BALTICS GAMING EXPO

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MONSTER ENERGY

COUNTER STRIKE 2

TOURNAMENT

Foreword

This document outlines the regulations of Counter-Strike tournaments organized by Comic Con Baltics. Any breach of these outlined rules can result in penalties for an organization, a team or a player.

This document might be overruled by other documents where it is explicitly stated.

Tournament organizer retains the right to give final judgement that might not comply with the outlined rules. Any decisions by administration are made to keep the principles of fairness and sportsmanship.

We are striving to make this an enjoyable experience for players, teams, viewers and any other participants of the events.

Cheers,
Comic Con Baltics Counter-Strike Team

1. Definitions 6
1.1 Participants 6
1.2 Regional limitations 6
1.3 Penalties 6
1.5 Tournament Staff 7
2 General Rules 7
2.1 Rule Change 7
2.2 Confidentiality 7
2.3 Additional Agreements 8
2.4 Tournament Media 8
2.4.1 Broadcasting rights 8
2.4.2 Allowance 8
2.4.3 Participation 8
2.5 Communication 8
2.6 Participation restrictions 9
2.7 Restrictions 9
2.8 Player details 9
2.9 Roster submission 9
2.10 Tournament schedule 9
2.11 Team names 10
2.12 Changes 10
2.13 Conflict of interest 10
2.14 Prizes 10
2.15 Match rules 11
2.15.1 Punctuality 11
2.15.2 Online Match Punctuality 11
2.15.3 LAN Match Punctuality 11
2.15.4 Seeding 11
2.15.5 Match protests 12
2.15.6 Coaches 12
2.16 Replacements 12
2.17 Clothing 12

2.18 Obeying 13
2.19 Briefing 13
2.20 Technical checklist 13
2.21 Arrival day 13
2.22 Media Obligations 13
2.23 Stage Obligations 13
2.24 Electronic devices 14
2.25 Other Personal Items 14
2.26 Setup Period 14
2.27 Media Rights 14
2.28 Post-Match 14
3 Rule 14
3.1 Cheating 14
3.2 Drugs and Alcohol 15
3.3 Betting 15
3.4 Competition Integrity 15
3.5 Player Behavior 15
3.6 Faking / ringing 15
3.7 Usage of Banned Player 16
3.8 Misleading 16
4 Game 16
4.1 Game Version 16
4.2 Anti-Cheat 16
4.3 Maps 16
4.3.1 Map Pool 16
4.3.2 Online Matches 17
4.3.3 Offline Matches 17
4.3.4 Best-of-one (Bo1) matches 17
4.3.5 Best-of-one (Bo3) matches 17
4.3.6 Best-of-one (Bo5) matches 18
4.3.7 Match Settings 18
4.3.8 Overtime 19
4.3.9 In-game chat 19
4.3.10 Pause 19

4.3.11 Match Breaks....19
4.3.12 Match interruption....19
4.3.13 Bugs and glitches....20
4.3.14 Reconnecting....20
4.3.15 Recording Demo POV....20

1. Definitions

1.1 ***Participants***

Any player or team participating in Counter-Strike events, organized by Comic Con Baltics, is considered a participant, regardless if the player has already played in the competition or only has been registered as part of the team. No participant can be present on two organizations or teams at the same time.

There might be special occurrences where player could be allowed a transition between teams and that period could be regarded as an exception to this rule.

If there is any possible conflict or breach of this rule, contact the administration.

1.2 Regional limitations

Comic Con Baltics Counter-Strike tournament allows teams and players from these regions:

- Lithuania;
- Latvia;
- Estonia;
- Finland;
- Sweden;
- Denmark;
- Norway;
- Poland;

This limitation allows participation of players with nationality of forementioned countries or with a permanent residence in any of these countries. If a player's regional eligibility is questioned, player must provide evidence – proof of living, studying or any document, proving nationality or permanent residence.

1.3 ***Penalties***

Failure to comply or any conflict with participation rules causes individual or team-based penalties or restrictions.

Any breach of this ruleset is individual and is addressed individually. Penalties can be summed up if there are multiple. No penalty can be applied twice for the same individual occurrence of rule-breaching.

1.4 Forms of penalties

Penalties for failures to comply with this ruleset consist, but are not limited to:

- Warning;
- Loss of map ban or pick;
- Forfeit of a map;
- Forfeit of a best-of series;
- Forfeit of a tournament;
- Disqualification from any tournament stage;
- Disqualification for a limited time from any tournament, regulated by this ruleset;
- Fine, forfeit of a prize or a deduction of a prize;

Any of these penalties can be applied to an individual player, a team, or an organization.

