



CS:GO

Official Rulebook

14th World Esports Championships

10 November 2022

CS:GO - Official Rulebook - 29 November, 2022

Technical Information

- A. Platform: PC/Steam
- B. For the WE Championship, the current patch available in the country is used for the competitions.

Participation

- A. Participation criterion is “Open for All”, which means a national team shall be organized with players possessing the related nation’s citizenship regardless of gender, race, or disability.
- B. Eligible Age of Participation in the WE Championship competitions of this title are 16 and over.
- C. If necessary, from the point of view of national legislation, an NF can change the eligible age of participation for their players increasingly.
- D. Persons who are not excluded by applicable law, the rules of the tournament organizer or the host are allowed to participate in the competition.
- E. Tournament officials and tournament staff cannot participate in events that they actively preside over.
- F. Persons whose mental health is questioned by the tournament officials and tournament staff cannot participate in the competition.
- G. Only players with a valid Steam account - unless officially banned - are allowed to participate in the competition.
- H. One (1) substitute is allowed and a coach.

Team leader

Each team must designate a team leader, who can be an external e.g team manager. The team leader is the link between the team and those responsible for the tournament and may not belong to another team regardless of the function in the same competition. Team Leaders have the following responsibilities:

- A. Representation of the team in communication with those responsible for the tournament, which means constant availability on site and notification in the event of a short absence.
- B. Representing the team in communication with other teams.
- C. Sign off on team decisions during the tournament.
- D. Passing on all required information to the entire team e.g schedule, tournament format, etc.
- E. Accurately represent the views of the entire team.

Once the tournament has started, changing the team leader can only happen when the designated team leader is no longer capable of managing the team. The tournament officials have to be notified immediately in case of a team leader change.

Preparation Time

Preparation time is the period before the start time (unless otherwise specified) and the five to ten (5-10) minutes between games. The teams should use this time to check whether they are optimally prepared. During this time, players must do the following:

A. Setup time (15 minutes):

1. Log in to the Steam Client with your account and start the game.
2. Check the hardware and configure the game.
3. Check the communication software and any components which are needed for the game
4. If a player is substituted during the tournament, the tournament organization must be informed immediately after the end of the game or before the start of the first game.
5. The use of your own hardware and any software that may be required must be communicated to those responsible for the tournament before installation (only offline).
6. Signal to the team leader and admin if any technical issue has occurred. If not, proceed to warm up time.
7. If a technical issue occurs during “Setup time”, the player is obligated to immediately contact the admin.
8. If player has failed to inform admin about technical issue in this period, time which is needed to fix the issue will be taken from the “Warmup time”

B. Warmup time (15 minutes):

1. During this period players are free to use any method of preparation for the match.
2. Violation of the preparation time will be penalized with a warning which, if repeated, will lead to an increasing penalty.

Starting Time

The round start time is determined by the tournament organizer. It is either a fixed time or the end of the previous round (on average end time +10 minutes). At their scheduled start time, all tournament officials and players must be ready. It is the responsibility of those responsible for the tournament to announce the start times. It is the team leader's responsibility to ensure that the team is on time and ready at the start time.

Game of Record (GoR)

A game of record is a game where all 10 players are loaded into a server and the starting horn has sounded. Once a game has achieved GoR status, any restarts will no longer be allowed, and the game will be considered official. After being promoted to GoR, restarts are only allowed in exceptional cases with renewed selection and bans. A game becomes a GoR when the following conditions are met:

- A. All 10 players are on the server and both ready and eligible to play.
- B. The map vote and the side selection were carried out correctly and the map to be played was loaded.
- C. By restarting the game, the score was set to 0:0 and the game started.
- D. The freeze time set on the server has expired.

In the event of technical problems with the server (e.g. server crash), it is possible to load a backup of the game. If within the first 3 rounds of the game that is already considered a Valid Game based on the conditions defined above, the GoR status will be revoked and the game must be restarted at 0:0. If more than these 3 rounds have been played, the organizer must load the backup of the last freeze time before the server crashes on the server and the game will continue.

All match settings are pre-configured on the server. With the validity of the GS status, all game settings of the server are also accepted by both sides. Any incorrect settings must be reported to the tournament organization immediately when the game starts. Messages in the middle of the match or after the match are no longer considered and the game has to be played with the settings, which may not correspond to the rules, to the end.

Pause/Break/Timeout

Players must pause immediately in the next freeze time if ordered by a tournament official. The players themselves have the option, if the game settings allow it, to pause the game by typing the pause command (which activates the next freeze time). During breaks or interruptions, players may only leave the match area with official permission. In every case of a pause/break/timeout players are not allowed to leave their chairs if not told otherwise by the referee. There are different types of breaks:

- A. **Mandated Pause:** Tournament officials may pause a game at any time at their sole discretion. This is usually initiated by the tournament organization directly on the server. Once the mandated break is over and both teams are ready, play will resume.
- B. **Tactical break:** Each team is granted a total of 4 tactical timeouts per map, each with a thirty (30) seconds break for tactical discussions. Such a pause must be clearly communicated in the previous round as a tactical break and will be added to the freeze time of the next round. The game will then continue automatically.

