



# **JB Pro League**

## **CS2 Rulebook**



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# **1 General**

## **1.1 Rule changes**

JB Pro League reserves the right to make changes to any of the rules, without prior notice. JB Pro League also reserves the right to make any decisions not contained within the rulebook in order to keep the competitive integrity of the competition.

## **1.2 Breach of rules**

JB Pro League reserves the right to apply the rules as they see fit. If a participant is considered to have broken the rules JB Pro League reserves the right to apply appropriate punishment as decided by the event administration.

### **1.2.1 Local laws**

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way that stays as close as possible to the originally intended effect.

## **1.3 VRS Additional Information**

### **1.3.1 VRS List**

The VRS list used for invitations and team seeding will be the one to be published on February 2nd, 2026.

### **1.3.2 VRS Filters**

The only filter applied for VRS invites is the European regional ranking. No additional filters are applied.

### **1.3.3 Starting VRS Rank**

Ranks 13 and below will be invited to the JB Pro League tournament, taking descending steps for each declined invitation.

### **1.3.4 Number of Direct VRS Invites**

All 24 competing teams will be invited to the JB Pro League based on VRS placement. The 8 highest ranked teams will be given Main Event slots, and the remaining 16 will be invited to the Group Stage.

### **1.3.5 Invite Date**

First tournament invitations will be sent out starting on February 3, 2025.



### **1.3.6 Tournament Operator Identity**

The JB Pro League is hosted and operated by VANTA L.L.C., registered in the United Arab Emirates with its registered address at Office 1103, Fortune Tower, Cluster C, Jumeirah Lakes Towers, Dubai.

## **1.4 Tournament Format**

### **1.4.1 Group Stage**

- The JB Pro League features a 16 team Swiss Group Stage with 5 rounds of play.
- Invites 9 through 24 are invited to play the Group Stage.
- All matches in the Group Stage are best-of-3 games.
- 3 wins lead to advancement.
- 3 losses lead to elimination.
- 8 teams advance to the playoffs.
- The Group Stage is scheduled to take place on March 2 - March 10, 2026.

### **1.4.2 Main Event**

- The JB Pro League features a 16 team Single Elimination Playoffs bracket.
- The top 8 invited teams are invited to the first round of the playoffs tournament.
- The remaining 8 slots are filled by the 8 teams progressing from the Swiss Group Stage.
- The Main Event is scheduled to take place on March 12 - March 15, 2026.

## **1.5 Team Communication**

All teams must use the officially supplied TeamSpeak server for live communications during the tournament games. Team communications will be recorded for competitive integrity purposes and will not be shared with anyone other than tournament officials.

Teams may request their recorded communications after the tournament has concluded.

## **1.6 Player Cameras**

Players are required to provide a live camera feed (webcam, smartphone or other) of themselves while playing. These will primarily be used for broadcast production purposes, but also to help ensure a high standard of competitive integrity.

## **1.7 Roster Rules**

Participating teams are allowed to submit a roster of up to 7 players consisting of 5 active lineup players and 2 substitutes. Coaches need to be submitted as well, but must also be registered as a substitute in order to be eligible for substitution.



### **1.7.1 Lineup Substitution**

Teams may only swap players between completed maps. The full roster must be submitted to the tournament administration prior to the tournament start time (first started match of the entire tournament) to be considered eligible.

### **1.7.2 Emergency Substitutes**

Addition of emergency substitutions can be allowed by tournament officials if deemed necessary to uphold competitive integrity. Emergency substitutions must be communicated to all teams including the reasoning behind them via the official Discord server when tournament officials approve them.

Emergency substitutions count toward the total team roster submitted.

## **1.8 Match Protest Procedure**

If a team representative wishes to protest the result of a match following its completion, they have 15 minutes post-completion to contact the tournament administration via a support ticket in the official Support Discord. The protest must contain evidence not previously ruled on, supporting their case. A senior representative from the tournament operations team will then review the protest and offer a final verdict.

