

***COSUP GAMING
TOURNAMENT***

TOURNAMENT FRAMEWORK

15/02/2021



COSUP

Gaming Tournament Framework

Table of Contents

Definitions and aims of the Project:	2
Rules and Regulations:.....	2
Game-Wide Rules and Regulations:.....	2
<i>Game-Specific Rules</i>	4
Entering and leaving the tournament	4
<i>Entering the tournament:</i>	4
<i>Dropping from the tournament:</i>	5
Penalties:	6
Tournament format:.....	6
<i>Local Tournaments:</i>	7
<i>Main Tournament:</i>	9
Roles and Duties:.....	11
<i>The roles and duties of organizers:</i>	11
<i>The roles and duties of technicians:</i>	12
<i>The roles and duties of chat moderators</i>	12
<i>Responsibilities of commentators:</i>	13
<i>Responsibilities of team leaders</i>	14
<i>Responsibilities of referees:</i>	14
Continuity and stability:.....	15
Financial expenses:.....	16
Prizes.....	16



Definitions and aims of the Project:

This project has the goal of uniting students from all European Schools through some friendly competition, as well as spreading awareness of CoSup.

Through a gaming tournament, students can meet and compete despite their diversity of location, language, and situation.

CoSup is the parent organization in the organization of the project.

This statute was written with this ideal in mind – the tournament is a project created by the students, for the students. With regards to the integrity, democracy, and ideal functioning of the project, it is vital that the organisers and players strictly adheres to the regulations set out below.

Rules and Regulations:

Game-Wide Rules and Regulations:

These rules apply in every circumstance, for every game throughout the entire duration of the event.

Player rules:

Any individual who feels that an unjustified action was taken against his teammate can appeal to [the organizers](#) by providing all necessary details, however the organisers will mainly respond to appeals for games that are streamed, otherwise the decision is left to the referees. It is left to the discretion of the organisers and the referees on how to deal with appeals. Judgment shall be passed on a case-to-case basis.

Each player and team player must strictly adhere to the game-specific rules and the rules listed on this document, which are to be distributed to each team leader during the signing-up process.

If a player on a roster is not ready 5 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 match-up or continue the match-up 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 and a total of 2 match-ups can be played with 1 player below the minimum amount for that specific game (applicable for the local tournament). For the Main Tournament, players must be present in the waiting room 20 min prior to the match time and 1 player below the minimum is permitted for the pool stages, however for the semi-final as well as the Finals, the minimum amount of players are required (5 players for CS:GO and 3 for Rocket League).

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.

If players drop out from the team and the team falls below the minimum player limit, the team will be taken out of the tournament and the team leader must inform [the organizers](#).

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.

During games, teams must use the [ES discord server](#) for communication to prevent collusion. Each team in the main tournament will have a private call on the ES discord server. A voice channel will be provided to the teams in the local tournament. A voice channel will also be provided for the technicians, chat moderators, and referees and a separate one for the commentators. Taking this information into account, all players must adhere to all the rules of the ES discord server which is provided on entering the server.

Any form of hacking, scripts or mods outlined in the specific game rules is strictly forbidden and will lead to an automatic team disqualification.

Players must use their primary "main" accounts when playing in the tournament. If there is proof that the player is using an alternate account, then this will lead to a team disqualification. If suspicion is created, the organizers will investigate and will provide their verdict to the relevant team leaders. Certain exceptions can be made if approved by the main organisers.



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 approved by the referees) through the use of a webcam or a 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 (CSGO: only permitted if the game is paused or the players are in a technical time out; Rocket league: only permitted after any of the games in the match-up have finished).

Game-Specific Rules

Game-Specific rules are set out in a separate document per game.

Team leaders and players competing in the CS:GO section of the tournament must agree to the [CS:GO rules](#) by reading the document as well as clicking on the tick box within the application form.

Team leaders and players competing in the *Rocket League* section of the tournament must agree to the [Rocket League rules](#) by reading the document as well as clicking on the tick box within the application form.

Entering and leaving the tournament

Entering the tournament:

Signing up process ([FORMS](#)):



One designated team leader shall sign up his/her team, on the form provided by the organisers and must agree to following the rules listed in this document as well as the game specified rules. The application form is available on the [CoSup Gaming Instagram](#).

