

This document outlines the rules that should at all times be followed when participating in "EMS One Katowice" Counter-Strike: Global Offensive competition. By signing up to this tournament you confirm that you have read and understood the rulebook below and that you agree to abide by these rules.

General Rules

1. Tournament structure

1.1.1. Qualifications

1.1.2. Regional qualifications

Regional qualification tournaments will be held in six European regions, from which the winner (8 teams) will receive a direct promotion to the European Qualifications Online final. Tournaments will be played in Single Elimination bracket, in a Best of One and Best of Three format. The following are the regions in which we will organise regional qualifications with the given schedule of qualification tournaments and information on the number of received slots in the Online Final:

- Poland (2 slots):
 - #1 Qualifier Cup: 10.01 – 12.01.2014
 - #2 Qualifier Cup: 21.01 – 23.01.2014
 - #3 Qualifier Cup: 31.01 – 02.02.2014
 - #4 Qualifier Cup: 06.02 – 08.02.2014
 - Regional Finals: 10.02 – 12.02.2014
- CIS (2 slots):
 - #1 Qualifier Cup: 10.01 – 12.01.2014
 - #2 Qualifier Cup: 21.01 – 23.01.2014
 - #3 Qualifier Cup: 31.01 – 02.02.2014
 - #4 Qualifier Cup: 07.02 – 09.02.2014
 - Regional Finals: 14.02 – 16.02.2014
- Germany (1 slot):
 - #1 Qualifier Cup: 17.01 – 19.01.2014
 - #2 Qualifier Cup: 31.01 – 02.02.2014
 - Regional Finals: 14.02 – 16.02.2014
- UK (1 slot):
 - #1 Qualifier Cup: 17.01 – 19.01.2014
 - #2 Qualifier Cup: 31.01 – 02.02.2014
 - Regional Finals: 10.02 – 12.02.2014
- France (1 slot):
 - #1 Qualifier Cup: 10.01 – 12.01.2014
 - #2 Qualifier Cup: 24.01 – 26.01.2014
 - Regional Finals: 07.02 – 09.02.2014

- Nordic (1 slot):
 - #1 Qualifier Cup: 10.01 – 12.01.2014
 - #2 Qualifier Cup: 24.01 – 26.01.2014
 - Regional Finals: 07.02 – 09.02.2014

1.1.3. *European qualifications*

Two separate tournaments will emerge eight teams, who will join the last eight of regional qualifications. Tournaments will be played in Single Elimination bracket, in Best of One and Best of Three format. The following is a schedule for the EU qualification tournaments:

- #1 Qualifier Cup: 18.02 – 20.02.2014 (4 slots)
- #2 Qualifier Cup: 22.02 – 23.02.2014 (4 slots)

1.2. *Online Final*

16 European teams (8 winners of regional qualifications and 8 teams qualified from European qualifications) will participate in the online final to fight for 6 slots that will take them to the main event of EMS One Katowice. The tournament will be played in Double Elimination bracket, in Best of Three format.

- Online Final: 25.02 – 27.02.2014 (6 slots for EMS One Katowice)

1.3. *LAN Finals*

16 teams in total will take part in the main EMS One Katowice tournament, which will be held during IEM Katowice, including:

- 8 slots for the TOP8 of DreamHack Winter
 -  Fnatic
 -  Ninjas in Pyjamas
 -  Titan
 -  über G33KZ
 -  Recursive
 -  LGB eSports
 -  Complexity
 -  ex-Astana Dragons
- 6 qualification slots for the EU Online Finals
- 2 wildcard slots for non-European teams who would like to attend the EMS One Katowice tournament

2. Conditions of participation

2.1. Regional qualifications

The core of the team (60% of the team / 3 players) has to be from the region in which the qualifications are played in. The region of each player is determined by their current place of residence. A team can only have maximum two players participating in a match from outside of the region where the qualifiers are played in. For example: if a team takes part in the CIS qualifications, only two players can come from outside the CIS countries.

A team can take part only in the regional qualification tournaments organised in their region. For example: A Polish team cannot participate in CIS qualifications.

Teams from the following countries can participate in German qualifications: Germany, Austria, Luxembourg, Switzerland, Liechtenstein.

Teams from the following countries can participate in French qualifications: France, Belgium, Monaco.

Teams from the following countries can participate in Nordic qualifications: Denmark, Sweden, Finland, Norway.

2.2. European qualifications

All players living in the area of Europe can participate in European qualifications.

3. Team Lineups

3.1. Number of players in the team

Each team should consist of a minimum of five players.

3.2. Changing lineups

Team that qualified for regional / European final can make some changes within their team, however the core of the team (60%) must stay the same.

