



ESPORTS FACTION
GAMING WITHOUT BARRIERS



CS:GO 5v5 TOURNAMENT

RULES & REGULATIONS

Disclaimer

This document outlines the rules that must constantly be followed when participating in every CS:GO competitions organized by eSports Faction online and on-site.

Failure to adhere to these rules will result in penalties as outlined.

It should be remembered that it is always the eSports Faction Administration that has the last word, and that the decisions that are not supported, or detailed in this document, or even goes against this document may be accepted in extreme cases, to preserve fair play and sportsmanship.

The vision behind eSports Faction is to bring together entire gaming population in the region of Indian Ocean as one entity where players encourage fair-competition, friendship, team-spirit, self-improvement, respect, mutual help and other valuable traits. We hope that all the players or participants, spectators, or press will enjoy and have a proper gaming experience during our events

1. GENERAL

- 1.1. eSports Faction assumes that each participant who enter a tournament is aware of all the rules and checks them periodically. Insufficient knowledge of the rules cannot be used as an excuse for breaking the rules.
- 1.2. A player can only create one account. Selling, renting, trading or receiving compensation in any way, shape or form is forbidden.
- 1.3. Every participant who breaks a rule, will be sanctioned. The exact way of punishment will be decided by the Administration involved. Example of punishments are: leaving the tournament early, a temporary ban or a permanent ban.
- 1.4. Rosters will be placed and communicated in the proper channels before the tournament will start. After the tournament started, no changes or substitutes to the roster are allowed.
- 1.5. Matches need to be played within the time scheduled by the Administration.
- 1.6. Players who participate are required to play with their User ID (Steam ID) the have specified at the registration.
- 1.7. The User ID which is being used has to be exactly the same as the User ID shown on the roster. If another account is going to be used, submit this to a Tournament Administrator before the tournament has started.
- 1.8. Every participant is required to be online and active on Discord when they are participating in an online tournament.
- 1.9. Every player is responsible for his own connection and has to have a good internet connection to avoid possible latency or 'lag'.
- 1.10. Complaining about losing a game incorrectly after a match cannot be considered in the final outcome of a match. Where there are reasons to suspect that your opponent is not playing by the rules or serious lag occurs for a long time, report this to the admin before your opponent has taken benefit of the problem. (The beginning of the game)

2. TOURNAMENT STRUCTURE

2.1. Country

Our tournaments can be either online or local for players residing in locations specified in the Tournament Event Page.

2.2. Communication

- i. **For online tournaments:** Tournament communication between players and Tournament Administrators will happen over the communication platform Discord in eSports Faction server (<https://discord.gg/AF9P7hE>) in the Tournament Mode. Players will link their Discord account upon registration for the tournament. Players are expected to be present in appropriate Discord communication channel(s) while the tournament they are participating in is in play. Player Check-in will begin on Discord one hour prior to when tournaments will be starting. Only for informative purpose, participants will also be invited in specific Whatsapp Group chats.

- ii. **For local tournaments:** Tournament communication between players and Tournament Administrators will happen at the specified venue. Players are expected to be punctual for the on-site Check-in. Only for informative purpose, participants will also be invited in specific Whatsapp Group chats.

2.3. Tournament Schedule

All tournament schedule will be communicated on the Tournament Event Page either for online or local tournaments.

3. TOURNAMENT FORMAT & RULES

3.1. Tournament Format

- The tournament preliminaries will be in a Round Robin Format and Best of 1(BO1). The number of pools may vary depending on the number of participants.
- The top 2 teams in each pool will be qualified for the Final Stage which will be in a single elimination format and Best of 1 (BO1).
- Only the Semi Finals and Grand Final will be a Best of 3 (BO3).
- Overtime will be enabled and will use MR6 10k as the settings.
- Win limit will be set to 4 during Overtime.

3.2. Game Settings

3.2.1. Game version

All matches shall be played on the FACEIT platform with the latest version of CS:GO. If your game isn't up to date and you attempt to join the server you will not be allowed. The player shall ensure that his/her game is updated before joining the tournament.

3.2.2. Players settings

External tools or software to alter in-game settings are not allowed in FACEIT matches.

