

Counter-Strike: Global Offensive Rules And Regulations

1 General

- 1.1 The tournament head referees are André “Sharky” Nyberg and any other Lions E-Sport Klubb official deemed a referee by sole discretion of Mr. Nyberg. They will have the last say on any subject. Decisions made by the referee supersede the rules and regulations in this document.
- 1.2 These rules are written by a board of international referees. This board reserves the right to add, remove or modify the rules and regulations document at any time, without notice. We encourage everyone to read the rules and regulations from time to time to be sure you follow the latest version.
- 1.3 By entering the tournament all players agree to be bound by and comply with the rules and regulations put forth by tournament officials. Players also agree that they fully understand and will comply with the fact that any tournament official decision supersedes the rules and regulations.
- 1.4 Lions E-sport Klubb will provide computers and computer equipment that will be used during the tournament, you are only allowed to use the equipment provided by Lions E-sport Klubb.
 - 1.4.1 You are allowed to use your own mouse, keyboard and headset for the final playoff on Saturday. You will have 15 minutes to set-up and start the match, if you are not ready within this time point 3.1.1 will take effect.
- 1.5 Use of the Magnum Sniper Rifle (AWP) is forbidden during the tournament. Any use will result in a warning and the loss of 3 rounds taken off after the match is played to the finish.

2 Tournament

- 2.1 **Format** – The size of the tournament will be dictated by how many players register for the tournament, with a maximum of 32 teams playing on both Thursday and Friday. The eight best teams from Thursday and Friday will advance to a playoff that will be played on Saturday. Tournament play will be single elimination.
- 2.2 A player will win the match when he wins 10 rounds, but must have a lead of two (2) rounds or more to win (i.e. 8-10 or 9-11).
- 2.3 **Tournament maplist**
 - 2.3.1 Aim_map
- 2.4 **Servers**
 - 2.4.1 Lions will provide servers for the tournament.
 - 2.4.2 All server configurations are the administrator's responsibility.

3 Rules and Regulations

- 3.1 Match start** – Players should be ready to play at least 10 minutes before scheduled match start. Matches will start exactly when scheduled. If a player is not ready within 10 minutes after the scheduled match start, the opposing team will win the match by walk-over.
- 3.1.1** Where a player is not prepared to play, awarding of a walk-over will be at the sole discretion of the referees.
- 3.2 Interruptions**
- 3.2.1** If a match is interrupted by a server crash or network problems, the player remaining on the server must take a screen-shot of the score and the match will be resumed with the score present in the screen-shot. If both players are disconnected and neither were able to take a screen-shot, the tournament officials will decide if the match should be replayed.
- 3.3 In game team- and nick-names**
- 3.3.1** All players must use the team name or tag and player nick used when they registered for the tournament. This applies everywhere (in-game, IRC, IM, etc).
- 3.4 Match complaint**
- 3.4.1** If a player feels they have been the victim of a rule violation during a match, the match should not be stopped under any circumstances, but should be played properly to the finish. Once the match is over, the player must contact a tournament official with their complaint and provide all available evidence to assist the tournament organisers with the investigation. If contact is not made within 15 minutes of the match ending, the complaint will be disregarded. Repetitive use of this right may result in disqualification.
- 3.5 Score reporting** – After a match both players must enter and confirm the match score, if a player does not report the score within 15 minutes of a match, that player will be deemed the loser of that match. After entering the match score, a player can not complain about the score.

3.6 Warnings

3.6.1 A player can receive a warning if he commits any of the following offenses:

- 3.6.1.1** Refuses to follow a tournament official's instructions.
- 3.6.1.2** Arrives late.
- 3.6.1.3** Uses insulting/bad language and/or displays bad behavior.
- 3.6.1.4** Partakes in any unsportsmanlike conduct.

3.6.2 A player may be disqualified for any of the following reasons:

- 3.6.2.1** By receiving more than one warning.
- 3.6.2.2** By behaving violently.
- 3.6.2.3** By any use of unlawful or unfair play.
- 3.6.2.4** By misleading a tournament official.
- 3.6.2.5** By not being present at the time listed on the player's match schedule.
- 3.6.2.6** By using bugs that change the intended game play.
- 3.6.2.7** By using any scripts.
- 3.6.2.8** By using any custom files (example: Models and Skins)