

Swiss Counter Strike 2 Community League Rule book

Season 1

(SCL Season 1)

Noah Baldinger

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1 General

This rule book will be the reference document for the Counter Strike 2 tournament of the Swiss Community League Season 1, which will take place from 7.1.2024 to 3.3.2024.

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 cast.

1.2 Admins

1. **Alastor**: Discord: alastor42
2. **Icy**: Discord: icy42

1.3 Season

A season ends after the finals. A season includes all league games. The first season starts on the 7th of January 2024 and ends on the 3rd of February

1.4 Registration

Teams will have to create a team on Faceit and then join the tournament via this link: [Tournament page](#)

1.5 Names, Logos, and Trademark Restrictions

The administrators reserve the right to reject any selected names, logos, images and other Trademarks at their discretion.

1.6 Teamlimit

A player can only play for one (1) team.

1.7 Roster Restrictions

A team consists of five (5) main players and two (2) stand-ins. 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. During the season, each team has the ability to swap two (2) players in total. E.g., if a player, who currently is in the roster can't play, a team could swap them for a different player, using one of the (2) two swaps available to the team.

1.8 Change of Players

Teams can choose which players will play for every game and can change the playing roster for each game, meaning if players 1 through 5 play in the first game in the next game, the team could play in the same roster or choose any other combination of their players.

1.9 Communication

All official communications for the tournament will take place on the Tournament's Faceit page. Each team should have a member check on the Tournament's Faceit page at least once a day and check the match room for their upcoming match/es to make sure they don't miss any important announcement.

2 Tournament Information

2.1 Tournament Management Platform

All matches will be played on Faceit. Information about all matches can be found on the Faceit page of the tournament. Should you still have questions about something like rescheduling, you can contact the admins via Discord 1.1.

2.2 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.

2.3 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 40 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.

2.4 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 on the Faceit page of the tournament.

2.5 Mapveto

Map veto in Best-of-2's:

1. Team A bans 1 map
2. Team B bans 1 map
3. Team A picks map 1
4. Team B picks map 2
5. The remaining maps will be “banned” as this is a Best-of-2

Map veto in Best-of-3's:

1. Team A bans 1 map
2. Team B bans 1 map
3. Team A picks map 1
4. Team B picks map 2
5. Team A bans 1 map
6. Team B bans 1 map
7. Remaining map is decider

2.6 Overtime

If a map ends in a tie (12:12) 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.

2.7 Bugs and Glitches

Any bug or glitch must be reported to the admins immediately via the in game chat or Discord if no admin responds in-game. 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.

2.8 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, antiaim-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.

2.9 Punctuality

The veto for all matches starts 15 minutes before the match. A team automatically loses a map (0:13) 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 15 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 0:2 (0:13, 0:13).

2.10 Rescheduling

All matches can be rescheduled, with the only exception being the finals. All matches during the Swiss system have a default play date on Sunday at 20:00. Should your team not be able to play at said time, you can reschedule the date, but a match 1 must be played in Week 1, i.e., Week 1 ends on 14.1.2024 meaning if your team can't play on any day between 8.1 and 14.1 you will have to forfeit match 1. You will have 1 week to play your match, if on Sunday at 23:59 the match hasn't been played, the team that couldn't settle on a date to play will receive a defloss (they forfeit the match).

2.11 Streaming your own Games

The streaming and broadcasting of games within the Community League doesn't require any special permission from the administrators. If you are spectating a match, you won't have to add delay, as we will have a 120-second GOTV delay in place. Should you want to stream your own match, you will need to make sure that your stream has a 120-second delay. Any player/team that doesn't conform to this rule will be warned. Should you repeat the mistake of not adding delay to your own stream a second time, your team will receive a punishment in the form of a forfeit on the match you streamed. If it happens a third time, you will be disqualified for the current season.

3 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 players must follow all instructions of the administrators.