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# Gamefest Atlanta 2021

## CS:GO Ruleset

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## **Terms**

The terms mentioned in this ruleset are described as follows:

- Competition: Gamefest 2021
- Competition Director: Director in charge of Gamefest 2021 operations
- Tournament: CS:GO tournament within Gamefest 2021
- Tournament Admin: Administrators in charge of CS:GO operations
- Team: A team of at least 5 players and including an optional coach and 2 substitutes

## **TOURNAMENT SPECIFICATIONS**

### **Country and Region**

Each player and coach participating in the competition must be residing in North America at the time of participation. If any member of a team is not, the team may be disqualified if they cannot field another valid participant.

### **Time Zone**

All match times will be listed in Eastern Daylight Time (UTC-04:00). If you have any concerns or questions about the start time, ask a Tournament Admin.

### **Nicknames**

No sponsor tags are allowed in the nickname. In addition, nicknames are not allowed to contain words or phrases that are the following:

- Offensive, hateful, defamatory, or vulgar
- Copyrighted by another third party
- Resemble trademarks or brand names
- Nonsense or gibberish, such as "87d7zi3a"

## **Team Names**

Team names must follow the nickname convention as written above. However, sponsors are allowed to be in the team name, but only if it is officially the name of the team and used consistently across other platforms and competitions.

Only names that have not been registered in the competition may be used. If you notice a team that is using your team's name without permission, please contact a Tournament Admin.

Sponsors that are known for having restricted or adult content will not be allowed to be included. If you have any concerns or questions about your team name, ask a Tournament Admin.

## **Player Accounts**

Each player and coach registered on a team must have their game account registered with the Tournament. This includes but is not limited to:

- Steam account
- FACEIT account

Each player or coach must not have any VAC or game bans related to Counter-Strike prior to the match. Any unresolved discrepancies, such as unlinked Steam accounts, may result in a disqualification.

## **Changes to the Team**

Any changes to the team must be requested at least 48 hours before the Tournament and pre-approved by the Tournament Admins. After the 48-hour period, changes will not be allowed except in the case of an emergency. These changes include but are not limited to:

- Team roster (starting players, substitute players, and coach)
- Team name
- Team logo

## **PRIZE MONEY**

### **Payment**

All prize money shall be paid out within 30 days after the completion of the Tournament finals.

### **Prize Distribution**

The total prize money for this Tournament is \$250 plus all entry fees. Awards are split as following:

- 1<sup>st</sup> place: \$150 + 60% of entry fees
- 2<sup>nd</sup> place: \$75 + 30% of entry fees
- 3<sup>rd</sup> place: \$25 + 10% of entry fees

### **Withholding of Prize Money**

The Tournament Admins or Competition Director reserves the right to withhold pending prize money if any violation of the regulations set out in this rulebook are discovered.

## **MATCH PROCEDURES**

### **Match Start**

All matches of the Tournament should start at the times announced on Smash.gg. Matches may be delayed due to schedule and/or technical difficulties without prior warning, but a new time will be provided with any delays. Any changes of the time by the players must be accepted by the Tournament Admins. All players and coaches in a match must be on the server and ready to start at the latest ten (5) minutes before the time of the match. The match server will be provided to both teams fifteen (15) minutes before the time of the match.

### **Request a New Game Server**

Teams must report game server issues no later than the scheduled start time of a match to receive a different server. For server issues during an ongoing match, the match maybe paused by players or Tournament Admins until the problem is resolved.

## **Seeding**

Seeding within groups shall be determined by the following procedure. Round scores do not include overtime, with a regulation match having at most 16-14 and an overtime match having at most 16-15, regardless of the number of overtimes.

If at any point the number of tied participants is reduced, the remaining tied participants will be compared again starting at point one.

1. Points amassed (3 points for a win, 0 points for a loss)
2. Head-to-head match
3. Map difference (3:2 maps > 3:3 maps)
4. Number of map wins (3:3 > 2:2)
5. Round score difference (23:21 > 23:22)
6. Number of round wins (24:22 > 23:21)

If the above points do not resolve the tie, the tied teams may choose to either play an overtime best-of-one match or decide on a best-of-three coin toss.

