Counter-Strike: Global Offensive tournament rules

- The game master can make changes in the ruleset and make decisions not established in the ruleset.
- Games are played out in 5vs5 format.
- Each participant can only compete in one team lineup.
- Each participant has to be acquainted with the tournament rules and overall LAN rules.
- By participating in the tournament, the players agree to said rules.
- The entire team is responsible for their players - if one of the participants commits offence against the rules, the penalties apply to all team members.
- Every team can have one coach

Coaching rules:

- Coach can call out pause for the team.
- Coach can not be in physical contact with the team during game.
- Coach can not be on computer while coaching
- Coach can stand behind his/her team and give suggestions using programs like Teamspeak, Discord, Mumble or similar

Tournament structure

- Group stage, 4 teams advance from each group
- Brackets double elimination – upper bracket BO1, semifinal BO3, final BO5, lower bracket BO1
- The exact tournament structure is determined at the event

Maps

- de_inferno
- de_nuke
- de_cache
- de_train
- de_cobblestone
- de_mirage
- de_overpass

Map pick:

- BO1: Ban, Ban, Ban, Ban, Ban, Ban, Pick
- BO3: Ban, Ban, Pick, Pick, Ban, Ban, Pick

Winning criteria:

- MR15
- In case of a draw (15-15) the game runs into overtime, MR3, 10K startmoney

Pausing the game during a match:

- The game can be paused by using the command .pause
- Each team can pause the game for up to 10 minutes during one map
- If the reason for pausing the game is infrastructure related, the game master is responsible for solving the problem
- If the problems rise at the beginning of the round, the team must notify the opposing team straight away. The match is restarted after the problem has been resolved.
- The round is restarted only in case no one has done any damage to each other with a gun. If the parties cannot find an agreement, the game master determines the final restart decision with the help of GOTV.

Unacceptable circumstances

- All kinds of third-party created assisting programs are strictly forbidden!
- All kinds of Lua scripts are forbidden
- In-game macros (e.g weapon-buying bindings) are allowed
  Examples of forbidden scripts:
- 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)
    - Bunnyhop scripts
    - Stop sound scripts
- In addition, it is forbidden to change mat_hdr_enabled and mat_hdr_level values.
- Players are not allowed to use any kind of 3rd party tools to modify game graphics significantly
- You cannot display PC performance information on the game screen (including Nvidia SLI Display, Rivaturner applications)
- Players are not to plant the bomb in inaccessible locations
- Players cannot make use of map exploits (including pixelwalking)
- Banned weapons are Negev and R8

Servers:

- The server tickrate is 128
- Servers use ESL latest configuration