Pravila tekmovanja na EPICENTER LAN 14

# Counter-Strike: Global Offensive

Na dogodku izvaja: Dominik Baligač
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# Slovenska pravila

## 1 OSNOVNE INFORMACIJE

### 1.1 Format tekmovanja in urnik
-   Tekmovanje se bo odvijalo v dveh fazah, skupinski del, kjer bodo ekipe igrale vsaka z vsako. Sledila bo končnica, v formatu enojnega izločanja. Število skupin bo določeno na podlagi števila ekip.
-   Prvi del tekmovanja, ki obsega skupinski del in prvi krog končnice se bo začel v soboto 9. septembra ob 14.00.
-   Drugi del tekmovanja, ki obsega preostanek končnice se bo začel 10. septembra ob 10.00.

### 1.2 Administratorji tekmovanja
-   Administratorji tekmovanja so: Blaž Oršoš, Dominik Baligač in Nuša Klepec
-   Igralci so se dolžni do administratorjev obnašati vljudno in spoštljivo
-   Administrator ima zadnjo besedo pri vseh zadevah
-   V izrednih razmerah si administratorji pridržujejo pravico, da pravila spremenijo ali priredijo

### 1.3 Nadzorovanje časa
-   Igralci morajo biti pripravljeni 10 minut pred začetkom tekme. Naveden čas začetka igre ni čas, ko bi se igralci naj igri pridružili ampak čas dejanskega začetka igre. Če igralec ni pripravljen je ekipa dolžna začeti igro brez tistega igralca. Ekipa, ki začetku tekme nasprotuje, bo izključena.
-   Igralci imajo na voljo največ 5 minut premora med vsako tekmo skupinskega dela in največ 5 minut med vsako mapo v končnici.
-   Administratorji si pridržujejo pravico, da časovnico v izrednih razmerah spremenijo.
-   Če se tekma še ni začela 30 minut po predvidenem začetku, si administratorji pridržujejo pravico, da dodelijo zmago ekipi, ki ima največ igralcev na strežniku.

## 2 NASTAVITVE IGRE

- Vsi igralci morajo pred začetkom turnirja pravila prebrati. Nerazumevanje pravil ni izgovor za kršenje.
- Vse igre morajo biti odigrane na strežnikih, ki jih zagotavlja SPID.si

### 2.1 Nastavitve strežnika

- mp_startmoney 800
- mp_roundtime 1.92
- mp_roundtime_defuse 1.92
- mp_round_restart_delay 5
- mp_freezetime 12
- mp_maxrounds 30
- mp_c4timer 40
- sv_pausable 1
- ammo_grenade_limit_default 1
- ammo_grenade_limit_flashbang 2
- ammo_grenade_limit_total 4
- sv_friction 5.2
- sv_accelerate 5.5
- cash_player_killed_teammate "-300"

Nastavitve v primeru podaljškov

- mp_maxrounds 6
- mp_startmoney 10000

### 2.2 Igralčeve nastavitve

Sledeče nastavitve niso dovoljene za prilagajanje:

- cl_bobcycle 0.98
- weapon_recoil_model 0
- mat_hdr_level 0/1/2

Sledeči prekrivni elementi so dovoljene, vsi ostale so prepovedane:

- cl_showpos 1
- cl_showfps 1
- net_graph 1
- cl_showdemooverlay 1 / -1

Sledeče sistemske in grafične nastavitve so dovoljene za prilagajanje:
- Svetlost
- Digital Vibrance
- Kontrast
- Gama
- 3D nastavitve (aliasing, vertical sync, …)
- Prilagajanje velikosti igre
- USB HZ
- Zvok, nastavitve miške
- Tipkovnica, slušalke, gonilniki za miške
- Vsi prekrivni elementi, ki kažejo učinkovitost sistema med igranjem niso dovoljeni (Nvidia SLI Display, Rivatuner Overlays, itd.)
- Uporaba okluzije okolja (Ambient Occlusion) je prepovedana

## 2.3 Mape
- de_cache
- de_inferno
- de_nuke
- de_mirage
- de_train
- de_overpass
- de_cobblestone

## 2.4 Proces izbire map
Veto pravilo za Best-of-One tekmo
- 1. Ekipa B izloči eno izmed 7 map
- 2. Ekipa A izloči eno izmed 6 preostalih map
- 3. Ekipa B izloči eno izmed 5 preostalih map
- 4. Ekipa A izloči eno izmed 4 preostalih map
- 5. Ekipa B izloči eno izmed 3 preostalih map
- 6. Ekipa A izloči eno izmed 2 preostalih map
- 7. Igra se mapa, ki ostane. Ekipa A je ekipa, ki zmaga met kovanca. Strani se izberejo na podlagi rezultata t.i. "knife round"

