



OlyBet Sports Bar CS2 Baltics Rulebook

INTRODUCTION

OlyBet Sports Bar CS2 Cup (hereinafter referred to as “**Tournament**” or “**Event**”) is an esports tournament created by Goexanimmo (hereinafter referred to as “**Organizer**”) to popularize and promote the development of esports in the Baltic region. Goexanimmo owns the exclusive property rights to the tournament brand, as well as the written and audiovisual content.

This is the only valid Rulebook for the Tournament, its participating teams (hereinafter referred to as “**Team(s)**” and their “**Participant(s)**”). The parts of the Rulebook can be changed by the Tournament Officials at any point in time and changes come into effect immediately after the new version of the Rulebook is published.

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1. GENERAL

1.1. Tournament Officials

The Organizer appoints the Tournament's Officials who are responsible for the handling of the Tournament and match procedures. The Organizer may change any Tournament Officials at any time in its sole discretion.

1.1.1. Current Tournament Officials

- Artūrs Bērziņš, "Zen" - Global Administrator / Official

1.2. Integrity of the Rulebook

If any rule included in the Rulebook is invalid or impracticable in part, it shall not affect the validity of the rest of the Rulebook. Appropriate action and provision shall be taken nearest to the intent of what should have been the intention in keeping with the meaning and purpose of the Rulebook.

Teams are to be informed in case of any changes in the Rulebook. Ignorance of mentioned rules or their non-reading does not relieve the Teams and their Participants from penalties associated with one's actions.

1.3. Confidentiality

Teams shall acknowledge that by participating in the Tournament they may have access to certain confidential information, including but not limited to Match schedules and results (which shall be considered confidential up until such results are made publicly available by an Official), and correspondence between Teams and the Officials. Teams shall not disclose any such confidential information unless explicitly permitted in writing by an Official.

1.4. Punctuality

Participants are expected to attend all Tournament commitments within a reasonable timeframe prior to their beginning. Delayed start of any such engagements may result in warnings, penalties and other sanctions including, in the case of non-attending a Match, a forfeit loss.

1.5. Respect

All Participants must comply with the Rulebook and the Etiquette, and are required to treat Tournament Officials, other Teams, Organizer's staff, Tournament Partners, members of the press and fans with the utmost respect. This extends to all equipment and hardware provided by the Organizer, and any damage or breakage of the aforementioned items may lead to warnings and/or Sanctions.

1.6. Communication

The official method of communication for the Tournament is the Organizer's Discord server, which shall be used for communication between Tournament Officials and Teams. In order not to miss important information, Teams and their Participants are obliged to regularly check the information published on the server.

1.7. Code of Conduct

By signing up for this Tournament, all Teams agree to abide by all of the terms included in the Rulebook and understand that not knowing contents of this Rulebook shall not be a valid reason for any disputes.

1.8. Non-Disparagement

The Teams and Participants shall not at any time make any comments, statements or remarks by whatever means (including online) or engage in any conduct which damages or adversely impacts the goodwill, image, commercial interests or reputation of the Organizer, the Tournament and/or any Tournament Partner or other Team and shall not engage in any conduct which brings the Tournament, the Team or the Participants into public disrepute or scandal.

2. PARTICIPATION

2.1. Sign-up process

2.1.1. Official Website

Signing up for the Tournament is only possible until the sign-up deadline indicated on the event pages available on FACEIT. After the aforementioned deadlines, sign-ups are considered closed, meaning it is no longer possible to sign up for Qualifiers.

To sign up for the Tournament, Players must create an account on FACEIT, create a team, and apply for the qualification event of their respective region.

2.1.2. Participation Prerequisites

The participation requires no fee.

Team captain's next task is to join the [Organizer's Discord server](#), on which further instructions will be given on how to join the tournament via FACEIT. The Discord server shall be used as the only communication tool between the Tournament Officials and the Teams during the Tournament.

2.2. Team Requirements

2.2.1. Team Roster

Each Team shall consist of:

- Five (5) Players,
- *One (1) Substitute,
- *One (1) Coach.

* - *optional*

All Teams must consist of Players who are citizens of Baltic region countries (Latvia, Lithuania and Estonia) at the start of the Tournament.