3.3. Qualified players

None of the qualified players can participate in other qualifying rounds. If this happens, the team will be disqualified and the player will be punished.

4. Game coverage

The ESL reserves exclusive right to the coverage of Electronic Sports League matches. This includes all forms of transmission, including IRC Bots, Shoutcast-streams, GoTV and ESL-TV Broadcasts. Turtle Entertainment Poland can pass on the broadcasting rights for one or multiple matches to a third party or to the participants themselves. In this case the broadcast must be arranged with a head admin before the match. A participant cannot refuse to have their matches broadcast, nor can they choose in what way it will be broadcast. In case of failure to fulfill this requirement, the organiser may exclude the team from which the player has broadcasted the game without the consent of the organisers.

5. Tournament Administration

Contact with the administration of the tournament will be possible via IRC (#esl.ems.katowice) or through the support / protest ticket.

In case of any complains you can contact:

Michał Wiśniewski miwi@turtle-entertainment.com

Alexander Nehr an@turtle-entertainment.com

6. Final decision

A protest can only be made using the protest form on the ESL page. The team has the right to appeal against the decision of the league administrator and submit complaint to the Head Admins or Tournament Director. Head admins collects all the necessary information from both teams and administrators and on the basis of the collected materials Tournament Directors makes the final decision. No further right of appeal will be available.

7. Rule modifications

The ESL administration reserves the right to change or modify these rules, and in special cases make decisions not covered by these rules to preserve the spirit of fair competition and sportsmanship.

Game Specific Rules Counter-Strike: Global Offensive

1. ESL Wire Anti-Cheat

ESL Wire Anti-Cheat is mandatory for all players to use for the full duration of all matches without exception. If a player cannot use Wire Anti-Cheat then they are not allowed to take part in a match.

Important information about Linesman, which have to be followed as well, can be found on the following website:

<http://www.esl.eu/eu/wire/linesman/>

2. Match Procedure

2.1. Mappool

The mappool includes the following maps:

- de_nuke
- de_dust2
- de_train
- de_inferno
- de_mirage

2.2. Mapchoice

Best-of-One Matches

In case of Best-of-One matches, both teams remove maps alternatively until one map is left which will be played. The team with the lower seeding has to start to remove the first map.

Best-of-Three Matches

In case of Best-of-Three matches, both teams remove maps alternatively until three maps are left which will be played. The team with the lower seeding has to start to remove the first map. After that each team will pick one map, the team with the lower seeding starts and picks the first map, the higher seeded team will pick the second map. The last map will be played as decider map if needed.

2.3. Starting Side

A knife round will be played prior to the match start to determinate on which side a team has to start the match, the winner can pick his side.

2.4. Nickname Ingame

Each player has to use the same nickname during official matches as in his ESL profile on the website.

2.5. Lineups

The lineup for each match has to be entered on the match page on the ESL website before the start of a match.

2.6. Number of Players

All matches have to be played with five players per team (5vs5), other constellations are not allowed. If a team fails to show up with enough players, the match will count as no-show and will be forfeited.

2.7. Dropping of Players

If a player drops before the first kill in the first round of a half, then the half will be restarted. If a player drops after the first kill have been made and has not returned when the round have been decided, then the match will be paused at the end of the round/start of the next round. If the player have not returned, or cannot be replaced within 10 minutes after the pause has started, then the team with the dropped player may forfeit the match at admins discretion.

2.8. Change of Players

Players can be changed at any time but the opposing team has to be informed in advance. If necessary the game can be paused. This change may not take more than 5 minutes. After the waiting time the match can also be continued without the full team and the player can join in the running game. Changed players must be registered in the team with their CS:GO SteamID.

2.9. Leaving the Server

All matches must be played to the end, failure to do so will be penalized. A match is considered complete when one team has reached 16 rounds on the final map.

2.10. Continuing a Disrupted Game

If a match is interrupted (e.g. server crash) within the first 3 rounds of play, then the match should be restarted, if the match is interrupted after the first three rounds of play then the match should be continued where it left off, with these changes in the configuration.

- mp_startmoney should be set to 5000 for the rest of the half
- The rest of the rounds that have not been played should be played.

However, if the match will be played on an official ESL server the admin can decide to continue the match by using the backup files provided by the game instead of using the above mentioned way.

2.11. Overtime

In case of a draw after all 30 rounds have been played, an overtime will be played with mp_maxrounds 10 and mp_startmoney 16000. For the start of the overtime teams will stay on the side which they played the previous half on, during half-time sites will be swapped. Teams will continue to play overtimes until a winner has been found.