Seeding shall be determined by any clear seeding procedures. A coin toss will be used in the case of a complete tie between teams. The “better seed” will have the choice about which team will start the map veto/pick process.

## **Seeding prior to the Group Stages**

Seeding for the group stages will be based on the team’s average FACEIT ELO. For accounts with less than 50 matches, their ELO will be excluded from the average. In the case of a team having less than three valid accounts, Tournament Admins reserve the right to change the team’s average ELO based on the history of the players.

## **Streaming**

Players are allowed to stream their match in place of a recording. In addition, all streams must have a delay of at least two (2) minutes and follow all other regulations listed for match media.

## **Storage and Keeping of Match Media**

All match media (screenshots, demos, replays, recordings, streams, etc.) must be stored by the Team or the players for a minimum of two (2) weeks after the completion of each match. In addition, the media must be accessible by the demand of the Tournament Admins.

If there is a protest on a match, the records need to be stored for an additional two (2) weeks after the protest has been resolved.

## **TOURNAMENT SYSTEM**

### **Stages**

The Tournament is divided into two stages:

1. Group Stage, taking place on April 10<sup>th</sup>
2. Playoffs & Finals, taking place on April 10<sup>th</sup> and 11<sup>th</sup>

The format of each stage is subject to change depending on the number of participants.

### **Group Stage**

The group stage will consist of 4 groups of round-robin matches, with the top two in each group advancing to the playoffs. Each match will be a best-of-one.

### **Playoffs**

The first round of playoffs will be played on Day 1 of Gamefest 2021. The playoffs will consist of a single-elimination bracket played best-of-three.

## **MATCH PROTESTS**

### **Definition**

A match protest is the official communication between teams and the Tournament Admins regarding any irregularities, infringements, or other concerns in the Tournament. A protest may also be filed during a match for incorrect server settings and other related issues.

## **Contents of a Match Protest**

The protest must contain detailed information about why the protest was filed, on which grounds it was filed, when the alleged incident occurred. A protest may be declined by Tournament Admins if proper documentation is not provided. Simply saying “they are cheating” will not suffice.

## **Deadline for Match Protests**

Teams must submit any match protests at the latest 72 hours after the schedule start time of the match.

## **ETIQUETTE**

For an orderly and pleasant game, it is essential that all Teams and Players have a fair attitude. Breaches of this rule will result in penalty points that may affect a Team’s prize earnings. All penalties during a match will receive a message in chat informing the infringing team of the penalty.

### **Insults**

All insults occurring during the Tournament will receive up to six (6) penalty points. Banter is allowed, but personal harassment or insults will not be tolerated.

Depending on the nature of the offense, the penalty may either be assigned to the Team or the Player.

### **Spamming**

The excessive posting of senseless, harassing, or offensive messages is regarded as spamming and will receive up to six (6) penalty points. The spamming of non-offensive text such as chat binds may not be penalized, but parties will be warned to stop spamming.

### **Faking Media**

Faking media may result in up to four (4) penalty points. When cheating is suspected and the media in question has been faked, six (6) penalty points will be awarded.

## **Ringer/Faker**

Any Players involved in faking or ringing a Player will receive five (5) penalty points.

## **Playing with a Disallowed Player or Account**

Using a disallowed player or account results in four (4) penalty points for the team, and the opponent will be offered a rematch. If the Tournament Admins decide that there is not enough time for a rematch, a default win will be given to the opponent.

## **Cheating**

When cheating is discovered, twelve (12) penalty points will be awarded to the team, and the team will be disqualified from the remainder of the Tournament. Any prize money won by the team will be awarded to the next team, and any money the next team has won will be given to the following team, etc.

A cheating ban will result from the use of any of the following, but are not limited to:

- Wallhack
- Aimbot
- Aim assist
- Anti-aim
- Colored models
- No recoil
- No flash
- Sound changes

## **Delaying the Match**

Match starts are absolute unless changes have been confirmed by the Tournament Admins. Not starting a match as scheduled will result in three (3) penalty points. For every five (5) minutes a match is delayed, the violating team will receive an additional one (1) penalty point. After 15 minutes, the Team is considered a no show



### **No show**

If a Team is not ready to play 15 minutes after the official match starting time, the Team will be considered a no show and will receive a default loss, as well as six (6) penalty points. Once a team receives 2 default losses during a Tournament, the Team will be disqualified from the Tournament.