C. **Technical break:** Is only to be taken in an absolute emergency and must clearly be taken as a technical break in the previous round, stating reasons and in consultation with the tournament organization. The break lasts until the problem can be solved, but no longer than 30 minutes. It is only granted for the following reasons:

1. Accidental disconnection.
2. A malfunction of the hardware or software (e.g. monitor failures, problems with peripheral devices, errors in the game itself, ...)
3. Physical impairment of a player (e.g. broken chair)

No tactical communication is allowed during a technical break. Neither coach nor players may lead during these communications unless it helps resolve the issue. Once the issue is resolved and both teams are ready, play resumes.

Tournament format

Method of matches

- A. Game Format: Team Match
- B. Set of Matches

CS:GO IESF WC

- **Play-In Qualifier Group:**
 - Teams will be seeded randomly.
 - Round Robin (BO1) among teams from each group.
- **Play-in Elimination Stage:**
 - Top 16 Teams from Play-In (Top 2 of each group)
 - Seeding according to placements from Play-In
 - Single Elimination (BO3)
 - Final won't be played
- **Main Event Finals:**
 - 8 Teams (Host country + 4 regional winners + Top 3 teams from Elimination Stage)
 - Seeding according to placements in the tournament format sheet
 - Double elimination (BO3)
 - Final is BO5 with upper bracket winner advantage (starting 1:0)

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- **Main Event Finals:**
 - Double elimination (BO3)
 - Final is BO3 without advantage

C. Tiebreakers

If a number of participants are tied by win-loss difference at the end of a group stage, their ranking order will be decided as described below. Only the matches between the tied teams will be taken into consideration.

- Head-to-head result, if not applicable;
- Round score difference between the tied participants (23:21 > 23:22), if not applicable;
- Number of round wins between the tied participants (24:22 > 23:21), if not applicable;
- Overall round score difference (39:31 > 40:33), if not applicable;
- Overall number of round wins (40:32 > 39:31).

In a case of a three-way-tie, after each resolved tie, the process is repeated for the remaining tied participants.

When it comes to round scores, every overtime will be considered with the score of 16:15 for the winner.

In special cases, the Referee can rule in a different way to determine the order in an unsolved tie (i.e. coin toss).

Map Pool and Veto Process Order

1. The competition will be played on the IESF map pool which consists of the following maps:
 - Dust2 (de_dust2)
 - Inferno (de_inferno)
 - Mirage (de_mirage)
 - Nuke (de_nuke)
 - Overpass (de_overpass)
 - Ancient (de_ancient)
 - Vertigo (de_vertigo)
2. Veto Process Order. The team that starts the veto process will be determined by coin toss.

Best-of-one (Bo1) matches

The team that starts the veto process will be determined by coin toss. The winning team decides whether they will be Team A or Team B. Team A starts the process and the order of the ban/pick is as follows:

- DOOR
RULEBOOK
ESPORTS
CHAMPIONSHIPS
- 14th World Esports Championships
1. Team A bans first map;
 2. Team B bans second map;
 3. Team A bans third map;
 4. Team B bans fourth map;
 5. Team A bans fifth map;
 6. Team B bans the sixth map.
 7. The remaining map shall be played.

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

Best-of-three (Bo3) matches

The team that starts the veto process will be determined by coin toss. The winning team decides whether they will be Team A or Team B. Team A starts the process and the order of the ban/pick is as follows:

1. Team A bans first map;
2. Team B bans second map;
3. Team A picks first map and Team B decides the starting sides;
4. Team B picks second map and Team A decides the starting sides;
5. Team A bans third map;
6. Team B bans fourth map;
7. The remaining map will be played in case of a tie after the first two maps.
8. Starting sides on the last map will be determined by a knife round.

Best-of-five (Bo5) matches with advantage

The team coming from the lower bracket decides whether they will be Team A or Team B. Team A starts the process and the order of the ban/pick is as follows:

1. Team A bans first map;
2. Team B bans second map;
3. Team A picks first map and Team B decides the starting sides;
4. Team B picks second map and Team A decides the starting sides;
5. Team A picks third map and Team B decides the starting sides;
6. Team B picks forth map and Team A decides the starting sides;
7. The remaining map is won by default by the team with advantage.

