

16th IESF World Esports Championships
Riyadh 2024
Regional Qualifiers - Africa

Counter-Strike 2 Rulebook

Version: 02/06/2024

1. Participation

A. Participation criterion is “Open for All”, which means a national team shall be organized with players possessing the related nation’s citizenship regardless of gender, race, or disability.
B. All participating countries need to provide legal documents such as Full Names, Dates of Birth, Parental Declaration of Consent for Minors (if applicable), Passports, or ID copies.
C. Each National Federation is solely responsible for the truthfulness of the data provided to IESF within the entry submission.
D. All participants of the WE Championship must be 16 years or older.
E. If necessary, from the point of view of national legislation, an NF can change the eligible age of participation for their players increasingly.
F. Persons who are not excluded by applicable law, the rules of the tournament organizer or the host are allowed to participate in the competition.
G. Tournament officials and tournament staff cannot participate in events that they actively preside over.
H. Only players with a valid Steam account - unless officially banned - are allowed to participate in the competition.
I. CS 2 Valve Anti-Cheat (VAC) and Publisher bans are honored by IESF, but only until 2 years after they have been issued. If any participant receives a VAC or Publisher ban mid-tournament, they will be disqualified retrospectively, starting with their first match.
J. All players have to compete on their own Steam Account. Playing on another player's Steam Account is not allowed
K. A total number of team members must not exceed 7 (including 5 players, substitutes, and a coach).
L. The Anti Cheat (AKROS) system/application provided by the tournament platform is mandatory for all players to use for the full duration of all matches played online. If a player cannot use it, then they are not allowed to take part in an official match. Players are responsible for having their login credentials available to them.

2. Team leader

Each team must designate a team leader, who can be an external e.g team manager. The team leader is the link between the team and those responsible for the tournament and may not belong to another team regardless of the function in the same competition. Team Leaders have the following responsibilities:

A. Representation of the team in communication with those responsible for the tournament, which means constant availability on site and notification in the event of a short absence.
B. Representing the team in communication with other teams.

C. Sign off on team decisions during the tournament.
D. Passing on all required information to the entire team e.g schedule, tournament format, etc.
E. Accurately represent the views of the entire team.

Once the tournament has started, changing the team leader can only happen when the designated team leader is no longer capable of managing the team. The tournament officials have to be notified immediately in case of a team leader change.

3. Preparation processes

In order to provide smooth tournament operation all participating teams must ensure that they have done the necessary preparation based on the following points:

1. IESF will directly create the teams on the Challengermode platform.
2. Each National Federation will receive an invite link directly from IESF.
3. It is the responsibility of the National Federation to have all it's registered members joining to the team created on Challengermode. All members must join latest 24 hours before the start of the tournament.
4. Each team member must connect his Steam ID to his very own Challengermode profile.

All players are responsible for their own equipment they are intended to use.

4. Starting Time

The round start time is determined by the tournament organizer. At their scheduled start time, all tournament officials and players must be ready. It is the responsibility of IESF to announce the start times. It is the team leader's responsibility to ensure that the team is on time and ready at the start time.

5. Number of Players

Each match can start only with five players per team (5v5). In case a team fails to show up with enough players, the match will be counted as a no-show.

In case a player disconnects during an ongoing round, the ongoing round will be finished. In case the match is not over after that round, a technical pause has to be called immediately, informing the referee about the nature of the issue. In case the player is not able to come back, and no replacement is available, the team can choose to forfeit the series or continue with 4 players.

If a team has fewer than 4 players to continue the match with, the opposing team will receive a default win.

6. Game interruptions

In case of a disconnect during the round due to reasons beyond the player's control (e.g. server crash or player crash), the referee team will restore the affected round via the CS 2 server backups. In specific cases, the referee team may decide to replay the round or the whole match based on the following scenarios:

- If the incident occurs before any damage or significant gameplay has occurred, and the opponent or referee has been immediately notified, the round will be restored via backups.

- If the incident occurs after any damage or significant gameplay has occurred, but the round outcome cannot be determined (server crash, etc.), the match will be restored to the start of the affected round.

- If the incident occurs after any damage or significant gameplay has occurred, but the round outcome is clearly obvious (3 seconds till bomb explosion with no player defusing, etc.), but the round cannot be finished due to a server crash or another major incident, the referee team reserves the right to award the given round to the team which was likely to win the round.