Every player and team leader in a team must be officially attending the same one of the thirteen Type I European schools and prove this by providing a picture of his/her 2020-2021 student card with their camera on or any other way to verify their school membership deemed fit by the referees. The verification process shall take place in the ES Discord server. The referees will be in the discord call to verify all players' identity 5 minutes prior to the game time and will stay muted in the same voice channel for the rest of the game to ensure the identity of the players. The referee must stay muted unless the referee must intervene.

The players must find a way to prove their identity on camera even if they lack a webcam as their phone camera could also be used.

If unable to prove their identity by latest 5 min prior to game time, that player will not be allowed to play in that specific game.

After completing the form, the organisers will provide all details to every team leader of their upcoming games.

Dropping from the tournament:

Dropping from the tournament indicates to the organizers that your team no longer wants to continue participating. Teams can drop from the tournament at any time by their Team leader sending a mail to [the organizers](#).

If an individual player leaves the tournament, he can't be removed from the team's roster until after the match-up is over. If the number of players on the team drops below the minimum required for the specific game, the team will be disqualified.

If a team wants to drop or if the organisers or referees need to disqualify a team during a match, the team must forfeit the current match before they can officially be disqualified out of the tournament. All disqualifications will be publicly announced to other competitors. New members can't be recruited.



Penalties:

At the discretion of the entire organisational team or referees (depending on the case), a decision may be held to sanction a player who breaks any of the rules. This sanction could be anything from a chat ban or a suspension to an outright disqualification of the respective team from the tournament.

Penalties include the following:

Warning: an official, recorded notice to the player or the team for a minor tournament infraction. Warnings are recorded to ensure further infractions get assigned appropriately with escalated penalties.

(CSGO) Ban loss: this penalty removes the offending team's ability to ban one map during the starting phase.

(CSGO) Side selection loss: this penalty automatically passes the decision to be terrorist or counter-terrorist to the opposing team.

Game loss: severe infractions may force a team to take an automatic loss in a current or upcoming game set.

Match-up loss: even more severe infractions might force a team to forfeit their current match-up.

Disqualification: the most egregious infractions might warrant disqualification from the tournament. In most cases, the disqualification applies to the entire team.

Tournament format:

Match-Ups:

A match-up is defined as a period of competition consisting of a number of matches.

A match up in CS:GO is a best of one.



A match up in rocket league is a best of three.

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.

Local Tournaments:

Small Tournaments shall be held between teams signed up from the same school to decide which team shall be representing their school.

Two people shall be referee for these matches.

One person shall be from the organizational team.

One referee shall be a student, who is not a member of the team competing, nor the organizational team. Both referees shall be chosen by the organizational team and will be from a different school than the school playing.

Players on the team are forced to make use of the ES Discord communication channels.

A voice and text channel for each school team will be provided.

Each Referee must be present in either one of the teams' voice channel ten minutes before the match to ensure the minimum number of players are present and to verify the students' identity. If a player is missing, refer to "Game-Wide Rules and Regulations".

Referees are not obliged to watch the entire match however they must be present in the discord channel provided on the tournament agenda and be available if called upon. Must keep regular checks on the players within the game and checks on the identity of the players within the voice channel.

Referees must leave the said voice channel once the match starts and no one besides the players of the team may join the voice channel unless a problem occurs where the referees are needed.

These games shall not be livestreamed. If both of the teams playing in the finals wish for their finals to be streamed on our [CSGO Twitch account](#) and our [Rocket League Twitch Account](#) and their school has



more than 5 teams signing up to the tournament then said final will be streamed.

In cases of infractions, both referees must come to a decision about what sanction to give.

For CS:GO:

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.

For Rocket League:

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 goals scored and conceded are tallied up per team.

The team with the greatest goals scored - goals conceded 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.

Main Tournament:

The Main tournament will be the final tournament consisting of the 13 winners from each school in their respective local tournament.

Two people shall be referee for these matches.

Both referees shall be assigned by the organizational team.