Repeated breaches of the ruleset might infringe a more severe punishment than a previously applied penalty for a first-time offence.

1.5 Tournament Staff

Cavalierius (Mikas Palujanskas) – Tournament Admin (Cavalierius Discord, Cavalieriuss FaceIT);

2 General Rules

2.1 ***Rule Change***

Tournament organizer reserves the right to change rules at any given moment with an immediate effect and without prior notice. Any rule created must adhere to fairness, sportsmanship and integrity of the competition.

2.2 ***Confidentiality***

Any communication regarding ruleset, individual ruling, penalties or any other communication with tournament organizer is considered

confidential. Any publication of such correspondence or media without the consent of tournament officials is considered illegal and will be penalized.

2.3 ***Additional Agreements***

Tournament organizer is not responsible for any agreement made between parties that do not involve the organizer. Administration highly discourages such agreements.

Tournament organizer highly encourages agreements that are related to game fairness and competition integrity – such as usage of default agent skins.

2.4 Tournament Media

2.4.1 ***Broadcasting rights***

Any broadcast of any tournament stage is owned by Tournament organizer. This includes, but is not limited to – demos, CSTV, POV streams, esports streams.

2.4.2 ***Allowance***

Tournament organizer has the right to forfeit ownership of the broadcast with a separate allowance for an individual to stream a stage of the tournament. The broadcast request must be applied before the start of a tournament stage.

2.4.3 ***Participation***

All participants of the tournament agree their matches or any other form of participation (included but not limited to, videos, photos, interviews, etc.) to be broadcast publicly. No participant can interfere with any part of the broadcast or any public media of the tournament.

2.5 ***Communication***

Main communication channels are – FaceIT, Discord, email. All inquiries must be made directly to the administrative figures, forementioned in rule 1.5

2.6 ***Participation restrictions***

No team can have a player that does not comply with regional restrictions. All LAN matches must be played on-site, any exception must be granted by Tournament organizer. No team can participate in a qualifier, following the qualifier, which the forementioned team won and qualified to a further stage.

2.7 ***Restrictions***

No sponsors or partners or any other player or participant related media can be in any way related to drugs, pornography, other adult themes or violence of any kind. This includes, but is not limited to, team names, team sponsors, player nicknames, player tags, player icons, jerseys, any other clothing.

2.8 ***Player details***

Upon request from tournament administration, players must provide their personal information – full name, nickname, date of birth, social media, address, photo, game account.

Players are only allowed to use their primary and official nicknames and aliases. Any nickname change must be applied to the Tournament organizer. No usage of smurf accounts is permitted and smurfing might be penalized.

2.9 ***Roster submission***

All rosters must be submitted before the start of qualifier stage. Any qualified team must submit any change in their roster before the start of the final qualifier.

2.10 Tournament schedule

Provisional tournament dates:

- Qualifier #1 – April 5th, 2025;
- Qualifier #2 – April 12th, 2025;
- Qualifier #3 – April 26th, 2025;
- Qualifier #4 – May 3rd, 2025;
- Semi Finals – May 10th, 2025;
- LAN Finals – May 24th, 2025;

2.11 ***Team names***

No team name can exceed 2 words, excluding words such as “a”, “the”, “of” and similar words. Tournament organizer has the right to request a team to change their name or change the name themselves if it is deemed fair.

2.12 ***Changes***

Any change of a roster, team logo or team name is prohibited without specific approval of tournament administration.

2.13 ***Conflict of interest***

No participant, player or team, can be involved in any conflict of interest. No participant can have any direct advantage or profit from another team or player that does not comply with integrity of the competition.

2.14 ***Prizes***

Tournament organizer ideally should pay out all winnings in 3 months from the day the winning was secured. It may take as long as 6 months.

Players or teams must provide accurate and relevant accounts and invoices for said prize winnings to be paid accordingly.

Fines applied to a player of a team are not distributed to the teammates. Fines for a team are applied equally to each player. Withdrawal from the competition forfeits the winnings.

2.15 Match rules

2.15.1 ***Punctuality***

All matches of the event must take place and start at the scheduled time. Any changes of the schedule must be approved by the tournament administration.

2.15.2 ***Online Match Punctuality***

All players must be online and join match-lobby before veto is completed. Players must join the server in 5 minutes. Any first failure to do so will result in a warning and restart of the lobby. Teams must redo the same veto and join the server again. Secondary failure could result in a no-show and a forfeit.

2.15.3 ***LAN Match Punctuality***

Veto must be done 30 minutes before the start of the match. Players must be in the server at least 10 minutes before the match. No disconnects without a reason are allowed. If a player disconnects the server, the player must immediately provide tournament referee or tournament administration with a reason for the disconnect.

