GROUP STAGE

Round robin, every team plays every other team. A win in regulation time is worth 3 points. For games that go into overtime the winner gets 2 points and the loser gets 1 point. Top 8 teams points wise go into playoffs

Map veto
Team A bans
Team A bans
Team B bans
Team B bans
Team B bans
Team A chooses map
Team B picks side

PLAYOFFS

Single Elimination
Best of 3 matches, seeding is based off of points from group stage. IE 1 plays 8, 2 plays 7 etc.

Map veto
Team A bans
Team B bans
Team A picks
Team B picks
Team B bans
Team A picks

Team A picks side on team Bs map pick and vice versa

RULES

Cheating is strictly prohibited, anyone found using third party software for an in-game advantage will be removed from the event and permanently banned from all GT lans in the future.

The deliberate and continuous exploitation of in game bugs is prohibited (I.E. Jump Bug at PGL Major).

Be courteous to your opponents, banter and light trash talk is fine but keep it to a reasonable level. Verbal abuse and physical altercations may result in being removed from the event.

The map pool for the tournament consists of the CSGO Major map pool:
- de_dust2
- de_train
- de_mirage
- de_inferno
- de_cache
- de_overpass
- de_nuke

Four (4) tactical pauses are allowed per team per map. A tactical pause is a 30 second pause during freeze time. Technical pauses are allowed at any time for however long is needed at admin's discretion.