Counter-Strike: Global Offensive Rulebook PolyLAN 38

Contents

1   General

These regulations will be the reference document during the Game tournament of the PolyLAN 38 event (hereinafter "PolyLAN") which will take place from April 7th to 10th, 2023. These regulations are available in several languages. If an individual rulebook differs from another, the English version prevails and is, in all cases, correct.

1.1   Recipients

These rules apply to all people participating in the Counter Strike: Global Offensive tournament (hereinafter: "Abbreviation CS: GO" or "Game"), but also to their organization and team, including their coaches, managers, owners, members and employees. (All of these people are referred to as "tournament members" throughout the remainder of this document). By taking part in this tournament, each tournament member guarantees that he is aware of the content of these regulations and agrees to abide by them in their entirety.
Participants agree that their games could be streamed, casted or shown on the stage.

1.2   Stream

It is possible to stream the tournament only if the match is not streamed by the tournament organizers or by any other licensed third-party broadcaster. A 105 second delay is mandatory on the stream. If these conditions are not respected, a sanction can be taken.

2   Tournament Information

2.1   Admins

PolyLAN 38's admins are :
- Dowo#5672
- Lor1#2099

2.2   Tournament Management Platform

The official management platform for the tournament will be Plamingo, PolyLAN's intranet. Please be sure that each member of your team has an active and usable account.

2.3   Tournament Format

The tournament is played in 2 stages.
- **Step 1** : Pools in Best-of-1 format, 2 pools of 8 teams. The first 8 teams of each pools qualify for stage 2. Group seeding will be done according to the results of the last tournaments in Switzerland & Europe (online and offline).
- **Step 2** : Double elimination in Best-of-1/3 format. The seeding of the tournament tree will be done according to the results of the previous group stages (example. 1st A vs 2nd B).
- The tournament format can be changed depending on the number of participants.

2.4   Tiebreaker

In the event of a tie after step 1, the direct result counts. In the case of a triple tie the difference in rounds between the three teams count.

2.5   Tournament schedule

The tournament starts on Saturday at 10:00 am. Which means that the match must start at this time. The rest of the tournament schedule will be available on Plamingo. Depending on the number of participants, there could be changes. The detailed schedule, including round start time, breaks and tournament end time, will be published on Friday April 7th, 2023 after registration closes.

2.6   Communication

2.6.1   General communication

All tournament communication will be on Discord.

2.6.2   In-game communication

Communication between teams for each individual game will be done directly on the game chat directly.

2.6.3   Decision problem

In the event that a tournament member (or a team) does not agree with a decision taken by an admin, captain or manager (or the tournament member in the event that there is no captain or manager) has the opportunity to review the issue and decision with the Referee Panel.

3   Team

3.1   Composition of a team

The maximum number of people in a team is 9 people. There are at least 5 players (hereinafter "roster"), and a maximum of 2 substitutes, 1 coach and 1 manager can be added to this. Only roster members can be in contact during a match. These regulations apply to all team members.

3.2   Captain

The team captain is the roster member in charge of his team with the people who organize the tournament. The team captain must remain the same person throughout the tournament. They must take care of announcing their team before the start of the tournament, official complaints, or any other problem with the people who organize the tournament. In the event of a problem, the coach and captain are the only people authorized to interact with the admins (for any discussion relating to a match or their team) and they must ensure this.

3.3   Substitute

A substitute can swap places with a roster member at any time during the tournament as long as the change takes place before the start of a game. The substitute is not allowed to speak to other roster members during the match played.

3.4   Coach

The coach can also assist the team captain for any interaction with the admins. Coach and captain are the only people authorized to dialogue with the admins for all questions relating to a match.

4   Settings

4.1   Server

PolyLAN's servers are located at the EPFL premises in Lausanne, Switzerland.

4.2   Match Settings

Mode: 5v5
Mappool:
- de_anubis
- de_vertigo
- de_inferno
- de_nuke
- de_train
- de_overpass
- de_mirage

4.3   Scripts and third-party software

4.3.1   Illegal scripts

The majority of scripts are illegal (except to buy weapons or demo scripts).
Here are some examples of illegal scripts :
- Stop shoot scripts
- Center view scripts
- Turn scripts
- No recoil scripts
- Burst fire scripts
- Rate changers
- FPS scripts
- Anti flash scripts or binding
- Stop sound scripts

4.3.2   Illegal command or startup parameters

The following command is prohibited :
- mat_hdr

The following commands in launch options are prohibited:
- +mat_hdr_enables 0/1
- +mat_hdr_level 0/1/2

4.3.3   Overlays

All In-Game overlays except below are prohibited:
- cl_showpos 1
- cl_showfps 1
- net_graph 0/1

The HUD can be changed as long as no information that is available in the standard HUD is deleted or tampered with. If you are using a custom HUD, it should be readable. If an admin is hampered in their work due to unreadable HUDs, action can be taken. Custom files are only allowed for

your HUD and GUI. Other custom files are prohibited, including custom models, modified textures or sounds (volume, soundscapes).