### **Stream Sniping**

Stream sniping is defined as the use of any livestreams of the match, whether official or not, to gain information otherwise inaccessible by the players or coach in-game. Players, coaches, or anyone in the same room as a player or coach will not be allowed to watch any livestreams of the match. Any stream sniping offenses will result in five (5) penalty points for the team.

## **PENALTIES**

### **Prize Money**

For each penalty point a Player or Team receives, 5% of the prize money will be deducted up to ten (10) penalty points or 50% of prize money.

### **Disqualification**

If a team receives more than ten (10) penalty points, they will be disqualified from the Tournament, and any prize money will be awarded to the next team, and any money the next team has won will be given to the following team, etc.

## **GAME RULES**

### **Game Version**

The Tournament will use the latest available version of the game. If the latest available version is considered unplayable due to bugs or extreme balance changes within close proximity by the Tournament Admins, an older version might be used if it's available for rollback. Any update during the event will result in a rollback to the original version if deemed necessary by the Tournament Admins (if possible).

## **Anti-Cheat**

The FACEIT anti-cheat is mandatory for all players to use for the full duration of all matches played online. If a player cannot use the FACEIT anti-cheat then they are not allowed to take part in a match. Players are responsible for having their login credentials available to them at the time of the competition.

## **Map Pool**

The Tournament will use the current competitive map pool, which consists of the following maps:

- Dust 2 (de\_dust2)
- Inferno (de\_inferno)
- Mirage (de\_mirage)
- Nuke (de\_nuke)
- Train (de\_train)
- Overpass (de\_overpass)
- Vertigo (de\_vertigo)

The map pool will always be the Active Duty map pool and therefore might be updated before the Tournament.

## **Best-of-One (Bo1) Matches**

The better seeded team determines if they are either Team A or Team B. Team A starts the map veto process and the order of the ban/pick is as follows:

1. Team A removes one map
2. Team B removes two maps
3. Team A removes two maps
4. Team B removes one map
5. Remaining map is played

The sides on the map are determined by a knife round.

## **Best-of-Three (Bo3) Matches**

The better seeded team determines if they are either Team A or Team B. Team A starts the map veto process and the order of the ban/pick is as follows:

1. Team A removes one map
2. Team B removes one map
3. Team A picks one map
4. Team B picks one map
5. Team A removes one map
6. Team B removes one map
7. The remaining map is played as a decider, if necessary.

Every team decides sides on the map choice of their opponent. The sides on the last map are determined by a knife round.

## **Match Settings**

The following match settings will be used during official Tournament matches:

**Rounds:** Best out of 30

**Round time:** 1 minute 55 seconds

**Start money:** \$800

**Freeze time:** 20 seconds

**Buy time:** 20 seconds

**Bomb timer:** 40 seconds

**Overtime rounds:** Best out of 6

**Overtime start money:** \$12,500

**Round restart delay:** 5 seconds

**Break during half time:** 2 minutes 30 seconds

**Break during half time in overtimes:** none

## **Overtimes**

In the case of a draw after all 30 rounds of regulation have been played, an overtime will be played in a best of out 6 mode with \$12,500 start money. For the start of the overtime, teams will stay on the side which they played the previous half on, and sides will be swapped during half-time. Teams will continue playing overtimes until a winner has been determined.

## **Match Server**

Matches are to be played on the servers provided by Gamefest. Teams are required to check all the necessary game aspects (including skins, bugs on load, etc.) and network components (latency, server variance, etc.) before starting the match. Failure to do so, and to let the match start, will mean that both teams have accepted the state the server is in and the match might be continued under these conditions.

## **Coaching**

Teams are allowed to have one coach connected to the game server. After joining the server, the coaches need to type in chat “!coach” to move to the coaching position. Coaches are allowed to communicate with their team throughout the duration of the match unless instructed otherwise by the Tournament Admins.