- If the incident occurs after any damage or significant gameplay has occurred, and the outcome of the round is obvious (e.g. single player dropped with the rest of the team unaffected), then the round will not be restored. The round will continue and count. The referee team reserves the right to rule for round restoration in case of special situations, in case the damage dealt was deemed insignificant. Special situations such as accidental team damage on the start of the round or even if the affected team dealt the damage.

In case the incident was clearly a participant's fault (e.g. missbuy of a weapon or intentional disconnect), the round will not be stopped and/or restored.

7. Pause/Break/Timeout

Players must pause immediately in the next freeze time if ordered by a tournament official. The players themselves have the option, if the game settings allow it, to pause the game by typing the pause command (which activates the next freeze time). During breaks or interruptions, players may only leave the match area with official permission. There are different types of breaks:

A. **Tournament Referee Pause**: Tournament officials may pause a game at any time at their sole discretion. This is usually initiated by the tournament organization directly on the server. Once the mandated break is over and both teams are ready, play will resume.

B. **Tactical break**: Each team is granted a total of 4 tactical timeouts per map, each with a thirty (30) second break for tactical discussions. Such a pause must be clearly communicated in the previous round as a tactical break and will be added to the freeze time of the next round. The game will then continue automatically.

C. **Technical break**: Is only to be taken in an absolute emergency and must clearly be taken as a technical break in the previous round, stating reasons and in consultation with the tournament organization. The break lasts until the problem can be solved, but no longer than 15 minutes. It is only granted for the following reasons:

    1. Accidental disconnection.
    2. A malfunction of the hardware or software (e.g. monitor failures, problems with peripheral devices, errors in the game itself, ...)
    3. Physical impairment of a player (e.g. broken chair)

8. Stream sniping

Players or any other people who are in contact with players during LIVE match are not allowed to getting information about ongoing match (also giving that info to players) by any means (inlcuding any data or streaming platform).

9. Tournament format

The following tournament format & schedule is being applied during the African regional qualifier.

1. **Group stage:** This stage will be divided into two sub-region where the teams will be playing in a single round-robin Best of Three (Bo3) format. For the Northern African region all of the participants will be playing in a single round-robin Bo3 format. The Top 4 teams will qualify to the next stage of the competition.

    Tiebreakers: If a number of participants are tied by win-loss difference at the end of a group stage, their ranking order will be decided as described below. Only the matches between the tied teams will be taken into consideration.

    1. Points amassed between the tied participants (direct match win > direct match loss)
    2. Map difference between the tied participants (3:2 maps > 3:3 maps)
    3. Number of map wins between the tied participants (3:3 maps > 2:2 maps)
    4. Overall map difference
    5. Overall number of map wins
    6. Round score difference between the tied participants (23:21 > 23:22)
    7. Number of round wins between the tied participants (24:22 > 23:21)
    8. Overall round score difference (39:31 > 40:33)
    9. Overall number of round wins (40:32 > 39:31)

In a case of a three-way-tie, after each resolved tie, the process is repeated for the remaining tied participants. When it comes to round scores, every overtime will be considered with the score of 16:15 for the winner. In special cases, the Referee can rule in a different way to determine the order in an unsolved tie (i.e. coin toss).

10. Map Pool

The following maps are used for the IESF tournament (Valve official versions).The map pool will follow the official Active Duty Map pool as defined by Valve, and therefore might be updated before each tournament phase.

- Anubis
- Inferno
- Mirage
- Nuke
- Dust 2
- Ancient
- Vertigo

11. Veto Process / Game start

The veto process order is defined based on the tournament stage as well as the tournament format. These are the general rules applicable for the veto process:

- Teams and all of it's starting team members must ready up on the tournament platform for their official match latest 60 minutes before the scheduled start time.
- Once all players are ready the veto process will start automatically on the tournament platform. Veto must be finished latest 30 minutes before the official match start. In case a team is playing two consecutive rounds, a team must start the veto process for the 2nd match latest 5 minutes after they finished the previous one.
- In case a team is missing a veto due to unavailability the pick/ban will happen automatically. Each time a team is missing a pick/ban this will be repeated.
- Once the veto process is done, teams must join the server.
- Once all players joined, each players must ready up on the server exactly at the scheduled start time.