All games in the main tournament will be streamed on our Twitch accounts.

There will be two commentators for each game.

Both referees and commentators will be decided by the organizational team.

Referees must watch the entire match-up.

Players on the team are obliged to make use of the ES Discord communication channels.



Players must be in the waiting room 20 min prior to their match time to ensure the smooth functioning of the stream.

Player must keep their cameras on during the entire match-up.

A voice channel for each school team will be provided.

Each Referee must be present in either one of the teams' voice channel ten minutes before the match to ensure the minimum number of players are present and to verify the students' identity. If a player is missing, refer to "Game-Wide Rules and Regulations".

In cases of infractions, both referees must come to a decision about what sanction to give. If no decision can be made, the organisational team and the 2 referees will investigate the situation and will provide their verdict.

The format of said tournament is as follows:

For CS:GO:

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.

For Rocket League:

13 teams will be placed in pools.



In each pool, each team will play a best of 3 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 goals are tallied up per team.

The team with the greatest goals scored - goals conceded ratio wins the round robin.

The Semi-Finals will be a best of 5 and the finals will be a best of 7. Another match will be played to determine third and fourth place.

Roles and Duties:

The roles and duties of organizers:

Organizers are the highest authority on all matters concerning the CoSup Gaming Tournament.

Organisers may not participate in the CoSup Gaming Tournament.

There will be 5 main organisers.

These organisers are to be consulted on all major decisions taken during and concerning the event.

They shall approve of any major decision, unless the decisions are of an urgent nature and have to be decided immediately (e.g., decision on technical issues with incremental effect on the event that cannot wait for the consultation of an organizer).

After collecting all information from the referees, they must keep note of all penalties given to each team.

They must regularly check all appeals sent to them and assess each one.

They will intervene in decisions if complaints are sent or if the referees are unable to come to an agreement. (Only applicable for



the streamed games). During the Local Tournaments, the referees will deal with all complaints and decisions.

The roles and duties of technicians:

Technicians are to be chosen and officially appointed by the organisers of the CoSup gaming tournament.

Technicians shall have an apprehensive knowledge of following fields of IT: Streaming, Moderating, Network Administration, Hosting, and the following applications: Discord, Twitch, Counter Strike Global Offensive and Rocket league.

They should be capable of identifying any issues with IT occurring or may occur in the future.

They should be able to fix any issues with IT within a reasonable amount of time.

The technicians, streamers and referees must remain in a private channel within the ES Discord server.

They shall use the guidance document to adequately assess each situation.

The roles and duties of chat moderators

The chat moderators are to be chosen and officially appointed by the organisers of the CoSup gaming tournament. Chat Moderators may participate in the tournament.

They shall see to that on the stream chat of the event of the CoSup gaming tournament that the following rules on behavioural conduct in game, in chats are enforced and respected, to that end they may:

Censor communications on the stream

Mute/kick anyone on the stream chat.

Ban individuals from the communication platforms.

Behavioural conduct:



Any forms of bullying, racism, sexism, harassment, or damages caused to other members on the stream chat will lead to a penalty as mentioned above.

To carry out their duties they shall be provided with the necessary authorizations on the communication platforms in question.

If a chat moderator abuses his authorization, he may be warned, his authorization may be revoked, or he may be banned from the event. Judging which of the prior actions is appropriate and if there has been an abuse is at the discretion of the organisers.

Responsibilities of commentators:

The task of commentators is to comment on the live feed of tournament before it gets streamed to the viewers.

They shall be assigned by the organisers.

They shall be knowledgeable on the game they are commenting on as well as proficient in the terminology of said game.

They shall have sufficient technical knowledge to stream and will be aided by technicians. One of the two commentators must act as the streamer.

They will act as the cameramen, switching from frame to frame to adequately catch the highlights of the rounds.

Whenever performing their task, the commentators shall refrain from defamation and any deliberate acts of verbal aggression. They may use humorous language when appropriate.

They may be held accountable to the organisers if they behave in an unacceptable manner.

The 2 commentators will be assigned by the organisational team.

The two commentators will be on a separate channel on the ES Discord server.

Commentators may participate in the tournament.



