COSUP GAMING TOURNAMENT

COUNTERSTRIKE GLOBAL OFFENSIVE
RULES & REGULATIONS

15/02/2021

CS:GO Rules

The following rules are to be applied throughout the CoSup Gaming CS:GO (Counterstrike Global Offensive) event, from the local tournaments, all the way to the grand finale. Breach of rules will be penalised by event organisers. Do refer to the CoSup Gaming Tournament Framework too, as not everything will be specified in this document.

Breach of Etiquette

Any forms of bullying, racism, sexism, harassment, or damages caused to other members on the game chat will lead to the team being muted on game chat. The referees can take extra measures if deemed necessary.

No offensively named items are allowed. Athletes may be asked to unequip a certain named item on command of the CoSup gaming management and must comply if they wish to continue participating in the tournaments.

Team-name/In-game Name/Avatars should not contain any offensive or racist content.

The excessive posting of senseless, harassing or offensive messages is regarded as spam, and will result in an instant mute, with possible further consequences to follow.

Only the default agent skins are permitted during the tournament.

Unsportsmanlike Conduct

Teams using any form of cheating or software used to gain an advantage over opposing players will be automatically disqualified by management, and the player(s) that is caught cheating will be permanently banned from future gaming tournaments initiated by CoSup. If a player/team is suspected of committing such acts, the

referees will look into it, and have the right to pause, postpone or cancel the matchup, and come to a verdict. If the referees can't come to a decision or if complaints are sent to [the organisers](#), the main 4organisers and both referees of that specific game will review the gameplay and provide their verdict (only applicable to streamed

games). For the games that are not streamed, the referees will manage all decisions and complaints.

All players must be using their main accounts, and therefore, if the players are caught using an alternative account, it will result in a disqualification for the team. To help enforce these rules, all accounts must set their hours public. Certain exceptions can be made if approved by the main organisers.

Any form of script is forbidden as well as using bugs to change the game principle.

If players are proven to own an account with a VAC ban and/or Faceit ban in the last year, the team will be disqualified. If suspicion is created, the organisers have the right to request to go through the accused's computer.

During the main tournament, players must keep their cameras on during the entire session of a game and go through the verification process. No excuses can be made with this rule, if players don't have a webcam, they may use another device to keep their cameras on and keep the device charged. If this rule is not followed, then the referee may prevent the individual from playing. During the local tournament, the players must go through the verification process 5 minutes prior to the game time in the ES Discord server where they will show the referee their student card (or any other form of proof deemed appropriate by the referees) through the use of webcam or phone camera, pictures are not allowed. After the verification is finished, the players may turn off the camera, however, referees may ask the players to turn their cameras on throughout the game to ensure the players' identity and players must oblige (only permitted if the CSGO game is paused or the players are in a technical time out).

Map Pool

The CoSup Tournament will use the current competitive Active-Duty Map Pool, at the time of writing (15/01/2021):

Vertigo

Dust 2

Inferno

Mirage

Nuke

Overpass

Train

Format of the Tournament

A match-up is defined as a period of competition consisting of a number of matches. Match-Ups are clearly defined in the game-specific rules per game. A match up in CS:GO is a best of one.

During a match-up, certain rules apply:

- The same referees will be present during the entire match-up.
- The same players must play within that match-up.

Main tournament

13 teams will be placed in pools. In each pool, each team will play one game against the same team. There will be three pools of three teams and one pool of 4 teams. Round robins will be played between all pools, set up with the appropriate match-ups. The winner of the round robins advances to the quarter-finals. In the event of a tie in the case of a Round Robin:

Total rounds won and lost are tallied up per team.

The team with the greatest round won-round loss ratio wins the round robin.

The Semi-Finals and Finals will be a best of 3. Another match will be played to determine third and fourth place.

Local Tournament

The format of said tournament is as follows, per game:

❖ *In the event one team signs up:*

This team automatically represents their school.

❖ *In the event two teams sign up:*

A match-up is held.

❖ *In the event three teams sign up:*

A round-robin with match-ups between each team is set up.

In the event of a tie:

Total rounds won and lost are tallied up per team.

The team with the greatest round won-round loss ratio wins the round robin.

❖ In the event of four, or more teams sign up:

Single elimination brackets will be set up.

In the case of an odd number of teams, 1 or more teams will be chosen at random to advance in the bracket system.

In this system, the best team shall still win.

Best of One Matches

Team A starts the process and the order of the bans as shown:

Team A removes one map.

Team B removes two maps.

Team A removes two maps.

Team B removes one map.

The remaining map is being played.

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

Best of Three Matches

Team A starts the process and the order of the bans as shown:

Team A removes one map.

Team B removes one map.

Team A picks one map.

Team B picks one map.

Team A removes one map.

Team B removes one map.

The remaining map is played as a decider, if required.

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

Match Procedures

The referees will provide the server IP address as well as the server password, 10 minutes prior to the match time, through the ES Discord server. Players must remain and communicate through the ES Discord server.

Number of players in a match

The teams within CSGO will be comprised of a minimum of 5 and a maximum of 7 players. This way two reserves are kept.

If a player on a roster is not ready 10 minutes prior to the scheduled set time, it is up to the team leader to either substitute another player from the roster unless the match-up has already started, in that case, the team must forfeit the game or continue the game with fewer players. However, in the case the team chooses to play with fewer players, the limit is set to 1 player below the minimum amount.

In the event the team leader cannot provide the names of the players to the referee on the discord call 5 minutes prior to the start of a game, the team shall by default lose this game.

Change of Players

Only players that are a part of the team can be substituted and can only be substituted in between match-ups.

Overtime

Overtime is enabled on all games, consisting of a maximum of two MR3s and if both teams are still tied then a sudden death round will take place.

MR3=3 round halves, after 3 rounds the teams switch sides and every 3 rounds each player will get 10k cash.

Timeouts

Each team has the right to call for 3 timeouts during each game, all lasting for 60 seconds each. Each team has the right to call for a technical timeout lasting for 120 seconds, excluding the automatic technical timeout.

Game settings

Only PC players may enter this tournament.

Players can choose to play with controller or keyboard and mouse.

Miscellaneous:

In cases of *force majeure* the organisers may decide to derogate from this document.