Every Team signing up to their respective country's Qualifier must consist of a minimum of **three Players** from that specific country. The aforementioned rule no longer comes into effect during the **Last Chance Qualifier** where teams are allowed to use any number of players from Baltic region countries, as long as they are citizens of Latvia, Lithuania or Estonia.

The **minimum age** of the tournament is **18**. This applies to all Participants. If anyone is found to have lied about their age after the start of the Tournament, their Team shall be disqualified with a notice from a Tournament Official.

Team Captains will be able to add **Substitutes** and **Coaches** to the FACEIT tournament page upon initial registration, as well as after signing up. The use of Substitutes and Coaches is allowed for the entire duration of the Tournament.

2.2.2. Use of Substitutes

When using a Substitute player during the **country-specific Qualifiers**, a Team must abide by the **"three Players from one country"** rule at all times. If the usage of a Substitute player results in the rule being broken, the Substitute player is not allowed to be used.

When using a Substitute player during the **Last Chance Qualifier**, a Team is allowed to substitute **any Player** who is a **citizen of one of the Baltic region countries** (Latvia, Lithuania or Estonia).

Upon qualifying for the Finals (LAN), Teams **are not allowed to** switch Players, Coaches and/or Substitutes.

2.3. Game Accounts

In order to participate in the Tournament, all players must have a Steam account.

A Player is not allowed to participate if one has received a Valve Anti-Cheat (VAC) ban within the past two years, as well as any other active game ban on FACEIT, ESEA or other similar platform-wide bans for Cheating.

A Player is also not allowed to participate in any of the Qualifiers if one has received a Counter-Strike *Game Ban* on the FACEIT platform.

A *Game Ban* is considered a platform-wide ban for the specified game.

2.4. Team names and Player usernames

Players may only register their own official nicknames without any additions. Sponsor/Clan tags on servers are allowed in-game. Offensive, racist clan tags, Steam profile pictures, nicknames will not be tolerated under any circumstances. In some cases, due to the circumstances of usernames/imagery being non-manageable on the FACEIT platform organizer-wise, any and all protests in regards to improper usernames/imagery will not be grounds for disqualification, but will be taken into account for when the Players qualify for further stages of the Tournament. Tournament Officials hold the right to request the Players to remove their clan tags and/or change the nicknames/Steam profile pictures prior to notice.

FACEIT Team names must be renamed so the ones signed up on the Event's official website. For example, have a team name as "Liquid" instead of "Team_YEKINDAR".

Team names must not be:

- protected by third party rights unless the Participant and/or Team has received a written approval;
- identical or close to representing a brand or trademark;
- identical or close to representing a person's name, unless it is the name of the Participant.

The Organizer reserves the right to deny participation to Teams that do not comply with or attempt to circumvent these rules.

2.5. Player Data

Teams will be required and asked by Tournament Officials to fill out a data sheet in regards to Players' personal information. Some data may be used for live broadcast purposes of the following matches, unless changes are made otherwise:

- Latvian Open Qualifier - Grand final match
- Lithuanian Open Qualifier - Grand final match
- Estonian Qualifier - Grand final match
- Last Chance Qualifier - Upper and Lower bracket finals' & Grand final matches
- Finals (LAN) - all matches

3. PRIZES

3.1. Prize Pool

The prize pool of the Tournament is five thousand euros (**€5,000**).

The prize money is distributed as follows:

1st Place - **€2,500**

2nd Place - **€1,500**

3rd & 4th Place - **€500**

3.2. Payment and receiving of prizes

The Organizer is responsible for handling the payments to the respective winners.

After determining winners, the respective Teams are to be contacted by the Tournament Officials or the Organization via Discord for further details. In case Discord communications are lost, the Team Representatives shall be notified via email they signed up upon Registering their Teams.

Cash prizes are paid within 60 (sixty) days after the end of the Tournament and are paid to the bank account of the winning Team's Representative.

3.3. Withholding of prizes

If a Team has not been able to provide the Tournament Officials with all the necessary information needed to pay out the respective Team's prize money, the prize money may be partially or fully withheld.

