



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 have a Swiss system Group phase followed by a Single Elimination Playoff phase.

3 Matchformat

Each map ends when one team has won 16 rounds in regulation or won the overtime. In groups all matches are held in best of one format. In the Playoffs the format changes to best of three.

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_ancient
- de_dust2
- de_inferno
- de_mirage
- de_nuke
- de_overpass
- de_vertigo

5 Matches

5.1 Mapveto

Use adminafk.geco.local to do the vetoes.

Choose a team at random by Steamchat /random, coinflip or rock, paper, scissors. 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

5.2 Server

The server for the matches are assigned by the admins on ebot.geco.local and adminafk.geco.local.

When you have connected to the server change to the map that won the veto by typing `!pick mapname` into the ingame chat.

5.3 Kniferound

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

5.4 Pause

Do not hesitate to use the pause function if you are experiencing any kind of problem or want to take a tactical timeout. Write `!pause` into the ingame chat at any time to pause the match after the next freezetime. Use `!unpause` to continue the match.

Technical pause: When you need a tech pause state the reason for your pause

in the chat. You are not allowed to use these pauses to discuss things other than the technical problem. If you can't fix a problem on your own contact an admin.

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

6 Player settings

6.1 Scripts

Scripts(multi command binds) are in general prohibited only Buyscripts & 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**.

7 Serversettings

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

We are using the 5v5.cfg provided here: <https://geco.ethz.ch/csgo5v5cfg>

Differences to esl5on5.cfg:

sv_gameinstructor_disable 1 sv_max_allowed_net_graph 1	enforcing tournament rules
sv_lan 1 sv_maxrate 0 sv_maxupdaterate 128 sv_minrate 786432 sv_minupdaterate 128 sv_mincmdrate 128	enforcing 128Tick and LAN settings