4.3.4   Prohibited software or prohibited component

Altering game graphics or textures with the help of drivers like Videocard or similar tools is illegal. Also, any sort of overlay that displays system performance while playing (eg Nvidia SLI Display, RivaTuner overlays) is illegal. Tools that only display FPS are legal. Any hardware that helps the player by any means is prohibited. You will be punished regardless of whether the changes were made using external hardware or software.

4.3.5   Screen color

Use of the 16-bit display is prohibited.

4.3.6   Contents of the config file

In the config folder you are only allowed to have config files. Photos, demos, screenshots and compressed files are prohibited. If an administrator is hampered in his work due to too many unclear configuration files, action can be taken.

4.4   Server setting

- Max rounds : 30 (mp_maxrounds 30)
- Round time : 1.92 (mp_roundtime 1.92)
- Freeze time : 15 seconds (mp_freezetime 15)
- Buy time : 15 seconds (mp_buytime 15)
- Overtime rounds : 6 (mp_overtime_maxrounds 6)
- Overtime start money : 10000 (mp_overtime_startmoney 10000)
- Half time : 30 seconds (mp_halftime_duration 30)

The server configuration parameters have been adopted from the version 18.01.2016. of ESL. The servers use a tickrate of 128. The link to find all the config: https://play.eslgaming.com/download/26251762/ Commands added by us :

- tv_enable 1
- tv_delay 105

4.5   Skins/Models

Skins or models are prohibited for the duration of the tournament. You must select the default skin. If the error is told to the admins after the end of the game, no penalty will be taken. The first time a team is taken with one or more default skin (s), a warning will be issued. From the second time, the match will be considered lost.

5   Progress of Matches

5.1   Hardware installation

Tournament members are responsible for the proper installation of their equipment and their operation. This includes supplying and installing the correct drivers if necessary, as well as the correct cables and adapters.

5.2   Convocation

The call-in time is the time at which tournament members must be present to play their official match. This convocation time is indicated on the tournament schedule. The order of games is important. The match at the top of the list of matches to be played should always be played first. Tournament members are encouraged to be present and ready a few minutes before the call time to avoid any unforeseeable delays. If tournament members on either side are ready before the call-up time, they are allowed to start their match before the scheduled time, provided they complete all of their matches in the scheduled order.

5.3   Before the match

5.3.1   Time of matches

Tournament members should regularly check the published schedule in case any adjustments / modifications take place and make sure not to cause the tournament to be delayed.

5.3.2   Connection to the server

Each member of a roster is authorized to connect to the server on which his team's match is to take place. A member of a roster can be identified through their Steam ID. If a member of a roster cannot connect to the server, a person in charge (captain or coach) is requested to immediately contact the admins.

5.3.2.1   Match IP

Tournament IPs can be found in Plamingo.

5.3.3   Pick / Ban

The veto map is done directly on the server. When both teams are ready to play, the server will initiate the veto map process.

5.3.3.1   Map selection process during a BO1

To choose on which map the match will be played, the ban will be done as follows :
- The top team in the tree is considered team A. The other team is by definition team B.
- Team A starts banning followed by Team B until there is only one map left. This map will be played.
- A cut round will be played to define the side of the teams.

5.3.3.2   Map selection process during a BO3

To choose on which map the match will be played, the ban will be done as follows :
- The top team in the tree is considered team A. The other team is by definition team B.
- Team A starts banned followed by Team B.
- Team A chooses one of the five remaining maps, this will be the first map played during the showdown. Team B chooses the side of the first game.
- Team B chooses one of the four remaining maps, this will be the second map played during the showdown. Team A chooses the side of the second game.
- Team A starts ban followed by Team B.
- The remaining map will be played for the tiebreaker. A cut round will be played to define the side of the teams.

5.3.3.3   Map selection process during the Grand Final

For the Grand Final, the map selection process is as follows :
- The winning team of the winner bracket is team A. The team coming from the lower bracket is considered as team B.
- Team A chooses a map, this will be the first map played during the showdown. item Team B chooses the side of the first game.
- Team B bans a map followed by Team A.
- Team B chooses one of the four remaining maps, this will be the second map played during the showdown. The team chooses the side of the second game.
- Team A bans a map followed by Team B.
- The remaining map will be played for the tiebreaker. A cut round will be played in order to define the side of the teams.

5.3.4   Delayed start of the match

In the event that unintentional technical difficulties should lead to the inability to start a match more than 15 minutes after the start of the round, an admin may, at his sole discretion and depending on the points and the situation, exceptionally confer a victory.