Admin decisions made during live match play are not subject to admin protests.

## **1.9 Invitation Procedure**

A representative from the organizer VANTA will reach out to team representatives via Discord, Email, or other communication service. If the team representative does not respond within 48 hours, the invitation is considered declined.

Any team that withdraws their participation within 10 days of tournament start will be considered a Bad Leaver. A Bad Leaver is considered ineligible to be invited to the subsequent JB Pro League from which they left.

# **2 - Game rules**

## **2.1 Game version**

The competition will use the latest available version of the game client. If the latest available version is considered unplayable due to bugs or extreme balance changes within close proximity to the event by the tournament administration, an older version might be used if it's available for rollback. Any update during the event may result in a rollback to the initial version (if possible).



## 2.3 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:

- Ancient
- Dust2
- Inferno
- Mirage
- Nuke
- Overpass
- Train

### 2.3.2 Best-of-Three (BO3) veto

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 side.
5. Team B picks one map.
6. Team A picks side.
7. Team A removes one map.
8. Team B removes one map.
9. The final map is played as a decider, side chosen by knife-round.

## 2.4 Match settings

The following match settings will be used for the tournament:

- 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 in overtimes: disabled
- Prohibited items: none (mp\_items\_prohibited "")



### **2.4.1 Overtime**

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.

## **2.5 Coaches**

Coaches are allowed to be connected to the TeamSpeak server used for communication, but may only speak during tactical pauses or in the halftime break.

Any coach found to be in breach of the communications restrictions outlined in this section will receive one (1) warning from the referees. Following breaches of the rules may result in the coach being ejected from the game and not allowed to participate for the remainder of the match, or series. If the breach is severe enough the coach may be restricted from being present during matches for the remainder of the tournament.

Since Challengermode does not technically support the in-game coach slot feature, teams are allowed to be on Discord for the sole purpose of sharing their POVs with their coach.

## **2.6 Pauses**

The pause function can be used at any time, but it will only come into effect during freeze time (immediately if used during freeze time, else at the beginning of the next freeze time).

### **2.6.1 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. 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.

### **2.6.2 Tactical 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.

## **2.7 Player configs and cheating**

All configuration changes are allowed as long as they do not give an unfair advantage comparable to cheating. A player or team may be penalised for disallowed settings in any config file, regardless of if it is in use, or even stored in the game folder in question. Participants are required to contact the tournament administration if they are unsure on the validity of a command and its value.

Any other form of drivers, overlays or devices used to gain an unfair advantage are not allowed.

### **2.7.1 Use of bugs and glitches**

The intentional use of any bugs, glitches, or errors in the game is forbidden. It is at the tournament administration's discretion as to whether or not the use of said bugs had an effect on the match, and whether or not they will award rounds, or the match, to the opposing team, or if they will force a rematch. The usage of the following bugs is strictly forbidden.

If any bug used is not listed here, it is at the tournament administration's discretion whether or not a punishment is necessary:

- Moving through clipped areas where the movement is not intended by the design of the map (any walls, ceilings, floors etc).
- The bomb may not be planted in a location where it cannot be defused
- Planting the bomb in such a way that no one can hear the beeping sound, or the planting sound.
- Pixel walking. A player is considered to be pixel walking if they sit or stand on invisible pixels on the map, where there is no visible edge.
- Disrupting any map features with the use of items (e.g. stopping the train on Overpass).

It is recommended to check with tournament administration whether or not a certain bug or glitch is considered illegal if you are unsure.

## **2.8 Match procedure**

Teams will be expected to have all five (5) players present at the decided start time of the tournament. Teams that are late may be given a punishment at the discretion of the tournament administration, such as removal of tactical pauses.



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If a team is over fifteen (15) minutes late without prior admin approval, a game loss will be awarded.

If a team is over 30 minutes late without prior admin approval, a match series loss will be awarded.