

Counter Strike 2 Charity League Rulebook

Season 1

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1 General

This rulebook will be the reference document for the Game tournament of the Charity League, which will take place from (date) to (date).

1.1 Participants

These rules apply to all people participating in the tournament, this includes the players and their organization, including coaches, managers, owners, members and employees (hereinafter all these people will be referred to as "tournament members"). By participating in this tournament, each participant agrees to abide by these regulations and confirms that they are aware of their content. Participants agree that their games during the tournament could be streamed or casted.

1.1.1 Teams

A team for the CS2 tournament consists of five (5) main players, the main roster, up to two (2) stand-in players and up to two (2) emergency stand-in players. Further rules for the stand-in player will be discussed in 2.8.

1.2 Admins

1. **Alastor**: Discord: alastor42,
- 2.

1.3 Best-of-X

A Best-of-X describes the format in which a series will be carried out. A Best-of-3 means that a maximum of three (3) games will be played, and the team that wins two (2) games wins the series. X describes the amount of games in a series.

1.4 Season

A season ends after the finals. A season includes all league games. The season starts....

2 Terms and Conditions of participation

Participation is free of charge.

2.1 Age Restriction

The minimum age to participate in the CS2 tournament is eighteen (18) years.

2.2 Geo-lock

Eligible for the tournament are players with Swiss citizenship, as well as players with a valid Swiss proof of residence.

2.3 Registration

Teams can register all players of the main roster and their stand-ins via this link: [test](#)

2.4 Names, Logos and Trademark Restrictions

The administrators reserve the right to reject any selected names, logos, images and other Trademarks at their discretion. This includes, but isn't limited to:

- the rights of third parties without their written permission
- the rights of brands or trademarks and everything that is closely related to or that imitates said rights/trademarks
- the identity of other persons
- the name or role of league teams and other teams or players.

2.5 Sponsoring

Teams are allowed to use Sponsorship opportunities. Any Sponsorship that violates the rules is forbidden.

2.6 Player equipment

The tournament organizers do not provide any equipment needed to participate in the tournament. Player equipment needed to participate includes: monitors, a PC, a mouse, a keyboard, headphones and a licence for the game in which they participate.

2.7 Teamlimit

A player can only play for one (1) team. The only exception to this rule is a player acting as an emergency stand-in for a different team in the league. An emergency stand-in can only be used once per season.

2.8 Roster Restrictions CS2

A team consists of five (5) main players, two (2) stand-ins and two (2) emergency stand-ins which can only be used once per season. All five (5) main players, both (2) stand-ins and both (2) emergency stand-ins must have Swiss citizenship or have proof of Swiss residence. The rosters will be locked one day before the beginning of the season, teams will have time until midnight on that day to lock in their roster.

2.9 Change of Players

Teams can change out players with their stand-ins for games, as long as it is communicated to the administrators in due time and the other requirements for the line-up are still met.

2.10 Communication

All official communications for the tournament will take place on the League's Discord server. This includes match dates and times, teams standings, as well as reschedule requests. Each team is expected to check the Discord server at least once a day, as to not miss any crucial information or announcements. One or more members of the team should be present in the Discord server one hour before one of their games.

3 Tournament Information

3.1 Tournament Management Platform

Faceit? Discord? (dathost servers)

3.2 Tournament Format

The tournament will use a Swiss System. After the Swiss rounds, there will be two semifinal matches to determine the two finalists and one grand final match to determine the winner of the tournament. Both semifinals and the grand finals will be played in Best-of-3's.

3.3 Timeouts during a Game

There are three different types of timeouts that can occur during a match:

- **Technical Timeout:** In case of Connection issues, equipment/hardware issues or any other kind of technical problems, the teams can pause the game by using the command "!pause". The pause will take effect as soon as the next freeze time starts.
- **Tactical Timeout:** Every team can use two (2) tactical timeouts per map. These timeouts last 30 seconds and can be called at any time during the game, with the command "!tac". The timeout will start with the next freeze time.
- **Admin timeout:** An Admin can set up a timeout at any time of the game at his own discretion. The pause becomes active with the next freeze time. It is mandatory that the admin informs the teams about the reason for the timeout in due time.

