



Counter-Strike:Global Offensive

Tournament Rules

by Jan 'Icy' Urech
December 28, 2019

Contents

1	General Tournament Rules	2
2	Tournament modes	2
3	Matchformat	2
3.1	Overtime	2
4	Mappool	2
5	Matches	3
5.1	POV demo	3
5.2	Mapveto	3
5.3	Server	3
5.4	Kniferound	3
5.5	Pause	4
6	Player settings	4
6.1	Scripts	4
6.2	Files	4
6.3	Additional Software	4
6.4	Custom Player-model-skins	4
7	Serversettings	5

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_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 6 hours after the end of the match.

Any POV demo can be requested by an Admin during this timespan.

5.2 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

5.3 Server

The server for the matches are assigned by the admins on ebot.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.

5.4 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: Write `!pause` into the ingame chat at any time to pause the match after the next freetime. If you can't fix a problem on your own contact an admin. Use `!unpause` to continue the match. 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: Vote with the ingame callvote menu `"*press esc*/Callvote.../Call a tactical Timeout"`. Then your team has to accept it by pressing F1. 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 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 external **crosshair**.

6.4 Custom Player-model-skins

Skins for player-models are prohibited. The server will disable these skins.

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_teamid_overhead_always_prohibit 1 sv_show_team_equipment_prohibit 1 sv_max_allowed_net_graph 1	enforcing tournament rules
mp_freezetime 20 mp_buytime 20	longer freezetime
mp_team_timeout_max 2 mp_team_timeout_time 60	tactical pause settings
sv_lan 1 sv_maxrate 0 sv_maxupdaterate 128 sv_minrate 786432 sv_minupdaterate 128 sv_mincmdrate 128	enforcing 128Tick and best LAN settings