The Organization holds the right to withhold any payment or have pay-out delays if an undergoing investigation is taking place within the Tournament's competitive integrity.

4. TOURNAMENT STRUCTURE

4.1. Event format

The Tournament will take place over three weekends: **from November 11th to December 2nd, 2023.**

The Tournament consists of **three phases** in total:

1. Open Regional Qualifiers - **November 11-12;**
2. Last Chance Qualifier - **November 25-26;**
3. Finals (LAN) - **December 2nd**

All Regional Qualifiers are to be played out in a Double-Elimination format bracket with a single Grand final; all matches being played in Best-of-Three (Bo3) series.

The Finals (LAN) phase is to be played out in a Single-Elimination format bracket with all the matches being played as Best-of-Three (Bo3) series.

4.1.1. Event location

The Qualifying phases of the Tournament are played out online on FACEIT platform, whereas the Finals matches will be carried out at *Splendid Palace, Elizabetes street 61, Centra district, Rīga, LV-1050* in Riga, Latvia.

4.2. Phases Structure

01 - Open Regional Qualifiers

An Open Regional Qualifier shall be hosted within each of the following countries:

- Estonia,
- Latvia,
- Lithuania.

The maximum number of available slots for each Regional Qualifier is 32 Teams. One Team from each Open Regional Qualifier shall advance directly to the Finals.

02 - Last Chance Qualifier

The Last Chance Qualifier shall be hosted for all three countries together. The maximum number of available slots for the Last Chance Qualifier is 32 Teams. Winning Team advances to the Finals.

03 - Finals (LAN)

The four Teams that advanced to the Finals shall compete in a single-day competition until a champion is found. For more information about the Finals see Section 8 - LAN RULES.

4.3. Event Schedule

Exact schedule for Teams will be provided by a Tournament Official via the Tournament's Discord server as soon as the sign-up period ends and all Team rosters are finalized.

Each qualifying phase is played out within a course of two days:

- The first day of the qualifiers starts at 11:00 **CET** (12:00 **EET** - Local time).
 - During the Open Regional Qualifiers, games are played out one after the other until the Grand Final.
 - During the Last Chance Qualifier, games are played out one after the other until the Semi-finals.

- The second day of the qualifiers is broadcasted, and is scheduled to start at 11:00 **CET** (12:00 **EET** - Local time).
 - During the Open Regional Qualifiers, the second day shall begin with the grand final game of the Estonian qualifier, followed by the grand final game of the Lithuanian qualifier, and finished by the grand final game of the Latvian qualifier.
 - During the Last Chance Qualifier, the second day shall begin with the first Semi-final game, followed by the second Semi-final game, and finished by the grand final game.

The Finals phase is played out within one day. Exact match start times are to be announced to the qualifying Teams within the Tournament's Discord.

The planned schedule is currently set as follows: [Open Link](#)

5. MATCH PROTESTS

5.1. Definition

Protests are official communication between the Teams and Tournament Officials regarding any violations or other disagreements during the Tournament. In-game protests can also be filed for things like incorrect server settings and other similar server-related issues.

5.2. Reasoning

The protest must include detailed information about why the protest was filed and when the alleged incident occurred. Tournament Officials may reject a protest if proper reasoning is not provided. Reasons such as "*they are cheating*" or "*I think they read the game/radar too well*" (and similar) will be discarded right away.

5.3. Time-window for submitting a Match Protest

Teams are allowed to submit a protest no later than 15 minutes after the end of a Match.

If a Team wants to start their next round's game earlier by agreeing with their opponent of the next match, then the losing Team of the previous game must confirm with Tournament Officials that no protests will be filed.

6. MATCH PROCEDURES

6.1. Game server, Settings

The Tournament is to be played out on Counter-Strike 2.

The Tournament's online phases will be carried out on FACEIT and its public servers. In the FACEIT Matchroom, Players shall join the game server via the "CONNECT VIA ANTICHEAT" button, which will launch the game and automatically join the server.

The Tournament Officials reserve the right to make changes to server settings.