If a team player is missing at his seat or on stage and has not joined the server 10 minutes before LAN match, match is considered no-show. The tournament organizer reserves the right to extend or reduce the 10-minute show-up time limit.

2.15.4 ***Seeding***

Clear seeding can be decided by, but is not limited to:

- Platform Tournament seeding;
- Previous match between the teams;
- Team record in the tournament;
- Round difference in previous stages;

- Rating of the teams previously beaten;

If none of the forementioned ways of deciding better seed is applicable, coin toss might determine the better seed.

2.15.5 ***Match protests***

Any match protests and related media must be provided to tournament administration 24 hours after the match concluded. Each match and protest are investigated privately and discreetly. The protesting party must provide all possible evidence and cannot withhold any relevant evidence. Withholding of the evidence is penalized and will result in protest being denied.

2.15.6 ***Coaches***

Coaches are allowed to communicate with the team during Online matches. Coaches are not allowed to join the server and spectate. Coaches can only communicate during timeouts during Offline matches. Coaches can stand-in for a player if a player is absent.

2.16 ***Replacements***

Tournament organizer reserves the right to replace a penalized team with another team of the organizer's choice, should the disqualification of a qualified team be applied.

2.17 ***Clothing***

Tourmament organizer reserves the right to ask a specific player or a team to change their clothing. If necessary, tournament organizer will provide a team with clothing, but price of provided clothing might be deducted from the winnings of a team.

Tournament organizer encourages team jerseys, single-colored clothing. In specific cases, tournament organizer could provide teams with

branded clothing and request teams to wear the provided clothing.

2.18 ***Obeying***

Participants must obey tournament referee and tournament administration at all times. Participants can object if any instructions given by referee or administrator do not comply with competetive integrity and fairness.

2.19 ***Briefing***

Tournament organizer provides players with verbal or material briefing before Offline matches or any other broadcasts.

2.20 ***Technical checklist***

Teams qualified for Offline matches will be provided a technical checklist one week prior to the offline match with the peripherals or any other technical accessories required for the match. Participants must have their own peripherals mentioned in the document. Tournament organizer can provide a missing peripheral, but the cost of the peripheral could be deducted from the winnings.

2.21 ***Arrival day***

Tournament organizer provides participants with the exact day of arrival. Any exceptions or failures to arrive on the forementioned day must be consulted with the Tournament organizer.

2.22 ***Media Obligations***

All players and participants are subjects to media participation. All interviews or any other types of content should be in Lithuanian (if players speaks Lithuanian) or English. All players must be available for post-match or post-map interviews. All players must be available for photoshoots or video recordings.

2.23 ***Stage Obligations***

No eating, smoking or drinking is allowed without explicit approval from tournament officials. The tournament organizer must direct players to the

smoking area. No smoking during any ongoing Offline match is allowed.

2.24 ***Electronic devices***

No electronic devices directly unrelated to the competition are allowed on stage without explicit approval from the organizer. All telephones and other electronic devices must be handed before match to the tournament officials. Electronic cigarettes and telephones will be allowed in-between maps.

2.25 ***Other Personal Items***

Items that are not immediately necessary for playing must be stored elsewhere from the stage (bags, outside clothing, etc.).

2.26 ***Setup Period***

All participants are allowed to setup for 30 minutes before match. Participants can ask tournament officials for help. After the setup period, 10 minutes before match, no other participants are allowed on stage except team players and coaches.

Additional time could be given if there is an issue that is could not be foreseen beforehand.

2.27 ***Media Rights***

All match photos, videos and other media content are owned by the tournament organizer. Tournament organizer distributes rights for any usage of the media.

2.28 ***Post-Match***

All participants must stay in the tournament area after the match until tournament officials allow participants to leave.

3 Rule Violations

3.1 ***Cheating***

Any use of third-party software is strictly forbidden. Tournament organizer decides what is considered a cheat software.

Stream sniping, ghosting or any other communication with outside people not involved in the match is strictly prohibited.

Tournament organizer reserves the right to decide whether the method used to uncover cheating is valid.

3.2 ***Drugs and Alcohol***

Participants are prohibited from any drug or alcohol usage during Online and Offline matches.

3.3 ***Betting***

No involved parties of participants or tournament organizers can be involved in any betting related to the tournament, regardless if the team or player is directly involved in the match.

3.4 ***Competition Integrity***

All infringements on the integrity of the competition or any manipulations are strictly forbidden. This involves match fixing for any outcome of an ongoing match.

3.5 ***Player Behavior***

All players should abstain from spamming, insulting, shaming, ridiculing or any other harmful communication towards any involved party – be it administration, viewer or a participant.

