

Counter-Strike: Global Offensive

Format: Single Elimination Bracket, Best of 3 Semi-Finals/Finals

Dates: April 27 and April 28

Prize: TBA

TEAMS

There will be a 16 team cap on the event.

Schedule

Day 2

Day 3

Qualifier Formats

The tournament will have a total of sixteen (16) teams each consisting of at least 5 players.

Roster Rules

Each team will consist of at least five (5) participating players with a two (2) player substitutes limit. All substitutes must be registered on the roster before any tournament matches begin.

Server Settings

- Round-time: 1:55 minutes
- Freeze-time: 20 seconds
- Buy-time: 20 seconds
- C4 timer: 40 seconds
- Overtime Money: \$16000

Overtime Rounds: 3 rounds per half

Map Selection

For all Best of One (Bo1) matches

- a. Coin flip for Team A or Team B
- b. Team A bans 2 maps
- c. Team B bans 3 maps
- d. Team A chooses the map from the last two remaining maps
- e. Team B chooses starting side

For all Best of Three (Bo3) matches

- a. Coin flip for Team A or Team B
- b. Team A bans 1 map
- c. Team B bans 1 map
- d. Team A picks 1 map, Team B has side choice
- e. Team B picks 1 map, Team A has side choice
- f. Team B bans 1 map
- g. Team A picks the third map and Team B has side choice

If overtime is required (in accordance with this rulebook) for any game, the map used for such game will be used in overtime as well.

Rules

Any form of cheating and/or ghosting is strictly forbidden and may lead to immediate disqualification and previous matches may also be reviewed. Tournament officials may opt to deduct further points and/or disqualify the Team from the league entirely.

Players, coaches and Team representatives may not stand on chairs, tables, or other ELEAGUE equipment and will follow all rules of the venue as designated by ELEAGUE.

Players will have 15 minutes to setup and ensure their mouse, keyboard, earbuds, and headsets are working properly and warmup. There will be a five-minute maximum break at half-time and all Players will wait for the tournament officials' word before starting the next half. All time limits will be strictly enforced.

Players may not use a USB flash drive or other storage devices.

Players who break equipment rules, may be given a warning or may subject to forfeit the game. After the first warning, each subsequent warning that a team receives will result in a forfeit of the game.

Players, coaches and Team representatives may not verbally abuse a tournament official. Verbal abuse of a tournament official includes, but is not limited to, the use of vulgar language directed at a tournament official, the use of insulting words or gestures directed at a tournament official, and excessive argument with a tournament official that results in the delay of a match.

Players, coaches and Team representatives may not incite spectators into taunting a Player, coach, or spectator.

Players, coaches and Team representatives may not taunt or celebrate in excess. Excessive taunting/celebration includes, but is not limited to, post-match taunting or celebration directed at or referencing an opponent(s). Post-match interactions between opponents must be limited to acts of sportsmanship.

Players, coaches and Team representatives may not engage in unsportsmanlike physical contact.

Players, coaches and Team representatives may not throw anything in the direction of an opponent. Players and Coaches may not throw anything into the audience or otherwise intentionally make unwanted contact with any spectator, tournament official, or other individual in attendance.

Players, Coaches and Team Representatives may not engage in any other conduct that, in the discretion of tournament officials, violates the spirit of these rules, affects the ability of tournament officials to conduct a fair and safe competition, and/or is detrimental to Good Luck, Have Fun and/or its partners.

Gameplay Rules

Each game will consist of two (2) 15-round halves. A game will end if a Team reaches 16-round wins in the second half. If the score of a game is tied after 30 rounds, overtime will be played. Overtime consists of two (2) three-round halves. Players will start each overtime half with \$16,000. A game will end if a Team reaches four-round wins in the same overtime. If the score of an overtime is tied after six rounds, another overtime will be played.

Clipping and pixel walking is not permitted.

In-game changing scripts is STRICTLY prohibited.

Players may not use objects to cover a bomb in a way that it cannot be defused. The bomb must not be planted anywhere it cannot be defused, not touching a

solid object, or where it is not making the normal "beeping" noise. Players cannot defuse a bomb through a solid object

Look at an opposing player's monitor or projected screen during a game is prohibited.

Players, coaches and team representatives may not intentionally manipulate a teammate's mouse or keyboard during a game.

If the matches is being played on stage, only five (5) players and one (1) coach are allowed on stage at any given time during the tournament.

Breaking one of the gameplay rules may result in a forfeit of the game.

Team are allowed four (4) thirty (30) second timeouts per map. There is a limit of only one timeout per round.

The coach may only communicate with the players during warmup, half-time, or during timeouts during the team's match.

Teams are forbidden from communicating with anyone other than a GLHF official during a technical timeout, which can only be called for malfunctioning equipment.

If for any reason a player or staff member loses their connection to the server during the first minute of the game, no kills have been registered, and the bomb has not been planted, the game will be restarted from the beginning of the round.

If a player disconnects from the server the round/game will not be restarted and the player will be considered dead during the round. In any case that a whole team disconnects from a server, the game will not be restarted and the whole team will forfeit the round.

For the tournament matches, players and coaches must use the provided PC, monitor, and VOIP server provided by Good Luck, Have Fun. If an issue occurs with any of the equipment, such players should pause the game and notify a tournament official immediately. Players are responsible for ensuring proper function of the audio equipment and the player's own personal equipment at the start of all games.

If a tournament official confirms that an issue has occurred, they will determine whether the game should be restarted, the round win will be awarded to a team, or the conditions will of the game will be resumed as is.

All player equipment is subject to the approval of GLHF Management and designated tournament officials. GLHF reserves the right to deny the use of any equipment, device or other facilitative object suspected of providing an unfair competitive advantage. GLHF also reserve the right to inspect all equipment.

Players must submit all configuration and driver requests to GLHForganization@gmail.com by April 2nd 2018.

Mice and keyboards must utilize standard USB interfaces.

Players competing in a tournament match must wear their earbuds or headset in/on their ears for the entire duration of the match.

Players may not use third party applications, programs, or download any software onto the tournament computers without approval from a tournament official.

During a game, players may not have applications, browsers, or streams open other than the CS:GO client and any necessary drivers.

GLHF will attempt to help players with technical issues related to their mouse, keyboard, or earbuds, but will not allow such issues to delay the tournament.

If a player's equipment malfunctions, the player will have five (5) minutes to replace the malfunctioning equipment before they will be force to use GLHF-provided equipment.

Additional Rules

Players/Teams are expected to put forth their best effort in all games.

Players/Teams may not intentionally forfeit a game or conspire to manipulate rankings or brackets; Immediate disqualification will be the result.

Players, coaches and Team representatives are expected to treat all members of ELEAGUE staff, and sponsors, with respect.