Recommended client settings:

cl_interp 0

cl_interp_ratio 1

rate 196608

cl_cmdrate 128

cl_updaterate 128

cl_allowdownload 1

cl_downloadfilter 0

ds_get_newest_subscribed_files

voice_enable 1

3.3. Server settings

All matches will be played on FACEIT's servers. We might consider an alternative server **only** in extreme cases of technical subject that prevents the good running of the tournament.

The following game settings will be used:

mp_startmoney 800

mp_roundtime 1.55

mp_freezetime 15

mp_maxrounds 30

mp_c4timer 40

sv_pausable 1

ammo_grenade_limit_default 1

ammo_grenade_limit_flashbang 2

ammo_grenade_limit_total 4

Settings for overtime:

mp_maxrounds 3

mp_startmoney 10000

3.3. Check-in

The entire team shall check-in on FACEIT platform 15 minutes before the tournament starting time. For FACEIT only the Team Captains can check in to the tournament for the entire team.

3.4. SCHEDULES

Preliminaries will be scheduled by captains of respective teams where they will need to agree on a date and time within the time frame given by the tournament admins. Quarter-Finals, Semi-Finals and the Grand Finals will be scheduled by eSports Factions.

3.5. Stand-ins/Substitutions

Only 1 substitution or stand-in is allowed during the tournament.

3.6. Before the match starts

Each team will have a total of 10 minutes to vote, if a team use more than this it will can be disqualified from the tournament. Each vote is a maximum of 210 seconds. Failure to do so will automatically award a forfeit win to the opposing team and the losing team will be removed from the event.

3.7. Map pool

de_inferno

de_mirage

de_train

de_nuke

de_overpass

de_vertigo

de_dust2

3.8. Play Button/ IP Notification

Once this button appears you have 10 minutes to join the server. You can join the server by clicking on the "PLAY" button or copying the "connect <serverip>" command into your CS:GO console.

3.9. Warm-up/Match Start

Warm-Up: Both captains have to type "!ready" to start the match, you have a total of 10 minutes to use the command or else the match will be aborted and the captain who did not !ready will have his team disqualified from the tournament, if both teams have the same amount of AFK the team with highest ELO will advance in the tournament and be disqualified in the following round.

Match Start: The match will go into the knife round. Once the knife round has been completed the winning captain needs to pick a side by using the "!stay"/"!switch" commands. If the captain fails to select a side within 1 minute of winning the round the sides will be randomly decided by the server.

You are allowed to play without a full team, but you will have to use the !ready command before the 10 minute join timer has ended.

3.10. During the match

3.10.1. Match interrupted

If a match is involuntary interrupted (player crash, server crash, network cuts,...) the tournament admins may decide to resume the match to a round before the issue was present to give both teams a fair chance.

3.10.2. POV Demo Recording

Players are required to record their own in-game demo. If a player disconnects, for whatever reason, players must start recording again, with a different demo file name. To record an in-eye demo please type in your game console when the match starts: record "putnamehere"

The demo must have all rounds that you have played. You must have from pistol round to the final round played to be considered a complete demo.

Players cannot request POV demos during the tournament, but demos must be recorded and saved for at least five (5) days after the tournament has ended. An admin has the right to request these POV demos during or after the tournament. If you suspect a player for cheating, use the thumbs down at the end of the match to report the player. This feeds directly into our FBI system and as such this players activity will be reviewed.

Failing to provide a POV demo upon request can result in a suspension.

You can locate your POV demos here - C:\Program Files
(x86)\Steam\steamapps\common\Counter-Strike Global Offensive\csgo

3.10.3. Pause

A team may "pause" the game at the end of the current round or during freeze time to allow a player to come back. A team can't "pause" the game during the current round unless it has been expressly authorized by the tournament admins. The maximum allowed pause time is 10 minutes, once the pause timer countdown runs out you will not be able to pause and the match will still continue.

3.11. After the match

When the match has been completed the result is automatically sent to the website and the winning team will advanced in the tournament.