## **Timeouts**

Each team is allowed to call a timeout (tactical pause) of 30 seconds up to four times per map. Timeouts can be called via the in-game vote system (ESC → Call Vote → Call Tactical Timeout). Teams are allowed to take all four timeouts at once by calling them all individually once the previous timeout expires. Teams will not be given additional timeouts in overtime, but the unused timeouts can still be used.

## **Technical Pause**

If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The technical pause function can be called by typing “!tech” in chat. The player must announce the reason for the pause before or immediately after calling the pause. During a technical pause, headsets must stay on and any form of communication between players and coaches is forbidden, including but not limited to text and voice chat.

## **Tournament Admin Pause**

At any point during a match, a Tournament Admin can pause the game from his station if it is required. If for some reason a player is unable to call a pause, they can request to have an admin do it.

## **PLAYER SETTINGS**

### **Configuration files**

All configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. The following commands are forbidden:

- cl\_showpos 1 – the value must be 0.
- Teams are required to contact the Tournament Admins if they are unsure on the validity of a command and its value.

### **Scripts**

All scripts are illegal except for buy, toggle, demo, and jumpthrow scripts.

### **Graphics Drivers**

Any modification or changing of the game using external graphics solutions or other 3<sup>rd</sup> party programs are strictly prohibited and may be punished under the cheating paragraph.

### **Overlays**

All kinds of overlays which will show the usage rate of the systems or other programs that may give a player an unfair advantage in any way is forbidden. Overlays which only show the frames per second (fps) are not forbidden.

## **Custom Data**

Players are not allowed to use any form of custom game files during the official matches. Only CS:GO skins are allowed to be changed, but agent player skins are forbidden. Any other changes through third party programs, including but not limited to modification of sprites, HUDs, scoreboards, and crosshairs are strictly disallowed. This restriction does not include any changes to the game made using game commands, such as `cl_crosshairsize` or `cl_radar_scale`.

## **MATCH PROCEDURES**

### **Math Start**

Each team's captain must type `!ready` in chat to mark their team as ready to begin. Not doing so will incur a penalty for delaying the start of the match.

At the conclusion of a knife round, the winning team must type `!stay` or `!switch` to choose to either stay or switch sides.

### **Match Breaks**

Teams will have at least 10 minutes of a break between matches and 8 minutes between maps in best-of-three matches. The exact times will be communicated by the Tournament Admins. There will be a 2 minute break during halftime where players are expected to be ready at all times to go live.

### **Change of Players**

Only players that are part of the team can be substituted in. Players cannot be substituted in the middle of a match except in the case of extreme delay, but players can be substituted between maps. The opposing team and Tournament Admins must be informed prior to the start of the match of any planned substitutions.

## **Match Interruptions**

If a match is interrupted for reasons beyond control of the participants (server or player crash), the Tournament Admins will restore the round using the backup and restore feature. At least one player on the affected team must type “!stop” in chat and provide a reason for the stop.

- If the issue takes place during the first minute of the round, before any damage has occurred and the opponent or admin has been immediately notified, the round will be restored.
- If the issue takes place during a round and after damage has occurred, the round will not be replayed or restored. Exceptions can be made if the damage dealt was insignificant, e.g. accidental teammate damage dealt at the start of the round or damage dealt to the opposing side by the team that was affected by the crash.
- The round will not be restored or replayed in the case where it is clearly a participant's fault (e.g. mis-buying a weapon).

## **Use of Bugs and Glitches**

The intentional use of any bugs, glitches, or errors in the game is forbidden. It is up to the Tournament Admins whether or not the use of said bugs had any effect on the match. The usage of the following bugs is strictly forbidden:

- Moving through clipped areas where movement is not intended by the design of the map
- The bomb may not be planted in a location where it cannot be defused. Planting the bomb in such a way that no one can hear the beeping sound or the planting sound is also forbidden
- Pixel walking is forbidden. A player will be considered to be pixel walking if they stand on invisible pixels on the map, where there is no visible edge.

## **Joining the wrong team**

Joining the wrong team on the server is forbidden and may be penalized with one (1) penalty point.