



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.

## 2 SESF Standards

The SESF Standards regarding the organization of Esport Competitions in Switzerland apply to this tournament. <https://geco.ethz.ch/sesfcompetitionstandards>

## 3 Tournament modes

The tournament will have a Round Robin Group phase followed by a Double Elimination Playoff phase.

## 4 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 second round of the Playoffs the format changes to best of three.

### 4.1 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\$.

## 5 Mappool

The mappool consists of the following maps:

- de\_cache
- de\_dust2
- de\_inferno
- de\_mirage
- de\_nuke
- de\_overpass
- de\_train

## 6 Matches

### 6.1 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 24h after the end of the match.

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

### 6.2 Mapveto

We recommend the website <http://mapveto.geco.local> to do the vetoes.

The team with the better ranking (having more wins/coming from the upper bracket) can choose if they want to be Team A or B in the Veto. If both have the same ranking a random Team will be chosen to be Team A.

We use the following modes for vetoing:

Best of 1:

1. Team A bans 1 map
2. Team B bans 1 map
3. Team A bans 1 map
4. Team B bans 1 map
5. Team A bans 1 map
6. Team B chooses the map to be played from the last 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 the map for game 3

### 6.3 Server

The server for the matches are assigned by the admins on <http://ebot.geco.local>.

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

## 6.4 Kniferound

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

## 6.5 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 freezetime. 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.

# 7 Player settings

## 7.1 Scripts

Scripts(multi command binds) are in general prohibited only Buyscripts are allowed. **Jump-Throw binds aren't allowed!**

## 7.2 Files

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

## 7.3 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**.

## 8 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_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