play-off can be organized in a single elimination or double elimination bracket.

In each match of a single elimination or double elimination bracket participants play each others in a best-of-one or best-of-three match.

For a single elimination bracket the winner of a match advances in the next round of the bracket. An extra match will be played between the loser of the semi-finals in order to establish the 3rd and 4th place.

For a double elimination bracket, the winner of a match advances in a "winner" bracket, loser continues in a "loser" bracket when they have lost one match. Participants are eliminated when they have lost a match in the "loser" bracket.

During the grand final, the champion of the "loser" bracket must win 2 consecutive matches against the champion of the "winners" bracket to win the tournament.

During the grand final the first map played is chosen by the team coming from the "loser" bracket. And the second map is chosen by the team coming from the "winner" bracket.