

RULES & REGULATIONS



UNITED ARAB EMIRATES & KINGDOM OF SAUDI ARABIA
DISCORD FOR TOURNAMENT COMMUNICATION
AGE ALLOWED: 18+

1. GENERAL RULES

- Every registered player(s) must have a valid Steam account.
- All Players have to use their original nickname in-game

Game Settings

- All matches will be played on Counter-Strike: Global Offensive servers with the latest game patch of "Counter-Strike: Global Offensive".

The following game settings will be used:

- mp_startmoney: 800
- mp_roundtime: 1.75
- mp_freezetime: 15
- mp_maxrounds: 30
- mp_c4timer: 35
- sv_pausable: 1

Settings for overtime:

- mp_maxrounds: 6
- mp_startmoney: 10000

- The map pool will always be the Active Duty map pool and therefore might be updated before each tournament:
 - de_dust2
 - de_nuke
 - de_cache
 - de_train
 - de_mirage
 - de_inferno
 - de_overpass
 - de_vertigo

Lobby invites will be issued at least 10 minutes before the map veto starts. Participants are not allowed to pass the password on to anyone but the other members of his team and the stand-in(s) for the match.

Cheats

Using any tool or commands which affects the performance of the game, not provided by Steam and/or the game during the games is strictly forbidden.

Illegal scripts In general, all scripts are illegal except for buy, toggle and demo scripts. Here are some examples for illegal scripts:

- Jumpthrow
- Stop shoot scripts (Use or AWP scripts)
- Center view scripts
- Turn scripts (180° or similar)
- No recoil scripts • Burst fire scripts
- Rate changers (Lag scripts)
- FPS scripts
- Anti-flash scripts or binding (snd_* bindings)
- Bunny hop scripts
- Stop sound scripts

Violations of this rule will lead to a warning the first time. If in team matches more than 1 player played with wrong client settings and they have been warned before already, the match will be deleted.

OTHER GENERAL RULES

- Admins have the right to modify the rules and regulations for adjustments at any time without notice.
- Every participant has to try to win every game at every stage of the competition. Purposefully losing for any reason is strictly forbidden and may result in being disqualified.
- In case of any dispute regarding any issue, the final decision will be made by the admin.
 - Game Admin has the power to refute any rule depending on the situation at hand.

2. IMPORTANT RULES

- Players are expected to read and understand all of the rules.
- Show good sportsmanship (Gentleman's Rules)
- Admins are above the rules and will have the last say in any issue that may occur.

3. REMAKES

- Once the match starts, there will be no restarts. Any issues in lobby or during warm up can be reported to an admin. Otherwise, any issues during the match will have to be dealt with by competitors. An admin is able to overrule this under specific circumstances.

4. TEAMS

- All of the players participating, must be registered on the official homepage of the tournament
- Every sub-account and nickname change must be registered on the tournament's official home page if they are going to be used in the tournament.

5. GAMES

- Admins decide when the games will be played
- Every team must meet up 30 minutes before the game is scheduled to start, and the game must be started before or at the starting time.
- If you are participating in the main tournament, you have to meet in the platform 30 minutes before game starts

5.1 ABUSE & EXPLOITATION

- Bug exploitation: Exploiting known or newly discovered bugs during the game will result in disqualification of the exploiting team.
- Definition of bugs:
 - Anything that will give a player an unfair advantage
 - Anything that makes the game crash or stop

5.2 PUNISHMENT

- Warning: After one(1) warning has been given, the game will continue. If a player receives more than one(1) warning during a game, the player will be disqualified from the tournament
- Game loss: if a player receives any punishment for a minor offense, they will get a loss by default, no matter the result of the game.
- Disqualification: A player that gets disqualified will be thrown out of the tournament. They will not get to compete in any more tournament games.
- Point reduction: A player may get a reduction in points for minor offenses.

5.3 PURPOSELY DISCONNECTING

- Any player that has disconnected from the game without reconnecting, with the intention to get a remake of the game, will get a loss by default

5.4 GENTLEMAN RULES

- The gathering game crew advices everyone to follow these rules, even though it is not imposed.
- Disconnected players shall not be attacked
- No typing in all-chat, trash talking or unnecessary chat.
- You must **NOT** be involved in any kind of intimidating behavior, either in or out of the game
- Be a good winner and a good loser.