Best-of-three (Bo3) matches

This format will be applied in all of the group stage matches. Based on the example the team on the left side will have the right to start the veto following the logic below:

1. Team A bans first map;
2. Team B bans second map;
3. Team A picks first map and Team B decides the starting sides;

4. Team B picks second map and Team A decides the starting sides;
5. Team A bans third map;
6. Team B bans fourth map;
7. The remaining map will be played in case of a tie after the first two maps.
    a. Starting sides on the last map will be determined by a knife round.

12. Match settings

The following match settings will be used for tournament matches:

- Rounds: Best out of 24 (mp_maxrounds 24)
- Round time: 1 minute 55 seconds (mp_roundtime 1.92)
- Start money: $800 (mp_startmoney 800)
- Freeze time: 20 seconds (mp_freezetime 20)
- Buy time: 20 seconds (mp_buytime 20)
- Bomb timer: 40 seconds (mp_c4timer 40)
- Overtime rounds: Best out of 6 (mp_overtime_maxrounds 6)
- Overtime start money: $12,500 (mp_overtime_startmoney 12500)
- Round restart delay: 5 seconds (mp_round_restart_delay 5)
- Break during half time: 20 seconds
- Break during half time in overtimes: disabled
- Prohibited items: none (mp_items_prohibited "")

A. Overtimes

In case of a draw after all 24 regulation rounds have been played, overtime will be played in best out of 6 rounds setting (mp_maxrounds 6) and with $12,500 start money (mp_startmoney 12500). At the start of each overtime, teams will stay on the side from which they played the previous half - during half-time sides will be swapped. Teams will continue to play overtime until a winner has been found.

B. In-game chat

Usage of the in-game chat during the match is limited to communication with the tournament administration only. Any sort of advertisement or unrelated comments are not allowed before or after the match. Penalties may be applied if the in-game chat function is used to the goal of annoying the opponent or interrupting the flow of play.

Pre-match communication with opponents is only allowed in a respectful manner.

C. Voice Communications

All voice communication between players must take place via Teamspeak or Discord. If none of them are functioning, another VoIP program may be used at the tournament organizer's discretion.

All communications during the match will be recorded. By participating in the competition, players give consent to their voice communications being logged for the purposes of transparency and competitive integrity. In case a team is not using the officially provided Discord/Teamspeak server, they must send the voice recording directly to IESF latest 48 hours after the match.

E. Player settings

1. *Configuration files*

All configuration changes are allowed as long as they do not give an unfair advantage comparable to cheating. A player or team may be penalized for disallowed settings in any config file, regardless of if it is in use, or even stored in the game folder in question. The following commands are forbidden:

cl_showpos 1 – the value needs to be set to 0.

Participants are required to contact the tournament administration if they are unsure on the validity of a command and its value.

2. *Scripts*

All scripts are illegal except for buy, toggle (e.g. on/off, 0/1, bindX/bindY), weapon & grenade quick switching and jumpthrow scripts. Participants may be penalised for forbidden scripts in any config file, regardless of if it is in use, or even stored in the game folder in question.

Examples of allowed scripts:

Jumpthrow:
alias "+jump" "+jump"
alias "+throw" "-attack; -attack2"
alias "+fall" "-jump"
bind "v" "+jump; +throw; +fall"

Jumpthrow +run, +left, +right, e.g.:
alias "+throw" "-attack; -attack2"
alias "+runthrow" "+forward;+jump;"
alias "-runthrow" "-jump;-forward"
bind "n" "+runthrow;+throw"

Weapon & grenade quick switching:

alias "+flash" "slot3"
alias "-flash" "slot7"
bind "c" "+flash"

Crosshair size toggle:
alias "+crosshairchange" "cl_crosshairsize 1000"
alias "-crosshairchange" "cl_crosshairsize 2
bind "p" "+crosshairchange"

3. *Graphics drivers*

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

4. *Overlays*

All kinds of overlays which will show the usage rate of the system in any way in-game (e.g. Discord overlay, Rivatuner Overlay) are forbidden. Overlays which show only the frames per second (FPS) are not forbidden and can be used.

5. *Custom files*

Players are not allowed to use any form of custom game files during their official matches. CS 2 skins are allowed to be changed, but “Agent” player skins are forbidden. Any other changes including, but not limited to, modification of sprites, radars, HUDs and scoreboards are strictly forbidden.