Participants must behave in an orderly and pleasant manner. Any poor sportsmanship or negative behavior is prohibited and discouraged.

This does not include competitive spirits and some banter, though the organizer reserves the right to decide, where the line is crossed.

3.6 ***Faking / ringing***

No faking or ringing is allowed.

3.7 ***Usage of Banned Player***

Using banned player playing for a different account will result in an immediate disqualification of a team.

3.8 ***Misleading***

Misleading the tournament administration is considered a harmful offense and can lead to a penalty. Tournament organizer reserves the right to decide what type of information or communication is considered misleading.

4 Game Specific Rules

4.1 ***Game Version***

Tournament organizer decides and explicitly communicates which game version will be used for the match. Tournament organizer ensures usage of latest version whenever it is possible and whenever it complies with competition integrity.

4.2 ***Anti-Cheat***

All matches – Online and Offline – must be played with anti-cheat software installed and running.

4.3 Maps

4.3.1 ***Map Pool***

Competition must always adhere to the latest Valve Active Duty Map Pool. Currently it consist of these maps:

- Ancient
- Anubis
- Dust II
- Inferno
- Mirage
- Nuke

- Train

4.3.2 ***Online Matches***

For Online Matches, Tournament organizer communicates, in what way the veto will be conducted – FaceIT client, Discord or any other way. Tournament organizer specifies the veto schedule and format.

4.3.3 ***Offline Matches***

Veto is done 30 minutes before the match. Match veto cannot be made public before it is made public by the tournament officials.

4.3.4 ***Best-of-one (Bo1) matches***

The better seeded team decides whether they will be Team A or Team B. Team A starts the process and the order of the ban/pick is as follows:

- Team A removes one map.
- Team B removes two maps.
- Team A removes two maps.
- Team B removes one map.
- The remaining map will be played.

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

4.3.5 ***Best-of-one (Bo3) matches***

The better seeded team decides whether they will be Team A or Team B. Team A starts the process and the order of the ban/pick is as follows:

- Team A removes one map.
- Team B removes one map.
- Team A picks one map.
- Team B picks one map.
- Team A removes one map.

- Team B removes one map.
- The remaining map is played as a decider, if required.

Every team decides the starting sides on the map choice of their opponent. The starting sides on the last map are determined by a knife round. If the server has knife rounds enabled, the team which picked the map, must forfeit the knife round.

4.3.6 ***Best-of-one (Bo5) matches***

The better seeded team decides whether they will be Team A or Team B. Team A starts the process and the order of the ban/pick is as follows:

- Team A removes one map.
- Team B removes one map.
- Team A picks one map.
- Team B picks one map.
- Team A picks one map.
- Team B picks one map.
- The remaining map is played as a decider, if required.

Every team decides the starting sides on the map choice of their opponent. The starting sides on the last map are determined by a knife round. If the server has knife rounds enabled, the team which picked the map, must forfeit the knife round.

4.3.7 ***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 in overtimes: disabled
- Prohibited items: none (mp_items_prohibited "")

4.3.8 ***Overtime***

Overtime is played after all 24 rounds have been played out and both teams have equal round total. Overtime is played in MR6 format and the start money is 12,500. There can be played any number of overtimes until the winner emerges.

4.3.9 ***In-game chat***

In-game chat must be kept respectful, in respect to other forementioned rules. Tournament organizers encourage friendly and funny banter and usage of in-game chat to communicate with tournament officials. Using chat cannot interrupt the flow of the game.

4.3.10 ***Pause***

Pause function can only be used for technical issues. For timeouts, timeout functionality must be applied.

4.3.11 ***Match Breaks***

After every map concludes in Offline match, players are given 10-minute pause to rest. All players must be present at the tournament area after the 10-minute pause ends.

4.3.12 ***Match interruption***

Tournament organizer ensures the usage of backups during the game. No backup for the round can be applied after any significant round play has occurred. Round will not be restored or replayed after any significant action has happened.

If no backup is available, tournament organizer can decide who was more likely to win the round. If no round of the match can be used as backup, match will be replayed from the start if the server has crashed.

If the mistake is clearly player's fault, round backup will not be applied.

4.3.13 ***Bugs and glitches***

Any usage of known or unknown bugs, glitches, illegal boosts, pixel boosts or any other unfair advantage will be penalized. The tournament organizer reserves the right to decide whether the forementioned play is a bug abuse.

Any new position, strategy or advantage must be consulted with tournament officials.

4.3.14 ***Reconnecting***

Players are not allowed to reconnect during a live round. Players should wait until the round is over and only then reconnect.

4.3.15 ***Recording Demo POV***

When specified, all players must record their demo POV and upload it upon request of the tournament officials.