Veto pravilo za Best-of-Three tekmo
- Ekipa B izloči eno izmed 7 map
- Ekipa A izloči eno izmed 6 preostalih map
- Ekipa A izbere eno izmed 5 preostalih map, izbrana mapa se igra prva
- Ekipa B izbere eno izmed 4 preostalih map, izbrana mapa se igra druga
- Ekipa A izloči eno izmed 3 preostalih map
- Ekipa B izloči eno izmed 2 preostalih map
- Tretja zaporedna mapa je tista, ki ostane. Ekipa A je ekipa, ki zmaga met kovanca. Strani se izberejo na podlagi rezultata t.i. "knife round"

# 3 PRAVILA IGRE

## 3.1 Pogoji
- Vsak igralec mora imeti svoj osebni CS:GO račun.

## 3.2 Pritožbe
- Če se igralec želi pritožiti glede rezultata zadnje igre, je dolžan to storiti pred začetkom naslednje igre.

## 3.3 Kaznovanje
- Če igralec namenoma poskuša povzročati škodo igri, drugim igralcem ali administratorjem bo nemudoma diskvalificiran iz tekmovanja.
- Neprimerno obnašanje do drugih igralcev, administratorjev ali ostalim prisotnim na dogodku lahko vodi do diskvalifikacije iz tekmovanja.

## 3.4 Zloraba hroščev v igri
- Zloraba hroščev je prepovedana. Če se pojavi kakšna resna napaka v igri, mora biti tekma nemudoma ustavljena, administrator pa določi način nadaljevanja igre.
- Uporaba t.i. "script" je prepovedana.
- Zloraba hroščev, ki na kakršenkoli način spremenijo igro je prepovedana
- Uporaba »silent bomb« je prepovedana. Nastavljanje bombe na način, da ne povzroči hrupa.
- Nastavljanje bomb tako, da jih ne gre deaktivirati je prepovedano. To ne vključuje nastavljanje na način, kjer je potrebno več igralcev.
- Zloraba t.i. "3-Man Boosting" je prepovedana.
- Zloraba t.i. "fireboost" (streljanje pod igralca z namenom, da ga porinemo) je prepovedana.
- »Flashbugs«, izkoriščanje hroščev s Flash granat je prepovedano.
- »Mapswimming« ali »floating« je prepovedan.
- »Pixelwalking« je prepovedan. Sedenje ali stanje na nevidnih delih mape.
- Uporaba 16-bitne grafike je prepovedana.
- Vezava ukaza »+duck« na kolo miške je prepovedana.

### 3.5 Opazovalci in prenos

- Gledalci niso dovoljeni na nobeni tekmi turnirja, razen opazovalcev in administratorjev.
- Igralcem je prepovedano gledanje ali poslušanje prenosa tekmovanja.

### 3.6 Snemanje in slikanje

- Vsaka tekma zahteva snemanje t.i. "demo" posnetkov. Če ekipa ni zmožna zagotoviti katerega od zahtevanih posnetkov, bo zmaga dodeljena nasprotni ekipi. Slike so obvezne za dokazovanje rezultatov.

### 3.7 Sporočanje rezultatov

- Obe ekipi sta dolžni sporočiti rezultate administratorjem.

### 3.8 Dovoljena in nedovoljena programska oprema

- Programska oprema za zvočno komunikacijo kot je Ventrilo, Mumble in Teamspeak je dovoljena.
- Igralcem je prepovedana nastavitev in uporaba kakršnekoli zunanje programske ali strojne opreme, ki spreminja igro ali dovoljuje igralcem avtomatično izvrševanje več kot enega ukaza v igri.

## 4 OSTALA PRAVILA

- Izkoriščanje morebitnih napak na strežniku ali konfiguraciji ni dovoljeno, vsaka opažena napaka mora biti sporočena administratorjem nemudoma.
- Vse odločitve administratorjev so zadnje.

# English rules

## 1. GENERAL INFORMATION

### 1.1. Tournament Format and Schedule
- The tournament format will be a round robin group stage, followed by a single elimination stage. The number of groups will be determined by the tournament administration shortly after signups have closed.
- Round Robin: All rounds will be Best of One.
- Single Elimination: All rounds will be Best of Three.
- The first part of the tournament which includes both group stage and first round of play-offs starts on Saturday, 9th of September at 14:00 CEST.
- The second part of the tournament which includes the rest of the play-offs starts on Sunday, 10th of September at 10.00 CEST.

### 1.3. Administrators
- Tournament Administrators are: Blaž Oršoš and Dominik Baligač
- Players should always address the administrators in a polite and respectful way.
- An administrator has the final say in all matters.
- Under extreme circumstances administrators reserve the right to change the rules

### 1.4. Timekeeping
- Players must be ready within 10 minutes of the match start time. The stated match start time is not the time players should start joining, but the time the actual match should begin. If a player is not ready then the team will be required to play without that player. Should they refuse to play then they will be disqualified from the tournament.
- Players are allowed a 5 minute break between tournament games if the previous game overran. Taking more than 5 minute breaks between rounds in a Bo3 format is also not permitted, you should play the games consecutively.
- Administrators reserve the right to change these timings if circumstances require it.
- If a game has not begun within 30 minutes of the scheduled start time, the admin reserves the right to default the team with the least players on server.