Responsibilities of team leaders

Team leaders are responsible for taking a position of leadership within their roster.

The Team Leader decides the roster of players playing in a particular match-up, being defined specifically for each game and must provide the roster for the local tournament match-ups to the organisers by the requested date on the email.

Team leaders are responsible for organizing and assembling the players on their roster for each match-up.

They shall accurately reflect the opinions of the team as a whole.

They shall communicate with the tournament organisers on behalf of the team through teams or email.

They shall act as the final authority for team decisions during the tournament.

They shall communicate all required information to the entire team.

Responsibilities of referees:

During the tournament, referees must update the branching document of the winners.

The referees shall supervise the matches and see to that the game specific rules and the rules mentioned in this document are enforced during the match-ups.

They shall see to that the defiance of the game specific rules or the general rules are punished appropriately.

They are the deciding authority should there be an uncertainty regarding score, winner or any other issue which needs their interference.

They shall have a comprehensive knowledge of the game rules and terminology.

They shall be appointed by the organisers.

They shall deal with all complaints and decisions during the local tournament.



The referees are the second biggest authority apart from the event organizers and shall therefore ensure everything is running smoothly and on track.

They have administrative power and may use it if deemed necessary.

They shall not be the referee in a matchup with teams from their own school.

They shall be unbiased throughout the entire event and shall not be influenced by any party.

Must be present as referee for an entire match-up.

They must send all details of the match to [the organizers](#) including, the winners and all penalties.

They shall use the guidance document to adequately assess each situation.

Ensure that the roster for the match corresponds to the players mentioned in the Match-ups document.

Must be present in the ES Discord server channel to verify the players' identity and ensure the team has all the necessary players. Shall stay in that voice channel to keep random checks on the identity of the players by looking at the cameras of the players in the main tournament. For the local tournament, they must keep random checks by the asking the players to put on their cameras. Referees must stay muted in the voice channels unless the referee must intervene.

For CS:GO:

Referees may unmute themselves if the game is paused or during a technical timeout.

For Rocket League:

Referees can only unmute themselves after the game is finished unless a player is blatantly cheating.

They can sign up as a participant and referee.



Continuity and stability:

The year of 2020-2021 will be the first year that the CoSup gaming tournament will take place. To ensure the continuity of this project throughout the years, the following rules must be ensured:

All necessary documents must be provided to the new CoSup presidencies.

A Working Group shall be established within CoSup, if CoSup representatives are willing to organise this tournament.

CoSup members should take main responsibility for the organisation of the tournament.

All documents must be made available to all organizers.

Members from organisations such as the PR team, COTI4P, and respective CdE's can be recruited to aid the organization of the tournament.

Students outside these organisations can also be recruited.

Financial expenses:

CoSup will be managing all financial expenses, including the payment of the cash prize, the server hosting, and other expenses linked to this event. The individual students' committees may contribute with funding if they wish but are not obliged to contribute with anything.

Donations to this event are enabled and will help fund the prize pool and/or be given to charity. Donations will be available during the twitch streams, with all the necessary information on our twitch accounts. Donations are in no way obligatory but will be available for those wanting to support the event.

Prizes

CoSup will provide certificates to the local tournament winners to show some appreciation to the teams that had to fight their way through to the main tournament. This certificate will only be applicable to the schools that have more than 1 team signing up for the tournament.



CoSup will also provide a cash prize and certificate to the top 3 of the main tournament for both games. The prizes will be as follows:

Cash Prize to the entire team	CS:GO	Rocket League
1 st Place	200€	145€
2 nd Place	100€	70€
3 rd Place	50€	35€

Miscellaneous:

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

Organisational Team

Head Organiser

Krish Chawla, MOL

Main Organisers:

Dries Rooryck, EEB4

Byron Springer, KAR

Maciej Lubinski, FRF

Jason Hart, LUX 1

Anil Boersma, LUX 1

Organisers:

Sejr Groth Frederiksen, EEB1

Diogo Sousa Cabral Fernandes, LUX 1

Luca Ntsoumoj, EEB2

David Fernández-Sanguino, FRF

Robin Von Breska, EEB1

Timmo Zagar, Alumni

