

[NQ] Counter-Strike 2 & Counter-Strike 2 Female Rulebook

Latest Update: 15/01/2024

1. PARTICIPATION

- A. All participants of the [National Qualifier Name] must be 16+ (Offline IESF events will be 18+) years or older.
- B. If necessary, from the point of view of national legislation, an NF can change the eligible age of participation for their players increasingly.
- C. Persons who are not excluded by applicable law, the rules of the tournament organizer, or the host are allowed to participate in the competition.
- D. Tournament officials and tournament staff cannot participate in events that they actively preside over.
- E. Only players with a valid Steam account - unless officially banned - are allowed to participate in the competition.
- F. All players have to compete on their own Steam Account. Playing on another player's Steam Account is not allowed
- G. The total number of team members must not exceed 8 (including 5 players, 2 stand-ins, and a coach).

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/participants.
- 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 TIME

Preparation time is the provided time frame before the start time (unless otherwise specified) and is set as a minimum of 30 minutes between matches. The teams should use this time to check whether they are optimally prepared. During this time, players must do the following:

A. **ONLINE** (30 minutes):

1. During this period players are free to use any method of preparation for the match.
2. If a player is emergency substituted during the preparation time, the tournament organization must be informed immediately.
3. The entire team needs to be present on the server 10 minutes before the official game starts.
4. If you want to use a substitute for the match, officials must be informed 1 hour before the start of the official game.

B. **OFFLINE** (30 minutes):

1. The use of your hardware and any software that may be required must be communicated to those responsible for the tournament before installation.
2. Attach all necessary personal technical equipment (keyboard, mouse, etc.) to the player's PC. All players are responsible for the equipment they are intended to use.
3. Check if all personal equipment is optimally working.
4. Check if the available sound system is optimally working.
5. Check the quality of the sound between all players.
6. Check the provided player's PC if it runs the game with the desired quality.
7. If a technical issue occurs during "Preparation Time", the player is obligated to immediately contact the tournament referee.
8. Join the designated voice channel for the match.
9. Signal the tournament referee that the game is ready to go or use the ready command is available on the server.
10. Players must be ready on the game server and in their respective voice channels at least 5 minutes before the scheduled match start time.

Violation of the preparation time will be penalized with a warning which, if repeated, will lead to an increased penalty.

4. STARTING TIME

The match start time is determined by the tournament organizer. The minimum break between match series is 25 minutes. At their scheduled start time, all tournament officials and players must be ready. It is the responsibility of those responsible for the tournament 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 OF RECORD (GoR)

A game of record is a game where all 10 players are loaded into a server and the match has been started. Once a game has achieved GoR status, any restarts will no longer be allowed, and the game will be considered official. After being promoted to GoR, restarts are only allowed in exceptional cases with renewed selection and bans. A game becomes a GoR when the following conditions are met:

- A. All 10 players are on the server and both ready and eligible to play.
- B. The map vote and the side selection were carried out correctly and the map to be played was loaded.
- C. By restarting the game, the score was set to 0:0 and the game started.
- D. The freeze time set on the server has expired.

In the event of technical problems with the server (e.g. server crash), it is possible to load a backup of the game. If within the first 3 rounds of the game that is already considered a Valid Game based on the conditions defined above, the GoR status will be revoked and the game must be restarted at 0:0. If more than these 3 rounds have been played, the organizer must load the backup of the last freeze time before the server crashes on the server and the game will continue.

All match settings are pre-configured on the server. With the validity of the GS status, all game settings of the server are also accepted by both sides. Any incorrect settings must be reported to the tournament organization immediately when the game starts. Messages in the middle of

the match or after the match are no longer considered and the game has to be played with the settings, which may not correspond to the rules, to the end.

7. 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 CS2 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 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 at the start of the round or even if the affected team dealt the damage.

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

8. 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. In every case of a pause/break/timeout players are not allowed to leave their chairs if not told otherwise by the referee. 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 pause is over and both teams are ready, the match will continue.
- 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 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:** This is only to be taken in an absolute emergency and must be taken as a technical break in the previous round, stating reasons and in consultation with the tournament official. The break lasts until the problem can be solved, but no longer than 15 minutes. It is only granted for the following reasons:
- Accidental disconnection.
 - A malfunction of the hardware or software (e.g. monitor failures, problems with peripheral devices, errors in the game itself, ...)
 - Physical impairment of a player (e.g. broken chair)

9. STREAM SNIPING

Individuals, including players and those in contact with them during a live-streamed match, are not allowed to share information about the ongoing game by any means.

10. TECHNICAL DEVICES

[OFFLINE]

- **In-ear headphones:** During official matches, it is mandatory to wear in-ear headphones. It is the responsibility of the player to bring his in-ear headphones.
- **Headphones:** Headphones are mandatory to use during official matches. This technical equipment will be provided by [Organizer], so players will not be allowed to use their own.
- **Mobile phones:** Before each official match, all players and coaches must provide their electronic devices (including but not limited to mobile phones, smart watches, etc.) to the match referee. Keeping an electronic device during an official match is strictly forbidden.