- Max rounds - 24 rounds (MR12)
- Start money - \$800
- Round time - 1 minute 55 seconds
- Freeze time - 20 seconds
- Bomb timer - 40 seconds
- Dead talk - Disabled
- Bots - Disabled
- Timeouts - 4 timeouts per map, 30 seconds each
- Overtime – Max 6 rounds (MR3), \$12,500 start money

Overtime is enabled in order to prevent a tie between the game. Overtime consists of six extra rounds if a tie (12-12) has been made. The match is finished when the winner has been determined.

6.2. Server pool

The following server locations shall be available in the Server veto for online matches:

- Germany
- Sweden
- Netherlands

6.3. Map pool

Tournament's map pool reflects Counter-Strike's current Active-Duty maps.

Last updated - 18.11.2022.:

- Ancient (de_ancient)
- Anubis (de_anubis)
- Inferno (de_inferno)
- Mirage (de_mirage)
- Nuke (de_nuke)
- Overpass (de_overpass)
- Vertigo (de_vertigo)

Any changes to the Active Duty map pool made by Valve before the start of the Tournament will also be taken into account during the Tournament. If the Tournament starts, any and all Active Duty map pool changes will no longer be taken into account.

6.4. General veto process - maps and game servers

The highest seeded Team will choose who starts the veto first.

Before starting a match series, Teams shall vote on the server location, which shall proceed as follows:

- Team A bans a server location.
- Team B bans a server location.
- The remaining server location shall be used (picked) to play the series.

In Best-of-1 series, the map veto process shall proceed as follows:

1. Team A will ban a map.
2. Team B will ban a map.
3. Team B will ban a map.
4. Team A will ban a map.
5. Team A will ban a map.
6. Team B will ban a map.
7. The remaining map will be played if required.

In Best-of-3 series, the map veto process shall proceed as follows:

1. Team A will ban a map.
2. Team B will ban a map.
3. Team A will pick the first map.
4. Team B will pick the second map.
5. Team A will ban a map.
6. Team B will ban a map.
7. The remaining map will be played if required.

6.5. Process for Online Matches

6.5.1. Veto process

For non-broadcasted matches, the Veto process is carried out on the FACEIT matchroom. The highest seeded Team will choose who starts the veto process first.

Teams shall have 3 minutes per map/server vote. If a Team does not vote within the allowed timeframe, the system will automatically vote for them.

For all broadcasted matches the Veto process shall be handled differently - in the following manner:

- 30 minutes before a scheduled match:
Teams must carry out the Map and Server veto in a separate Discord chat provided by a Tournament Official.
- 15 minutes before a scheduled match:
Teams must then replicate the same veto order the FACEIT matchroom to configure the gameserver, following the server veto process mentioned in Section 6.5.1. - Veto process.

6.5.2. Connecting to the server

Once the vetoes are finished, and the server has been configured, a "CONNECT" button shall appear for Teams to join the game server. Teams have five minutes to join the Server. Players can join the Server by clicking on the "CONNECT VIA ANTICHEAT" button or copying the "connect [IP address]" command into their in-game console.

All five Players from both Teams must connect to the server in order for the server to begin the match.

6.5.3. Starting the match

During warm up both Teams' must type **"!ready"** in the in-game chat to start the Match. Teams have a total of five minutes to use the command or else the Match will be aborted and the Team which was not ready will forfeit the match. If both Teams fail to ready up, the Team with highest Elo shall advance further in the Qualifier.

6.5.4. Substitution

If a Team does not have any Substitute signed up upon Qualifier start, the said Team is allowed to sign-up one additional Substitute to their Team roster and use it for the remainder of the Qualifier. This does not apply to signing up Coaches. However, a Team may substitute a Player with their Coach if the said Team had one signed up prior to event start.

Substitution is available only:

- before the match series;
- between maps of a match series (not during an ongoing map).

Team Captains can adjust their lineup with the Substitutes and Coaches the moment a scheduled Match series begins (on FACEIT, the *Substitution Phase*). The amount of these swaps is not limited.

If substitution is required, the Team Captain must immediately contact a Tournament Official through the official Discord server before the next map is due. If a round has already started before requesting a substitution (by notifying a Tournament Official), the said Team is no longer allowed to have its Players changed unless the opponent agrees to the change.