3. Player Settings

3.1. Configuration / Startparameters

The following commands are forbidden:

- mat_hdr_enabled

The following startparameters are forbidden:

- +mat_hdr_enabled 0/1
- +mat_hdr_level 0/1/2

All other configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating.

A player may be penalized for wrong settings in any config file, regardless if it is in use, or even stored in the game folder in question.

If three or more players have wrong settings the team will get a default loss. Admins may under special circumstances decide on a default loss, even if less than three players have wrong settings.

3.2. Forbidden Scripts

The use of all scripts is forbidden. However there is an exception for the following scripts:

- Buy-Scripts
- Demo-Scripts
- Say-Scripts
- Nickname-Scripts

If you are not sure if a script is allowed or not, then contact the admin team before you play an official match.

A player may be penalized for forbidden scripts in any config file, regardless if it is in use, or even stored in the game folder in question.

If three or more players have wrong settings the team will get a default loss. Admins may under special circumstances decide on a default loss, even if less than three players have forbidden scripts.

3.3. A3D

The use of A3D (2.0) or any program, driver or interface that simulates A3D (2.0) is strictly forbidden, and will be punishable under the cheating paragraph.

3.4. Graphics drivers, or similar tools

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

Furthermore it's forbidden to use all kinds of overlays which will show the usage rate of the system in any way in-game (e.g. Nvidia SLI display, Rivatuner Overlay). Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

3.5. Color depth

Every player must play with the highest color setting in Counter-Strike (32 bit); if the player is playing in windowed mode then the desktop must also be on 32bit setting.

3.6. Custom Data

Only steam skins are allowed to be changed, any other changes to sprites, skins, score boards, crosshairs are strictly disallowed.

4. Server

4.1. Server Settings

All servers that are to be used for an EMS One match must have the official settings loaded as well as the mappool installed. Additional to that the server must have the following settings

- ESL Settings
- VAC enabled
- sv_pure 1

The team providing the server is responsible for making sure that the server has all the necessary components required. However with the start of the match both teams agree on the settings as well as the map version. If possible wrong settings have to be changed after the start of the match if there is no big disadvantage for one of the teams.

4.2. Server Plugins

No extra plug-ins are allowed to be installed on the server, especially gameplay mods such as metamod are not allowed. The only exception is official ESL Plugin for CSGO.

5. Use of Bugs and Glitches

The usage of the following bugs is strictly forbidden, if any bug is used which is not listed here it is up to the admins discretion whether or not a punishment is necessary.

Warm-up – map check:

Bugs on load have to be checked before the match starts (missing boxes, ladders and so on). Failure to do so, and to let the match start, will mean that both teams have accepted the state the map is in, and the match will be continued under these settings. Protests and complaints regarding to such issues will not be adhered to.

Under the match:

- Moving through any walls, or ceilings, are strictly forbidden, also moving through the floor, or anywhere else which were not intended to be a passage is strictly forbidden.
- „silent planting“ is strictly forbidden (planting the bomb in such a way that no one can hear the beeping)
- To plant the bomb where it is impossible to reach is disallowed. Planting the bomb in a place that you can reach with a boost from a teammate is not part of this rule.
- Standing on top of teammates is generally allowed, it is only forbidden, when such actions allow the player to peek over a wall, or ceiling that should not be allowed according to map design.

- Using flash bugs are strictly forbidden.
- Throwing grenades under walls are forbidden, although throwing grenades and flashes over walls are allowed.
- „map swimming“ or „floating“ is forbidden
- „Pixel walking“ is forbidden (Sitting, or standing on invisible edges on the map).

General:

Generally, the use of any bugs in the game is strictly forbidden. (For example: spawn bugs). Exceptions are the following bugs which are explicitly allowed:

- Defusing the bomb through walls and items etc.
- So called “surfing” on tubes
- So called “fireboost”

The tournament direction reserves the right, also retroactively; to add more bugs to the list of explicitly allowed bugs.

6. Match Media

All match media (screenshots, demos, etc.) must be kept for at least 14 days. In general, you should upload the match media from a match to the match page immediately. Faking or manipulating match media is of course forbidden and will result in severe penalties. Match media should be named clearly based on what it is.

6.1. Screenshots

It is the responsibility of both sides to ensure all screenshots are uploaded to the match page immediately after the match ending.

6.2. The obligation to record demos

It is mandatory for all players to record point of view (POV) demos for the full duration of all matches without exception. In general incomplete, defective or manipulated demos will be treated as missing demos.

6.3. The obligation to upload demos

After the game, the team must provide a demo POV only if the opposite team requested it. The maximum amount of demos that can be requested is up to 4 demos for each map. Demos must be uploaded as soon as possible; before the start of the next round of matches.