11. MAP POOL

The map pool will follow the official Active Duty Map pool as defined by Valve and therefore might be updated before each tournament phase.

- Inferno
- Mirage
- Nuke
- Overpass
- Vertigo
- Ancient
- Anubis

12. VETO PROCESS

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

- The map veto process should be concluded at least 45 minutes before the match starts time.
- During the veto process, both teams must provide the officially registered team leader who will be present during the veto alongside a dedicated referee. The team leader has the right to nominate another team member to take part in the veto process. It is not allowed to organize the veto process without the presence of a tournament official.
- Once the veto process has been done and both teams agree on the outcome, it is no longer acceptable to protest about any procedure regarding the veto process that has taken place.

Best-of-one (Bo1) matches

The team that starts the veto process will be determined by a coin toss or randomly through a platform. Team A starts the process and the order of the ban/pick is as follows:

1. Team A bans the first map;
2. Team B bans second map;
3. Team A bans the third map;
4. Team B bans the fourth map;
5. Team A bans the fifth map;
6. Team B bans the sixth map.
7. The remaining map shall be played.

The starting sides on the map are determined by a knife round.

Best-of-three (Bo3) matches

The team that starts the veto process will be determined by a coin toss or randomly through a platform. Team A starts the process and the order of the ban/pick is as follows:

1. Team A bans the first map;
2. Team B bans second map;
3. Team A picks the first map and Team B decides the starting sides;
4. Team B picks the second map and Team A decides the starting sides;
5. Team A bans the third map;
6. Team B bans the fourth map;
7. The remaining map is played as a decider if required.

Starting sides on the last map will be determined by a knife round.

Best-of-five (Bo5) matches

The team that starts the veto process will be determined by a coin toss or randomly through a platform. Team A starts the process and the order of the ban/pick is as follows:

1. Team A bans the first map;
2. Team B bans second map;
3. Team A picks the first map and Team B decides the starting sides;
4. Team B picks the second map and Team A decides the starting sides;
5. Team A picks the third map and Team B decides the starting sides;
6. Team B picks forth a map and Team A decides the starting sides;
7. The remaining map is played as a decider if required.

Starting sides on the last map will be determined by a knife round.

13. TIEBREAKER IN CASE OF GROUP STAGE

- Head-to-head result, if not applicable;
- The round score difference between the tied participants (23:21 > 23:22), if not applicable;
- Number of round wins between the tied participants (24:22 > 23:21), if not applicable;
- Overall round score difference (39:31 > 40:33), if not applicable;
- Overall number of round wins (40:32 > 39:31).

In the 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 a score

of 13:12 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).

14. 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)
- Prohibited items: none (mp_items_prohibited "")

15. OVERTIMES

In case of a draw after all 24 regulation rounds have been played, overtime will be played in the best-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.

16. 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 annoy the opponent or interrupt the flow of play.

Pre-match communication with opponents is only allowed respectfully.

17. VOICE COMMUNICATIONS

All voice comms between players must take place via [Organizer's choice]. If [Organizer's choice] is not 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 transparency and competitive integrity.

18. COACHES

Each team has a right to have up to 1 person (coach) present on the game server during the match in the coaching spot for the given team. Coaches can only talk in the following game phases:

- During the dedicated tactical pause
- In half-time break
- Between maps (in case of a Best-of-three or Best-of-five)

19. 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 officials if they are unsure of the validity of a command and its value.

2. Scripts

All scripts are illegal except for buy, and jumthrow scripts. Participants may be penalized for forbidden scripts in any config file, regardless of if it is in use, or even stored in the game folder in question.

3. Graphics drivers

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

4. Overlays

All kinds of overlays that will show the usage rate of the system in any way in-game (e.g. Discord overlay, Rivatuner Overlay) are forbidden. Overlays that show only the frames per second (FPS) are allowed and can be used.

5. Custom files

Players are not allowed to use any form of custom game files during their official matches. CS2 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.

20. 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.
- Planting the bomb in such a way that no one can hear the beeping sound or the planting sound.
- Standing on top of teammates when such actions allow the player to peek over, under, and/or through a solid object (e.g. wall, box, ceiling) that should not be possible according to map design.
- 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).
- Hacking is defined as any modification of the game client.

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.
- So-called "surfing" on tubes.
- Molotov spread through the 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.

21. VAC BANS

If any participant 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 Tournament. CS2 VAC bans are specifically honored, but only until 2 years after they have been issued.

22. FORBIDDEN BEHAVIOR

- If a player of a team commits misconduct or any inappropriate act, the referee may take disciplinary actions against the team which can include a caution, warning, forfeit, or expulsion.
- Every participant has to show the needed respect towards referees and other participants. Insults and unfair or disrespectful behavior towards anyone are not tolerated and will be punished.
- Every team and participant has to try to win every game at every stage of the competition. Purposefully losing for any reason is strictly forbidden.
- When a player of a team is found manipulating the client to customize the game beyond the range of settings provided in-game, the team's participation may be forfeited upon the referee's decision.

23. CHANGE OF RULES

- A. This regulation applies to [Tournament Name], 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 are communicated to the participants.