4. RULES AND VIOLATIONS

4.10. Forbidden in-game actions

- The following actions are strictly prohibited during a game and can result in your account being suspended:
 - Any form of external script is forbidden.
 - Using bugs which change the game principle (i.e. spawn bugs) is illegal.
 - Moving through walls, floors and roofs is strictly forbidden. This also includes sky-walking.
 - Planting bombs so that they cannot be defused is illegal. This does not include plants where multiple players are needed to defuse.
 - Boosting with the help of teammates is allowed in general, but it is forbidden in places where the textures, walls, ceilings, floors become transparent or penetrable.
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- "Flash bugs" are forbidden
 - "Map swimming" or "Floating" is illegal.
 - "Pixel-walking" is illegal (sitting or standing on invisible map edges).
 - Using 16-bit graphics.
 - HE/Flash/smoke throw script
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- All 3rd party software that isn't allowed by the game publisher and that can give an unfair advantage to a player or team are classed as cheating.

4.11. Sanction

Issues during a match, from the beginning to the end, must be reported right away and cannot be reported after the fact as this constitutes acceptance of the issue by the opposing team. A player may be cautioned and receive a ban if he commits any of the following offences:

- Refuses to follow Tournament Administrators instructions.
- Shows dissent by word or action towards other players.
- Uses insulting language and/or gestures towards other players.
- Is guilty of unsporting behavior in a match.
- Griefing / Trolling
- Ghosting
- Spamming
- Mislead or dupe any Live Support Admins

5. OTHER

5.10. Anti-cheat

All FACEIT Servers have our own in-house Anti-Cheat enabled on all of our servers that you play on.

If you are detected by the anti-cheat you will be kicked from the game and your account will be suspended. Games will be cancelled if a player in the game has been suspended for cheating. Please contact our Live Support admin team to have the win awarded in the match if a player is banned for cheating in the game.

6.2. GOTV Demos

FACEIT's servers will be recording all the matches. These demos are in your stats page in the form of GOTV demos uploaded to your profile with the room page as well.

6.3. Party/Team names

Please fill in your team name accordingly. Team Names/Avatars should not contain any offensive or racist content. If you come across a player/team breaking this rule then please submit a ticket with relevant evidence (Screenshot/Recording) so action can be taken against the player/team in question. Team captains ignoring this rule can end up with a ban from the platform.

6.4. In game Name/Avatars

In game Names/Avatars should not contain any offensive or racist content. If you come across a player breaking this rule then please submit a ticket with relevant evidence (Screenshot/Recording) so action can be taken against the player in question.

6. PRIZES

Prizes will be awarded according to what is communicated on the Tournament Event Page. Monetary prizes will be made in Mauritian Rupees, in accordance with industry standard payout methods, Additional Prizes will be provided where it is stated on the Tournament Event Page.

7. PRIZE RESTRICTIONS

In order to receive a Prize stated in the Tournament Event Page, the Prize Winner(s) must request his/her prize within 48 hours after the end of the Tournament by sending an email to the Tournament Administration which must give a response to the player within 7 days and remit him/her the winning prize. Additional information may be required by the Administration if applicable. A Prize Winner's Prize may be forfeited if (i) Prize Winner fails to request the prize through an email within 24 hours; (ii) Prize Winner expressly declines a Prize. In the event a Prize Winner's Prize is forfeited, the Tournament Administration shall have no further obligation to that Prize Winner and, at the Administration's sole discretion, such Prize may be awarded to another player, within the Administration's discretion (time-permitting).

8. CODE OF CONDUCT

All Players are expected to exhibit good sportsmanship and maintain respect for the Tournament, Tournament Administration, and all staff and members thereof, as well as other players and spectators. Players are expected to exhibit good sportsmanship, honesty, and fair play. Any player behaving inappropriately or in violation of the Code of Conduct, or not competing in compliance with these Rules, as determined at the discretion of eSports Faction (or if delegated by eSports Faction, the Tournament Administration), are subject to immediate disqualification from the Tournament, future participation in the Tournament, and forfeiture of

potential Prizes. Behavior that is considered to be inappropriate and in violation of the Code of Conduct includes, but is not limited to, the following:

- i. Harassing, threatening, embarrassing outside of the Game, or doing anything else to another person that is unwanted, including any physical contact.
- ii. Impersonating any person or entity, including any eSports Faction officials, leaders, guides, hosts, employees, or agents, or falsely stating or otherwise misrepresenting your affiliation with a person or entity.
- iii. Transmitting or facilitating distribution of content that is offensive, harmful, abusive, racially or ethnically offensive, vulgar, sexually explicit, defamatory, infringing, invasive of personal privacy, intellectual property rights or publicity rights, or objectionable, including wearing or using any apparel, accessories, or equipment that violates the foregoing. Hate speech is not tolerated.
- iv. Promoting or encouraging any illegal activity, including hacking.
- v. Impeding or disrupting the normal flow of the Game or Tournament.
- vi. Using vulgar language, abusiveness, excessive shouting, "spamming," or any other disruptive or detrimental methods in an attempt to disturb others.
- vii. Cheating or utilizing banned exploits in connection with the Game.
- viii. Violating any applicable laws including, but not limited to, by posting, transmitting, promoting, or distributing content that violates any applicable law or regulation.
- ix. Doing anything that interferes with the ability of other users to enjoy playing the Game or that materially increases the expense or difficulty of eSports Faction or the third-party service provider (if applicable) in maintaining the Game for the enjoyment of all its users.
- x. Intentionally disconnecting or quitting during play, except as otherwise requested by a Tournament Administrator.
- xi. Gambling or betting on a Match, including on its outcome, and gambling or betting of any kind in the Tournament venue.
- xii. Engaging in any other known or unknown manner of tampering with gameplay in ways not generally allowed in fighting game tournaments.

- xiii. Violating any other terms or policies communicated by eSports Faction from time to time, including the Game's EULA.

9. INTELLECTUAL PROPERTY RIGHTS

- i. eSports Faction and/or its nominees retain all right, title, and interest in the Game, including all Intellectual Property Rights therein. All uses of the Game apart from those contemplated by this Agreement shall be subject to eSports Faction's prior written approval, which may be approved or disapproved in its sole discretion. All rights not expressly granted by eSports Faction herein are hereby reserved by eSports Faction.
- ii. Insofar as permitted by applicable law, all Deliverables, including all Intellectual Property Rights therein, will be and will remain the sole and exclusive property of eSports Faction and/or its nominees, and eSports Faction and/or its nominees will have the sole and exclusive right to use, sell, license, sublicense, translate, publish, disseminate, publicly perform, publicly display, advertise, distribute, transfer, enforce, or otherwise commercially exploit such Deliverables, without any compensation or obligation to Player.
- iii. Insofar as permitted by applicable law, all Deliverables will be considered "work(s) made for hire" and any copyrights in and to such Deliverables, anywhere in the world, belong and will belong solely and exclusively to eSports Faction and/or its nominees, in perpetuity, throughout the world. Each Player hereby irrevocably assigns and agrees to assign to eSports Faction or its nominees, all right, title, and interest to, (i) all copyrights in the Deliverables, to the extent the foregoing "work for hire" provision is deemed void and severed from these Rules, and (ii) all other Intellectual Property Rights in and to any Deliverables, whether the same is or has been subject to any application or registration with respect thereto. Player further acknowledges and agrees that the foregoing assignment is and will be made throughout the world, in perpetuity, solely, and exclusively to eSports Faction and/or its nominees, and will be binding upon all successors to Player. Any attempt by Player to assign, license, transfer, or otherwise exploit any Intellectual Property Rights in or to any Deliverables, shall be null and void. Player hereby agrees to take all actions reasonably necessary to fully vest in eSports Faction and/or its nominees all copyrights and other Intellectual Property Rights in and to the Deliverables, throughout the world, and to otherwise satisfy the purpose of this Section.
- iv. To the extent the foregoing provisions regarding Deliverables are deemed void and severed from these Rules, such Player hereby grants eSports Faction and/or its

nominees a non-exclusive, perpetual, irrevocable, royalty-free, fully-transferable, and sub-licensable right and license to use any Deliverable in any way, throughout the world, for any purpose, including copying, adapting, modifying, creating derivative works from, publicly performing, displaying, publishing, broadcasting, transmitting, distributing, and otherwise exploiting such Deliverables, by any and all means and media, whether now known or hereafter devised, for the entire duration of any Intellectual Property Rights held by such Player, in whole or in part, without any further notice or compensation of any kind.