5.4   During the match

5.4.1   Demo

It is mandatory to register a demo for each game played. The latter may be requested for the duration of the tournament. Any lack of a demo when requesting a member of the organization will result in penalties.

5.4.2   Warmup

Before the start of the match, both teams must signal that they are ready by typing the command "! Ready". If a roster member has temporary problems, they can revoke their loan status by entering the "! Unready" command. To force your team to be ready to begin, any roster member can write the "! Forceready" command, which sets all roster members to be ready.

5.4.3   Technical break

If you have a problem that prevents you from playing, you are allowed to use the technical break. You must announce the reason before or immediately after using it. If no reason is given, the opposing team can reactivate the game and continue playing. Reactivating or pausing the game without any reason may lead to a sanction.

The technical break can be used by all members of a roster on the server using this "! Tech" command.
To resume the match, the two teams must type the command "! Unpause" in the chat.

5.4.4   Tactical break

Each team has 4 breaks of 30 seconds available for each map. These can be taken separately or all in succession at the same freeze time. To request a break, roster members must type the command "! Pause" in the chat.

5.4.5   Communication

Throughout the duration of a match, any communication reaching a member of a roster must be limited only to other members of his roster playing with them in that match. No other communication is permitted. When a break is activated in the game, they are allowed to speak with the coach, the substitute and with the people who organize the tournament but all other communication is prohibited.

5.4.6   Overtime

In the event of a tie (15-15), an overtime will be played with an MR3 and 10,000 $ of start money. At the start of the overtime, the teams stay on the last side played (CT, T). They change sides after 3 rounds. The teams continue the overtimes until a winner is determined.

5.4.7   Round backup

In some cases, the round can be restored by admins. Restoration requests can only be made in the following cases:
  · Disconnecting a roster member
  · Instant server latency
  · Server config error
In the event of a roster member's disconnection or instant server latency, the round can only be restored if no damage has been inflicted before the server disconnection or instantaneous latency occurs.

5.4.8   Unintentional interruption of a match

If a match is unintentionally interrupted (crash, network disconnection, ...) a technical break must be made and the admins must be notified. The wait time for a member of a disconnected roster is 10 minutes. If the roster member joins the game on time, the match can be resumed. If after 10 minutes the missing roster member is not reconnected, the

match continues with one less roster member. No amicable settlement is allowed without the agreement of an admin. The admins will be able, in case of validation, to monitor that the conditions are respected. All arrangements made amicably without official validation will be ignored by admins and considered null and void in the event of a dispute.

5.4.9 Technical / Medical Emergency

In the event of a medical emergency or a technical problem, the match is interrupted and depending on the case, the admins can decide at their sole discretion the outcome of the game.

5.5 After the game

5.5.1 Investigation request

If a team has suspicion of cheating against a member of an opposing roster. The captain must go and inform the admins. They will look at the gotv only on the roster member concerned to know if the suspicion of cheating is true, the "record" of the roster member can be requested. If the roster member in question is unable to provide their demo, the match will be considered forfeit.

6 Rule violations

6.1 Prohibited action and bug

6.1.1 Bombs

It is forbidden to plant the bomb in a way that it can no longer be reached. Places that can be reached with the help of a teammate are allowed.

6.1.2 Climbing

Boosts with the help of teammates are allowed. It is not allowed to reach positions where textures disappear in walls or patterns if a special movement (eg a jump) is required.

6.1.3 Boosting, sky walking, sharking

Boosting through walls, ceilings, floor, pixels or invisible surfaces as well as sky walking, floating and sharking are prohibited.

6.2 Suicide

It is forbidden to commit suicide via the console.

6.3   Other

The use of bugs is generally not allowed. If a bug that is not listed in the regulations is used, an admin will decide if action will be taken.

6.4   Disqualification and expulsion

After an admin has studied a violation of the rules, a team that has received a sanction may also suffer several automatic defeats, disqualification from the team or even expulsion from the team. A disqualified team automatically loses all of its next matches and loses all rights and prizes and prizes it might have received. In a group stage, all the results of the previous matches are converted into defeat. In a final phase, the previous match is converted into a defeat and its previous opponent advances to the next round in place of the eliminated team.

7   General provisions

7.1   Health

In order to avoid any medical problems resulting from the tournament, tournament members must ensure that they do not fall prey to health problems incompatible with the world of video games or the tournament. Screens, crowds or noise cannot be held responsible for any physical or psychological complications for tournament members.

8   Terminology

8.1   Best-of-X

If a match is played in Best-of-X, a maximum of X rounds (or sets) are played. The match is considered won if a team or player wins more than half of the sets (or sets). The remaining rounds (or sets) are not played.