6.5.5. Knife round

On all picked maps, a knife-round is played to determine a Team's starting side. Once the knife round has been completed the winning Team's Captain must pick a side by typing either of the **"!stay"** or **"!switch"** commands in the in-game chat. If the Captain fails to select a side within one minute after winning the round, the sides will be randomly decided by the game server.

6.5. Tactical pauses

Each Team is allowed to use (4x30) four thirty-second tactical timeouts per map. To call for a tactical timeout a Team must use the game's built-in **"Call a Timeout"** feature.

6.6. Technical pauses

If a Player has a problem that prevents them from playing, their Teammates can use the pause function by typing **"!pause"** in the in-game public chat for up to five minutes once per map.

The technical pause function can be activated at any time, but will only take effect during the **freeze time period**. A reason for each pause must be written in the in-game chat, in order to inform the opponents and Tournament Officials. Pausing the match without a reason may result in a Tournament Official rescinding the technical pause. The match can be resumed by typing the command **"!pause"** again in the in-game chat by the Team who initiated it.

If a Team requires more time to fix a technical issue, either of the Team members (or their Captain) must contact a Tournament Official immediately so an Admins' technical pause can be issued. In general, pauses should not take more than a total of fifteen

minutes. If the issue requires more than fifteen minutes to fix, the Team is forced to continue the match with four players, or forfeit the map (or series).

Admin-issued technical pauses - as well as round backups - are exceptional functions in the FACEIT game servers that must be requested instantly if needed.

6.7. Server crash and Player disconnects

Server Crash

For online qualifiers: The Tournament will use the FACEIT match plugin and system with full round backup functionality.

For all matches: If the server crashes, a server backup shall be loaded, loading the last match backup, starting from its buy round/freeze time.

Player Drops

In case a Player has disconnected from the server due to a technical issue before any damage is taken from any Player in the match, the Players shall inform the opponents in-game and request a round restart (usually known as “NL” or “Not Live”), which shall be issued in case an Official identifies that a Player has indeed disconnected before any damage has been dealt and shall issue an admins’ pause as soon as the round backup has been loaded.

If a Player disconnects from the server after any damage has been dealt in the said round, that round is played out. Then, the match will be paused on the next freeze time period if the Team decides to pause the match. Upon a Player reconnecting the match, the Teams shall resume the match.

6.8. Leaving the game server

All rounds shall be played until a match is completed fully. A match is considered complete when one Team has reached 13 rounds during the regulation time, or has won the majority of rounds in overtime. Appropriate penalties may apply if this rule is broken.

6.9. Player models

Players are only allowed to use the **default player models** during any and all matches. The new Player agents (models) introduced in the recent operations (“Shattered Web”, “Broken Fang”, “Riptide”) shall not be used. Complaints or Match Protests of in-use player-models are permitted only during the game by contacting a Tournament Official.

However, if both Teams agree to use different models before the match starts, or if one of the Teams is using different models and the opposing team does not object, the aforementioned rule can be ignored.

For all featured (live streamed) Matches, use of in-game player model skins is prohibited.

6.10. Graffiti

Players are allowed to use in-game graffiti and sprays.

7. SANCTIONS

7.1. General

Any kind of violation of these rules will be penalized. Penalties are, but are not limited to: "minor" or "major" penalty points, technical losses in the respective map or series, a Player's and/or Team's disqualification.

Each violation of the rules is considered separately based on the nature of the violation, its degree, the number of previous violations, the benefit/profit gained in the violation incident, as well as the behavior of the Team and/or Player after the violation was detected by the Tournament Officials .

In the event of a repeated violation, the Tournament Officials reserves the right to impose a penalty that is greater than the imposed penalty for the same type of violation.

7.2. Penalty points

"Minor" penalty points are distributed for minor incidents. Each minor penalty point subtracts three percent (3%) from the total prize money won by the Team during the competition.

"Major" penalty points are distributed for major incidents. Each major penalty point deducts ten percent (10%) from the total prize money won by the Team during the competition.

7.3. Match Protests

If a Tournament Official determines the filed Match Protest as misleading and/or the final verdict from the head admin states that there is no such found evidence based on the given situation description, the Team that issued the Match Protest may be given an appropriate penalty.

