Counter-Strike:Global Offensive

Tournament Rules

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1 General Tournament Rules

Read the general tournament rules of the current event.
All the general rules apply to this tournament. This tournament is a main tournament.

2 Tournament modes

The tournament will run a single Single Elimination Bracket.

3 Matchformat

Each map ends when one team has won 16 rounds in regulation or won the overtime. The first round will be Best-of-1 and the rest of the tournament will be Best-of-3.

3.1 Overtime

If a game cannot be decided within the normal game length of 30 rounds(15-15) the match will be prolonged by as many overtimes as needed.
A overtime is played with maxrounds 3 and startmoney 10'000$.

4 Mappool

The mappool consists of the following maps:

- de_dust2

- de_inferno

- de_mirage

- de_nuke

- de_overpass

- de_train

- de_vertigo

5   Matches

5.1   POV demo

Each player has to record a POV demo by typing record 'demoname' into the console. The recording can be stopped by either closing the game or typing 'stop' into the console.
Demos have to be available for 3 hours after the end of the match.
Any POV demo can be requested by an Admin during this timespan.

5.2   Mapveto

Choose a team at random. The chosen team can then choose to be team A or B in the veto.

We use the following modes for vetoing:

Best of 1:

1. Team A bans 2 maps

2. Team B bans 3 maps

3. Team A picks from the two remaining maps

Best of 3:

1. Team A bans 1 map

2. Team B bans 1 map

3. Team A picks the map for game 1

4. Team B picks the map for game 2

5. Team B bans 1 map

6. Team A picks from the two remaining maps for game 3

5.3   Server

The servers will be provided by GECo and matches are assigned to them by the admins.

5.4   Kniferound

Every map starts with a kniferound to decide who plays on which side.

5.5 Pause

Do not hesitate to use the pause function if you are experiencing any kind of problem or want to take a tactical timeout.

Technical pause: You are not allowed to use these pauses to discuss things other than the technical problem. Generally you should avoid talking to your teammates during these pauses unless you are fixing the problem making the pause necessary in the first place.

Tactical pause: You can only take two 60 seconds timeouts on each map.

6 Player settings

6.1 Scripts

Scripts(multi command binds) are in general prohibited only Buyscripts and Jump-Throw binds are allowed.

6.2 Files

You are only allowed to modify .cfg-files (e.g. autoexec.cfg).

6.3 Additional Software

It is not allowed to use external software which gives you an advantage. e.g.(NoRecoil, AutoBHop, Lagswitcher). Any software using Game State Integration is forbidden.
It isn't allowed to use any software to change the appearance of the game with the exception of the standard graphic drivers and monitor settings e.g.(Digital Vibrance, Contrast, Brightness) It is forbidden to use **Nvidia Freestyle** and you are not allowed to use any external **crosshair**.

6.4 Custom player models

Skins for player models are prohibited. If you see an opponent using such a skin. You have to take a technical pause and notify your opponents. The player using the skin has to disconnect and disable their skin.

7 Serversettings

All servers are running on 128 Tick.
If you experience any problems with the servers pause the game and contact an admin. At matchstart the settings are automatically loaded.