## 2. GAME SETTINGS

- All players must have read and understood these rules before entering the tournament. Not understanding or not knowing the rules, are not valid excuses for breaking them.
- All games should be played on the servers provided by SPID.si at the event.

### 2.1. Server/Host Settings

The following game settings must be used:

- mp_startmoney 800
- mp_roundtime 1.92
- mp_roundtime_defuse 1.92
- mp_round_restart_delay 5
- mp_freezetime 12
- mp_maxrounds 30
- mp_c4timer 40
- sv_pausable 1
- ammo_grenade_limit_default 1
- ammo_grenade_limit_flashbang 2
- ammo_grenade_limit_total 4
- sv_friction 5.2
- sv_accelerate 5.5
- cash_player_killed_teammate "-300"

Settings for overtime:

- mp_maxrounds 6
- mp_startmoney 10000

### 2.2. Player Settings

The following settings are not allowed to be adjusted on the players PC:

- cl_bobcycle 0.98 (do not alter)
- weapon_recoil_model 0 (do not use)
- mat_hdr_level 0/1/2 (do not use)

The following in-game overlays are authorized, all other are forbidden:

- cl_showpos 1
- cl_showfps 1
- net_graph 1
- cl_showdemooverlay 1 / -1

The following system and graphical settings are allowed to be adjusted on the players PC or monitor:

- Brightness
- Digital Vibrance
- Contrast
- Gamma
- 3D settings (aliasing, vertical sync, …)
- Game scaling
- USB HZ
- Sound, Mouse settings
- Keyboard, headset, mouse drivers
- Any kind of overlay that displays the system performance while playing (e.g. Nvidia SLI Display, Rivatuner Overlays etc.) is forbidden.
- The use of Ambient Occlusion is strictly forbidden

### 2.3. Maps
- De_cache
- De_nuke
- De_inferno
- De_mirage
- De_train
- De_overpass
- De_cobblestone

### 2.4. Map Selection

Bo3 Veto Process

The higher seeded team can elect to be Team A or Team B within the following process:

- Team B removes one of the 7 maps.
- Team A removes one of the 6 remaining maps.
- Team A picks one of the 5 remaining maps, will be played as 1st map.
- Team B picks one of the 4 remaining maps, will be played as 2nd map.
- Team A removes one of the 3 remaining maps.
- Team B removes the 2nd remaining map.
- The last map will be, if needed, played as 3rd map.

## 3. IN-GAME RULES

### 3.1. Requirements
- Each player must have a personal CS:GO account

### 3.2 Complaints
- If a player wants to make a complaint about a game result, the player has to tell the administrator assigned to the match before the next match starts.

### 3.3 Punishments
- Should a player purposely attempt to sabotage the games, another player or an administrator in any way, the player will be disqualified.
- Bad behaviour towards other players, casters or the administrators may result in a disqualification.

### 3.4 Bugs & Misuse
- Abuse of bugs is forbidden. If any serious bugs occur, the game should be paused immediately and the administration should decide how to continue.
- Any form of script is forbidden. (Jump + Throw grenade binds are allowed, however)
- Using bugs which change the game principle (i.e. spawn bugs) is illegal.
- "Silent bombs" (i.e. the planting of a bomb which doesn't make a sound) are illegal.
- Planting bombs so that they cannot be defused is illegal. This does not include plants where multiple players are needed to defuse.
- 3-Man Boosting is forbidden.
- "Fireboost" (i.e firing below a player to push him) is strictly illegal.
- "Flashbugs" are forbidden.
- "Mapswimming" or "Floating" is illegal.
- "Pixelwalking" is illegal (Sitting or standing on invisible map edges).
- Using 16bit graphics.
- Binding "+duck" to the mouse wheel is forbidden.
- Any custom (game) files.

### 3.5 Observers & Streaming
- No spectators are allowed in any tournament games, except for approved streamers and administrators.
- Players may not watch or listen to any streams of the tournament while playing.

### 3.6 Demos & Screenshots
- Full FOV demos are required to be recorded for every game. The inability to provide a demo from any of the 5 players to the admin for analysis if requested **WILL** result in a forfeit for that match. Screenshots are required to prove a result.

### 3.7 Score Confirmation
- Both teams are required to report the result to administrators.

### 3.8 Allowed & Forbidden Software
- Voice communication tools as Ventrilo, Mumble and Teamspeak are allowed.
- Players may not install or use any external software or hardware that interacts in-game, or any form of modification that alters the game or allows a player to execute automatically more than one in-game action, or any configuration file, unless expressly authorized by a tournament official.

## 4. OTHER RULES

Taking advantage of possible errors with server setup or configuration is not allowed, any errors found should immediately be reported to an admin.