7.4. Code of Conduct

In order for the Tournament to be smooth and enjoyable for all parties involved, it is important that Teams and their Players behave properly and maintain a position in the best spirit of the Tournament.

Teams and their Players are prohibited from offending other competition participants, the Tournament Officials, or any other personnel involved in the Tournament.

Teams and their Players are prohibited from spamming the Tournament's official Discord server, the FACEIT match pages (Matchrooms) and the game chat with useless, harassing, sexual, racist, or in any way offensive content.

7.6. Misleading Tournament Officials

Teams and their Players are prohibited from misleading the Organizer, its Tournament Officials or other Teams and their Players with false or misleading information in any way. Misleading actions are considered to be, but are not limited to: faking Match scores and providing false information in Match Protests.

7.7. Cheating

A Player cannot participate in the Tournament if the said Player has received a Valve's Anti-Cheat (VAC) ban within the past two years prior to signing up for the Tournament. If a Player has a global third-party ban (FACEIT and/or ESEA) and/or has received the VAC ban in less than two years for Cheating, the said Player is banned from participating in the Tournament without any exceptions. However, this rule can be

overridden by a Global Administrator if the said Player has proven that the VAC ban is not on the player's CS:GO profile and/or removed, by providing solid proof for review.

Use of Aimbot, Colored Models (Skin Changers), Anti-Recoil, Multicheat, in-game Sound modification applications and any other methods that could give an unfair advantage is strictly prohibited and will result in a permanent ban from any and all of the Organizer's Tournaments.

7.8. Disqualification and withdrawal from participation

If a Team is disqualified from the Tournament, it loses its right to claim any prize money it has earned so far.

If the Team refuses to participate in the Tournament, it loses its right to claim the prize money it has earned so far.

The Tournament Officials as well as the Organization reserves the right to disqualify a player for non-compliance with the Code of Conduct or any major breach of rules without prior notice. In an event of a player being disqualified, the Player's Team is to be disqualified as well.

In cases where a Team shows no real effort to get a match completed or is deliberately delaying the completion of the match, the Team shall be disqualified. In severe cases this can affect both Teams. If a Team is unable to connect to the game server due to game account problems, a forfeit win shall be granted to the opponent Team.

The Tournament Officials have the last word in any and all disputes and can make decisions outside the specified rules if required.

8. INTEGRITY

The Code of Conduct, the Anti-Corruption Code and the Anti-Doping Policy shall together be referred to as the “**ESIC Codes**” and can be viewed here: <https://esic.gg/codes/>. The ESIC Codes’ “Definitions” and “Disciplinary Procedure” are also incorporated into this Rulebook by reference, both of which can be found here: <https://esic.gg/codes/>.

8.1. Manipulation of matches

Players, Coaches, Managers or persons closely connected to the participating Teams are strictly prohibited from trying to manipulate the course of the competition and the results of the matches.

Manipulation is considered to be actions such as deliberately losing a game, negotiating the results of games with the opposing team, as well as offering money or other benefits to persons who participate in the competition or are responsible for its progress, with the aim of influencing the outcome of the competition.

8.2. Match-fixing

“Match fixing”, or to agree with a Team or Player on a certain outcome of the match is strictly prohibited.

All Teams and their Players shall try their hardest to perform as best as they possibly can during all the matches of the competition. It is forbidden to lose rounds and/or matches in a very conspicuous manner.

8.3. Betting

No Player, Coach, Manager or and persons closely connected to the participating Teams may place bets on matches played within the Tournament. This applies to all and any staff personnel working or volunteering for the Tournament. Likewise, these persons are prohibited from publicly associating with persons who place bets or providing them with information that can help them make more successful bets on the Tournament’s Matches.

8.4. Alcohol and Doping

Each Team and Participant shall comply with, and be bound by, the [ESIC Anti-Doping Policy](#), as amended from time to time (the “**Anti-Doping Policy**”) which is hereby incorporated into this Rulebook by reference. It is each Team and Participant’s duty to familiarize themselves with the Anti-Doping Policy and, by participating in the Tournament, each Team and Participant accepts ESIC’s jurisdiction with respect to the matters covered by the Anti-Doping Policy

8.5. Non-Disparagement

The Teams and Participants shall not at any time make any comments, statements or remarks by whatever means (including online) or engage in any conduct which damages or adversely impacts the goodwill, image, commercial interests or reputation of the Organizer and/or Event, the Tournament and/or any Tournament Partner or other Team and shall not engage in any conduct which brings the Tournament, the Team or the Participants into public disrepute or scandal.

