

General rules

1. DISCLAIMER

- 1.1. The organizer reserves the right to amend/modify the rules without prior notice.
- 1.2. Any decisions on provisions not covered by these rules will be at the admin's discretion.

2. PARTICIPANTS

2.1. INFORMATION

- 2.1.1. Participants are required to provide the following information accurately upon registration:

- Full Name (as per NRIC)
- NRIC number
- Steam account ID / Blizzard ID
- Email
- Contact Number

2.2. EQUIPMENT

- 2.2.1. Participants may provide their own peripherals and hardware
 - This includes (but is not limited to): Mouse, Mousepad, Mouse Bungee, Keyboard, Headphones, Headset and USB cables
 - Any external/additional monitors are not allowed.

2.3. SOFTWARE

- 2.3.1. The following software will be installed on the tournament PCs
 - Steam
 - Blizzard App
 - Teamspeak
 - Discord
 - Logitech Gaming Software
 - Steelseries Engine 3
 - Razer Synapse
- 2.3.2. Players may not use other third party applications, programs, or download any software onto tournament PCs without approval by an admin

2.4. DRESS CODE

- 2.4.1. There is no dress code, however participants are still expected to dress politely and appropriately.

2.5. CONDUCT

- 2.5.1. Participants must conduct themselves in a reasonable manner, maintaining a friendly and polite demeanour to spectators, opponents, members of the press, staffs, and to other individuals involved in the tournament.

- 2.5.2. Participants must remain quiet in the tournament area. Talking is allowed but must be kept at a reasonable level. Spectators are strictly forbidden to communicate with any players while they are competing.
- 2.5.3. Refrain from the use of vulgar language.
- 2.5.4. Players are expected to compete in a professional manner. Match throwing, halting play without reason, or any excessive behaviour will be construed as a violation of player conduct, hence resulting in a match forfeit and disqualification from the tournament.
- 2.5.5. The admin reserves the right to disqualify and dismiss any registered players at any stage of the tournament, for any reason and without prior warning.

3. TEAMS

3.1. ROSTER

- 3.1.1. All team members must be registered beforehand, including substitutes
- 3.1.2. Any changes to the roster must be confirmed by the admin and will only be accepted before the start of the tournament.
- 3.1.3. Any stand-ins require the admin's permission.
- 3.1.4. Substitution of players will only be allowed BEFORE the match starts. Substitutions between games are NOT allowed.

3.2. RESTRICTIONS

- 3.2.1. There are no restrictions regarding any participant's account level or matchmaking rating.

3.3. CONFIRMATION

- 3.3.1. Teams are only confirmed upon reception of the confirmation email or through announcement in the event page:
<https://web.facebook.com/events/176426346279013/>

3.4. CHECK-IN

- 3.4.1. Teams must check-in with the admin 30 minutes prior to the tournament start.
- 3.4.2. Team captains are responsible for ensuring all team members are present and ready to play upon check-in.

4. VENUE

4.1. ATTENDANCE

- 4.1.1. Players must be present at the tournament area 15 minutes prior to their scheduled match.
- 4.1.2. Players are not expected to stay at the venue outside of their scheduled matches. However they must remain contactable.
- 4.1.3. Competition hall is strictly for competing players only.
- 4.1.4. Tournament staffs reserve the right to deny anyone, even a competitor from entering the tournament area without a valid reason.

4.2. SETUP

- 4.2.1. Each team will be given around 15 minutes to set up their equipment and warm-up before the start of the match.

- 4.2.2. With two minutes of pre-game remaining a tournament official will notify the teams that the game will begin shortly and to be prepared to start.

5. BROADCASTING

5.1. OFFICIAL BROADCASTS

- 5.1.1. The organizers may broadcast any games at their own discretion.
- 5.1.2. Any third-party broadcasts of the same game are not allowed without the admin's approval.

5.2. PLAYER BROADCASTS

- 5.2.1. Players whose games are not broadcast may stream their own gameplay, however it is recommended to do so with a delay.
- 5.2.2. The organizers are not responsible for any occurrence of stream-sniping due to player streams.
- 5.2.3. Streaming during the main event is NOT allowed

6. COMMUNICATION

6.1. ANNOUNCEMENTS

- 6.1.1. Any announcements regarding the tournament will be made through our official discord group : <https://discord.gg/5BfM6j3>
- 6.1.2. Admins and marshalls can also be contacted via direct message through discord.
- 6.1.3. Any information not directly given by the officials are to be treated as invalid unless confirmed otherwise.