Match settings

The following match settings will be used for tournament matches:

- Rounds: Best out of 30 (mp_maxrounds 30)
- Round time: 1 minute 55 seconds (mp_roundtime 1.92)
- Start money: \$800 (mp_startmoney 800)
- Freeze time: 20 seconds (mp_freezetime 20)
- Buy time: 20 seconds (mp_buytime 20)
- Bomb timer: 40 seconds (mp_c4timer 40)
- Overtime rounds: Best out of 6 (mp_overtime_maxrounds 6)
- Overtime start money: \$12,500 (mp_overtime_startmoney 12500)
- Round restart delay: 5 seconds (mp_round_restart_delay 5)
- Break during half time for Challenger level tournaments and above: 20 seconds
- Break during half time in overtimes: disabled
- Prohibited items: none (mp_items_prohibited "")

Overtimes

In case of a draw after all 30 regulation rounds have been played, overtime will be played in best out of 6 mode (mp_maxrounds 6) and with \$12,500 start money (mp_startmoney 12500). At the start of each overtime, teams will stay on the side from which they played the previous half - during half-time sides will be swapped. Teams will continue to play overtime until a winner has been found.

In-game chat

Usage of the in-game chat during the match is limited to communication with the tournament administration only. Any sort of advertisement or unrelated comments are not allowed before or after the match. Penalties may be applied if the in-game chat function is used to the goal of annoying the opponent or interrupting the flow of play.

Pre-match communication with opponents is only allowed in a respectful manner.

Coaches

Coaches are only allowed to speak during tactical pauses, not between rounds or between sides. Failure to abide by this rule will result in a penalization.

Player settings

1. Configuration files

All configuration changes are allowed as long as they do not give an unfair advantage comparable to cheating. A player or team may be penalized for disallowed settings in any config

file, regardless of if it is in use, or even stored in the game folder in question. The following commands are forbidden:

cl_showpos 1 – the value needs to be set to 0.

Participants are required to contact the tournament administration if they are unsure on the validity of a command and its value.

2. Scripts

All scripts are illegal except for buy, toggle, demo and jumpthrow scripts. Participants may be penalized for forbidden scripts in any config file, regardless of if it is in use, or even stored in the game folder in question.

3. Graphics drivers

Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished as cheating.

4. Overlays

All kinds of overlays which will show the usage rate of the system in any way in-game (e.g. Discord overlay, Rivatuner Overlay) are forbidden. Overlays which show only the frames per second (FPS) are not forbidden and can be used.

5. Custom data

Players are not allowed to use any form of custom game files during their official matches. CS:GO skins are allowed to be changed, but “Agent” player skins are forbidden. Any other changes including, but not limited to, modification of sprites, radars, HUDs and scoreboards are strictly forbidden.

6. Device drivers

Using device drivers to pre-install/pre-script illegal macros on the participant’s devices (keyboards, mice, sound cards) is forbidden and may be punished as cheating.

7. In-game item nametags

Participants are not allowed to use name tags which violate the code of conduct on in-game items.

Use of bugs and glitches

The intentional use of any bugs, glitches, or errors in the game is forbidden. It is at the tournament administration’s discretion as to whether or not the use of said bugs had an effect on the match, and whether or not they will award rounds, or the match, to the opposing team, or if they will force a rematch. The usage of the following bugs is strictly forbidden. If any bug used is not listed here, it is at the referees discretion whether or not a punishment is necessary:

- Moving through clipped areas where the movement is not intended by the design of the map (any walls, ceilings, floors etc).
- 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.
- Standing on top of teammates when such actions allow the player to peek over, under and/or through a solid object (e.g. wall, box, ceiling) that should not be possible according to map design.
- Pixel walking. A player is considered to be pixel walking if they sit or stand on invisible pixels on the map, where there is no visible edge.
- Disrupting any map features with the use of items (e.g. stopping the train on Overpass).

It is recommended to check with the referee whether or not a certain bug or glitch is considered illegal.

The following bugs are explicitly allowed:

- Defusing the bomb through walls and items etc.
- So called “surfing” on tubes.
- Molotov that spread through terrain.
- So called “infinite” grenade distance throws.

The tournament referees reserves the right, retroactively or otherwise, to add more bugs to the list of explicitly allowed bugs.

VAC Authentication Errors/PC Crashes/Technical Issues

1. If a player is affected by a VAC Authentication Error/PC crash/technical issues in the first 40 seconds of the round and no damage was dealt to any players, the round will be replayed from the beginning.
2. If a VAC Authentication Error/PC crash/technical issue affects a player after damage was dealt to any of the players or 40 seconds (or more) have passed since the start of the round, the round will continue until the next freeze time (regardless of the situation on the server).
3. If a player suffers from multiple VAC Authentication Errors, his PC/Steam account will be replaced by tournament officials.

Change of Rules

- A. This regulation applies to ‘The 14th WE Championship - Bali’, and may be altered in the following cases:
 1. Rules are subject to change after the release of new patches.
 2. Upon discovery of other reasonable factors.
 3. Official head referee decision.

- B. When match rules are revised because of specific circumstances, the host has the obligation to announce revisions via website or any other viable source.