6. *Device drivers*

Using device drivers to pre-install/pre-script illegal macros on the participant’s devices (keyboards, mice, sound cards) is forbidden and may be punished as cheating.

7. In-game item nametags

Participants are not allowed to use name tags which violate the code of conduct on in-game items.

13. Use of bugs and glitches

The intentional use of any bugs, glitches, or errors in the game is forbidden. It is at the tournament administration’s discretion as to whether or not the use of said bugs had an effect on the match, whether or not they will award rounds, or the match, to the opposing team, or if they will force a rematch. The usage of the following bugs is strictly forbidden. If any bug used is not listed here, it is at the referee's discretion whether or not a punishment is necessary:

- Moving through clipped areas where the movement is not intended by the design of the map (any walls, ceilings, floors, etc).
- The bomb may not be planted in a location where it cannot be defused

- Pixel walking. A player is considered to be pixel walking if they sit or stand on invisible pixels on the map, where there is no visible edge.
- Disrupting any map features with the use of items (e.g. stopping the train on Overpass).

It is recommended to check with the referee whether or not a certain bug or glitch is considered illegal.

The following bugs are explicitly allowed:

- Defusing the bomb through walls and items etc.
- Covering the bomb with objects in the map or graffiti spray
- Using graffiti spray to track the bomb timer
- Silent drops
- So called “surfing” on tubes
- Molotovs that spread through terrain
- So called “infinite” grenade distance throws

The tournament referees reserve the right, retroactively or otherwise, to add more bugs to the list of explicitly allowed bugs.

If any participant wants to use a new position which is not commonly known, it is strongly recommended to contact the tournament administration to check if that position is allowed before using it in any official match. Participants have to consider that it takes time to check new positions and therefore they have to contact tournament administration in a reasonable timeframe before an official match. An exhaustive list of allowed bugs & pixel walks will be maintained here.

14. VAC Bans

If any participant in the tournament receives a ban on the publisher’s anti-cheat system (Valve Anti-Cheat), or by any other Anti-Cheat used on a tournament platform (FACEIT Anti-Cheat, ESEA, Challengermode) they will be disqualified retrospectively, starting with their first match in the IESF. CS:GO VAC bans are specifically honoured, but only until 2 years after they have been issued.

15. Change of Rules

A. This regulation applies to the 16th IESF World Esports Championships regional qualifiers ‘16th IESF WE Championships’, and may be altered in the following cases:

1. Rules are subject to change after the release of new patches.
2. Upon discovery of other reasonable factors.
3. Official head referee decision.

B. The referees may also judge any cases not specifically covered in this book and their authority extends to cover the tournament as a whole in addition to this rulebook. Any changes made shall be in effect from the moment such changes were communicated to the participants

16. Forbidden Behavior

A. If a player of a team commits misconduct or any inappropriate act in a team event, the referee may take disciplinary action against the team which can include a caution, warning, forfeit, or expulsion. Examples of misconduct are as follows:
    a. Every participant has to show the needed respect towards referees and other participants. Insults, dissent towards officials, and unfair or disrespectful behavior towards anyone are not tolerated and will be punished.
    b. Every team and participant has to try to win every game at every stage of the competition. Purposefully losing, betting on results of the tournament, or wilfully manipulating the result in any way that can be considered match-fixing for any reason are strictly forbidden and will result in expulsion from the tournament.
    c. When a player of a team is found to be manipulating the client to customize the game beyond the range of settings provided in-game, or using third-party tools to that effect, the team may be disqualified.
    d. Delaying the match start time.
    e. Players shall participate in the match with their own ID and accounts as stated in their registration details as well as their own account on the tournament platform (if appropriate). Using player accounts other than those registered (smurfing), participation of ineligible players, or impersonating a registered player is strictly forbidden.
    f. Use of in-game IDs with offensive, political, or otherwise inappropriate content.
    g. Stream sniping is strictly prohibited and will result in severe reprimands. This includes viewing a stream of a live game or using any other method (e.g., live score websites) to obtain information about an ongoing match (or receiving such information from an outside source).
    h. No forms of cheating are allowed within the tournament. This includes but is not limited to macros, changes in game files, usage of third-party software providing an unfair advantage, hardware cheats, collusion or any other means to gain an unfair advantage. Any participant found using cheats during the tournament will be immediately disqualified and banned from participating in tournaments for a minimum of two (2) years.