9. LAN RULES

9.1. Pre-finals Team brief

For the Finals, the Tournament Officials will provide a "player briefing document" (further referred to as "**Team brief**"), which will include all the necessary information related to the course of the final phase of the Event - Finals. This document shall be considered a supplement to the Rulebook and is equally binding.

9.2. Punctuality

Teams and their players must arrive at the venue on-time, based on the information provided in the "Team Brief" document or information given separately by the Tournament Officials to the Teams.

The moment when a Team or either of its Players find that they will not be able to fulfill the aforementioned requirements, a Tournament Official must be informed about it immediately.

9.3. Equipment

During the Event, the Organizer will be providing the venue with all necessary equipment, such as, but not limited to: PCs, monitors, soundproof headphones, microphones. Teams must bring their own peripherals such as keyboard, mouse and mouse pad.

9.4. Communication during a technical break

During a technical pause, Players are forbidden to remove the sound-insulating headphones without prior instruction from a Tournament Official. Any communication between the Team is allowed only during the tactical pauses and the live Match itself.

9.5. Hardware drivers

In order to fully use their peripherals during the competition, Participants must send a list of all the necessary drivers they will need in time before the competition, during the period specified by the Officials.

9.6. Clothing

Teams must arrive at the venue in clothes that are clean and in good condition. During the games, competitors are prohibited from wearing any type of headgear.

9.7. Venue and the playing area

9.7.1. General

It is strictly forbidden to smoke indoors at the venue. Teams are allowed to bring their own food and non-alcoholic beverages. The consumption of beverages on broadcast are only allowed from cups or bottles provided or approved by the Organizer.

It is strictly forbidden to use offensive or rude words while at the venue.

9.7.2. Coaches

Team Coaches or Managers may stay in the playing area only before the start of the games and after they have been concluded. During games, Coaches are strictly prohibited from being in the playing area. Any other person who is not part of the Tournament Operations or the live broadcast team is also prohibited from being in the playing area during an ongoing match.

9.8. Officials' instructions

Teams and their Players must follow the instructions of the Tournament Officials at all times. Failure to do so may result in penalty points, or other penalties specified in the Rulebook.

9.9. Media obligations

Each Team must have at least one Player whose duty shall be to participate in short pre- and post-game interviews, if necessary. Said Player(-s) cannot avoid these obligations.

In addition, on the day of the event a media session will be held, during which the Teams and their Players may be photographed, filmed and/or interviewed for the purpose of the live broadcast of the Event. Media Day commitments are mandatory for all Participants.

9.10. Match obligations

It is mandatory for every Participant to play all of their matches. A decision on an exception to this point can only be made if substantial evidence is provided to a Tournament Official (e.g., a medical certificate) confirming that the Player cannot fully participate in the Event.

9.11. Portable data carriers

It is strictly forbidden to connect and use any kind of portable data carriers to the computers of the play area without prior inspection and approval from a Tournament Official.

9.12. Internet access

Teams and their players shall not have access to the Internet on computers installed in the play area. If one requires the internet to be enabled to access or download anything specific, it must be requested to a Tournament Official who then shall review the request. If a Tournament Official grants temporary internet connection to the said computers, an Official shall supervise any actions made while the internet is enabled.

9.13. Set-up and warm-up period

Teams and their Players shall be allowed a thirty minute set-up and warm-up period prior to the start of each series. However, this period of time is not guaranteed and may be reduced for various reasons.

9.14. Photo and other media rights

With one's participation in the Event, the Teams and their Players grant the Organizer the right to use any of their photos, as well as audio and video materials, on the event's website and social networks for the purpose of promoting the Event.

9.14. Awards ceremony

Teams and Players who have not entered the grand final of the competition may leave the competition premises without waiting for the outcome of the grand final and the award ceremony.