6.2. COMMUNICATION WITH THE ADMIN

- 6.2.1. The admin can be reached using the discord link above.
- 6.2.2. Any important communications from the admin will be sent to the team captain's registered email directly.

7. CONFLICT RESOLUTION

7.1. DISPUTES

- 7.1.1. Any and all disputes between teams must be settled through the admin.

7.2. ALLEGATIONS

- 7.2.1. Any allegations of misconduct, cheating or excessive behaviour will be treated seriously and thoroughly investigated by the officials.
- 7.2.2. The admin still reserves the right to ignore any allegations at their own discretion.

7.3. ADMIN DECISIONS

- 7.3.1. Any decisions made by the admin and officials are final.

CS:GO

1. ROSTER

1.1. PLAYERS

- 1.1.1. 5 main players and up to 1 substitute player (optional)

2. PENALTIES

2.1. PUNCTUALITY

- 2.1.1. 5 minutes late: 1st map ban forfeit
- 2.1.2. 10 minutes late: 2nd map ban forfeit
- 2.1.3. 15 minutes late: Match Forfeit

3. GAME SPECIFIC RULES

3.1. GAME MODE

- 3.1.1. 5v5 Competitive Mode (30 rounds)
- 3.1.2. Overtime is enabled
- 3.1.3. Map pool:
 - 1. Cobblestone
 - 2. Cache
 - 3. Inferno
 - 4. Mirage
 - 5. Nuke
 - 6. Overpass
 - 7. Train
- 3.1.4. Map veto procedure:
 - 1. 1st ban pick determined by coin flip
 - 2. Alternating bans until 1 map remains

3.2. STARTING SIDE

- 3.2.1. Decided by knife round

3.3. PLAYER SETUP

- 3.3.1. Each player must provide an autoexec.cfg and/or user config files to the organizers prior to the tournament.
 - 1. For more information on accessing your user config files, refer to this link:
https://www.reddit.com/r/GlobalOffensive/comments/3xci8w/fyi_the_default_config_folder_has_changed_please/
- 3.3.2. All teams are encouraged to attend the tournament stress-testing session scheduled the day before the main event in order to properly test their equipment and rehearse their setup.
 - 1. The organizers are not responsible for resolving any hardware failures during the tournament.

3.4. TOURNAMENT FORMAT

- 3.4.1. Group Stage: Swiss Style Best-of-One
 - 1. Max 16 Teams
 - 2. 2 rounds (+1 extra if needed)
- 3.4.2. Playoffs: Single Elimination Best-of-One
 - 1. Semi-finalists qualify to the main event
 - 2. Bronze match included

3.5. VICTORY CONDITIONS

- 3.5.1. A team has earned match point (16 rounds)
- 3.5.2. A team has won overtime

- 3.5.3. Opposing team forfeits the match
- 3.5.4. All players on a team intentionally disconnects without reconnecting

4. RESTRICTIONS

4.1. ILLEGAL INFORMATION

- 4.1.1. Screen peaking and ghosting are not allowed.
- 4.1.2. Spying on the opposing team's in-game communications is strictly prohibited

4.2. BOOSTING

- 4.2.1. Boosting is allowed
- 4.2.2. Pixelwalking is NOT allowed.

4.3. UNFAIR ADVANTAGE

- 4.3.1. Any cheats, hacks, and bug exploits are strictly prohibited.
- 4.3.2. Any use of third party scripts, programs or specialized hardware that leads to an unfair advantage are not allowed.

5. GAME INTERRUPTIONS

5.1. PAUSING

- 5.1.1. Pausing at the start of the game to adjust in-game configurations are allowed.
- 5.1.2. Pausing due to technical issues (disconnections, game crashing etc.) are allowed.
- 5.1.3. Tactical pausing (pausing without any apparent technical issues) are allowed, but must be done using in-game tools.
 - 1. Each team is allocated 4 pauses of 30 seconds per game.
- 5.1.4. Players must provide a valid reason to the officials if a pause is called.
- 5.1.5. Any teams judged by the officials to have abused the pause function will be disqualified with immediate effect.

5.2. EXTERNAL INTERRUPTIONS

- 5.2.1. Any external interruptions (server crash, internet downtime, electrical outage) resulting in a loss of all match data will result in a remake of the game.
 - 1. The map played and starting sides must remain the same as prior to the interruption.
 - 2. If a significant amount of game time has been incurred prior to the interruption, a sudden death round may be played at the discretion of the admin.