17 Penalties

This rulebook utilizes the IESF penalty structure in addition to draft penalties for lateness. The IESF penalty structure consists of four (4) different levels: caution, warning, forfeiture, and expulsion. Each level of penalty automatically applies after two previous infractions (i.e., 2 cautions result in a warning). Failure to adhere to the rules may result in a penalty of one of the

four levels mentioned, based on the severity of the infraction and the referee's discretion.

17.1 Caution
A caution is given for the following infractions:

A. Ignoring instructions from the officials (referees).
B. Dissent towards referees/officials
C. Illegal pauses (arbitrarily interrupting or continuing a game, or not resuming play after a regular pause)
D. Inappropriate all-chat
E. One or more participants failing to be present in the game server 5 minutes before the scheduled match start time.

17.2. Warning
A warning is given for the following infractions:

A. Getting 2 cautions.
B. Communicating with the team coach during the game.

17.3. Forfeiture
A forfeiture is given for the following infractions:
A. Getting 2 warnings.
B. No-show (15 minutes delay to the game start time).
C. Directly insulting a person (referee, official, or opposition team using all chat) using discriminatory or hateful language that attacks a specific group (e.g., race, religion, gender, or disability).
D. Stream sniping, as defined in Section 4 Item H.

17.4. Expulsion
An expulsion is given for the following infractions:

A. Getting 2 forfeitures.
B. Extreme insults against a person (referee, official, or opposition team using all chat) using discriminatory or hateful language that attacks a specific group (e.g., race, religion, gender, or disability).
C. Match-fixing.
D. Bribery.
E. Betting on the results of the tournament.
F. Threatening officials/viewers/other players.
G. Cheating.
H. Committing fraud (e.g., using a false identity, exploiting bugs to gain an advantage).

These examples are a guideline for referees and they may vary according to the situation. In the end, it is up to the referee to make the fairest decision, and the referee should always consider

the protection of all participants and ensure that the competition is run smoothly.

17.5. Appeals

A participant may raise an official protest concerning any decisions made by a referee. This protest must be raised with the tournament platform or to IESF through their official Discord channel, as appropriate, in a timely manner (before the team's next match). IESF is responsible for processing the protest by conferring with the referee in question, the Head Referee, and any other relevant parties.

The decision on a protest either by the Head Referee or the formed sub-committee shall be the final decision, and no objection to the delivered decision shall be allowed.

18 Code of Conduct

18.1. Competitive Integrity

Teams are expected to play at their best at all times within any match, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of IESF Officials. All decisions in regard to violations are at the sole discretion of the IESF. Examples below are listed for illustrative purposes only: Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive.

Collusion includes, but is not limited to, acts such as:

A. Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game.
B. Pre-arranging to split prize money and/or any other form of compensation
C. Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.
D. Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.
E. Hacking, which is defined as any modification of the game client.
F. Exploiting, which is defined as intentionally using any in-game bug to an advantage.
G. Looking at spectator monitors.
H. Ringing, which is defined as playing using another Player's account or solicitation to do so.

I. The use of any kind of cheating device and/or cheat program, or any similar cheating method.
J. Intentional disconnection without a proper and explicitly stated reason.

A Participant may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct at any time. Offensive in-game usernames or guild tags will be considered breaches of this rule and subject to penalties.

A Participant may not use this type of language on social media or during any public-facing events.

A Participant may not take any action or perform any gesture directed at an opposing Team Manager/Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

Abuse of Tournament Officials or opposing Team Managers/Members will not be tolerated.

Team Managers/Members must follow all instructions of Tournament Officials.

19. Change of Rules

A. This regulation applies to the 16th IESF World Esports Championship Riyadh 2024 Regional Qualifiers and may be altered in the following cases:

    1. Rules are subject to change after the release of new patches.
    2. Upon discovery of other reasonable factors.
    3. Official head referee decision.
    4. Additional rules added by the official local organizer.

B. The referees may also judge any cases not specifically covered in this book and their authority extends to cover the tournament as a whole in addition to this rulebook. Any changes made shall be in effect from the moment such changes were communicated to the participants