3.4 Mappool

The tournament will use the official map pool of CS2, which is:

- de_anubis
- de_ancient
- de_inferno
- de_mirage
- de_nuke
- de_overpass
- de_vertigo

Should the official map pool of CS2 be changed during the season, the changes will not be implemented until at least one (1) week after the change is announced. That change will be communicated to the teams via the Discord server.

3.5 Ban-System

In the Swiss rounds, both teams ban maps until only one is left over. Meaning, "Team A" bans first and then "Team B" bans and then "Team A" bans again and so on. (Bans will look like this: A-B-A-B-A-B)

For the semifinals and the grand finals, there will be a "Pick-Ban-System", where "Team A" will ban one map, "Team B" will ban one map, "Team A" picks one map, "Team B" picks one map, "Team A" bans one map and "Team B" bans one map which leaves the Best-of-3 with the two map picks of the teams and the remaining map will be used as a decider should the need occur.

Additionally, "Team B" gets to choose what side to start on, on "Team A"'s pick and vice versa. So if "Team A" picks Inferno, "Team B" can choose to start on CT. On the decider map, the sides will be chosen by knife round.

3.6 Match Hosting

All games will be hosted on Faceit.

3.7 Overtime

If a map ends in a tie (15:15) the teams will play Overtime. Overtime consists of six (6) rounds, three on each side. Both teams start the halves with \$10,000 starting money for each player. If after six rounds, the tie hasn't been broken, another overtime will be played. This process is repeated until a winner is found.

3.8 Bugs and Glitches

Any bug or glitch must be reported to the admins immediately via the in game chat. If the error is reported before any damage was dealt to a player on the server, an admin will reset the round.

A round is always "live" (meaning a round should be played as if nothing is wrong) until an admin says otherwise (via in game chat "not live", "nicht live"). A finished round may only be reset in case of a serious error/problem, or if the error/problem was reported before any damage was dealt to a player.

3.9 Cheating

Any form of cheating, defined by the administrators, will result in an immediate exclusion from the tournament. In the case of a player cheating (here defined as using any form of software or hardware or bugs in the game to gain an unfair advantage over the other team, e.g.: wallhacks, radarhacks, aimbots, any sort of scripts to improve movement in game, anti-aim-hacks, use of pixelboosts, etc.) said player can not participate in the League again for at least two years, but depending on the severity, the player may be banned permanently. The remainder of the team will be allowed to play again in the next season. A banned player trying to participate in a season while still banned (i.e. ban evading), will result in said player being banned permanently.

During all games, the Faceit Anti Cheat must be running. Should the Anti Cheat crash, the player may only join the server again with the Anti Cheat running.

3.10 Punctuality

The veto for all matches starts 15 minutes before the match. A team automatically loses a map (0:16) if not all players are on the server 15 minutes after match start (e.g.: match start at 19:00, map veto at 18:45, if "Team A" is missing one player at 19:15, "Team A" loses the first map, in case of a Best-of-3 the missing player has another ten (10) minutes to join the server for the second map, otherwise the second map is also lost). The standard break time between maps is ten (10) minutes. Is a team not ready after five (5) additional minutes after the break, they lose the map.

A forfeit will result in a score of 0:16 or in a score of 0:2 (0:16, 0:16) for a Best-of-3.

3.11 Streaming your own Games

The streaming and broadcasting of games within the Charity League requires the permission of the administration. Every stream has a 120-second mandatory stream delay. If a stream doesn't conform to these rules, the team violating said rules will receive sanctions.

4 "Prize"-money

Before the season starts, each team must name a charity of their choosing. The "Prize"-money will go to whatever charity the winning team named.

4.1 Terms and conditions for Charities

The charities named by the teams must be reputable. The tournament organizers reserve the right to make teams change their charity pick. The charity must be chosen two weeks before season begin. Should a problem occur, and a team has to change their charity, they will receive an additional five days to name a charity of their choosing. Should the team not be able to name an eligible charity in those five days, the "Prize"money will go to TheRedCross.

5 Code of Conduct

All players are expected to conduct themselves in a sportsmanlike manner and to show respect for each other as well as for all coaches and spectators. The