- v. To the extent permitted by applicable law, each individual entrant hereby waives any moral rights of attribution, publication, reputation, or paternity, with respect to any use or enjoyment of such Deliverables, by eSports Faction and/or its nominees, for the entire duration of such rights under applicable law.

10. LIMITATION OF LIABILITY & RELEASES

BY REGISTERING OR OTHERWISE PARTICIPATING IN THE TOURNAMENT, EACH PLAYER AGREES THAT THE TOURNAMENT ADMINISTRATION HAS NO LIABILITY TO SUCH PLAYER WHATSOEVER FOR, AND EACH PLAYER HEREBY RELEASES AND AGREES TO INDEMNIFY, DEFEND, AND HOLD THE TOURNAMENT GROUP HARMLESS AGAINST ANY LIABILITY FOR ANY INJURIES, CLAIMS, LOSSES, DAMAGES, COSTS OR EXPENSES OF ANY KIND (INCLUDING WITHOUT LIMITATION DIRECT, INDIRECT, INCIDENTAL, CONSEQUENTIAL, OR PUNITIVE DAMAGES) TO PERSONS OR PROPERTY RESULTING FROM: (A) ENTRY OR PARTICIPATION IN THIS TOURNAMENT, INCLUDING ANY HOTEL AND TRAVEL ACCOMMODATIONS AND ACCESS TO AND USE OF THE TOURNAMENT WEBSITE; (B) ANY CLAIMS BASED ON PERSONAL OR PRIVACY RIGHTS, INTELLECTUAL PROPERTY RIGHTS, DEFAMATION OR PRIZE DELIVERY; OR (C) THE ACCEPTANCE, POSSESSION, USE OR MISUSE OF ANY PRIZE OR SUPPLIED EQUIPMENT. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES AND, THEREFORE, SUCH EXCLUSIONS MAY NOT APPLY TO YOU. Without limiting the foregoing, but subject to Section 14, the Tournament Administration shall not be responsible for: (a) any incomplete or inaccurate information that is caused by Tournament Event Page users, or by any of the equipment or programming associated with or utilized in the Tournament, or by any technical or human error which may occur in the processing of entries in the Tournament; (b) lost, interrupted, or unavailable network, server, service provider, on-line systems, telephone networks or telephone lines, or any other connections; (c) the theft, destruction, loss or unauthorized access to, or alteration of, entries; (d) any problems with, or malfunctions or failures of, telephone networks or lines, computers or computer on-line systems, servers or providers, computer equipment, software, viruses or bugs; (e) garbled transmissions or miscommunications; (f) failure of any e-mail to be received

by or from the Tournament Administration for any reason, including but not limited to traffic congestion on the Internet or at any website or combination thereof or technical incompatibility; (g) damage to a user's computer equipment (software or hardware) occasioned by participation in, or downloading of materials related to this Tournament; (h) printing, distribution, programming or production errors, and any other errors or malfunctions of any kind, whether human, mechanical, electronic or otherwise; (i) technical, pictorial, typographical or editorial errors or omissions contained herein; or (j) any claims based on the actions or omissions of a third party organizer that are outside the control of eSports Faction or the Tournament Administrator. IN NO EVENT WILL ANY WINNER BE ENTITLED TO ANY FEE, ROYALTY, OR OTHER COMPENSATION OF ANY KIND AS A RESULT OF THE TOURNAMENT. BY ENTERING, EACH PLAYER IRREVOCABLY WAIVES ANY RIGHT TO COMPENSATION FROM TOURNAMENT GROUP FOR ANY DELIVERABLES OR MATERIALS IN ACCORDANCE WITH THESE RULES. WARNING: ANY ATTEMPT BY A PLAYER OR ANY OTHER INDIVIDUAL TO DELIBERATELY DAMAGE ANY WEBSITE ASSOCIATED WITH THIS TOURNAMENT OR UNDERMINE THE LEGITIMATE OPERATION OF THE TOURNAMENT IS IN VIOLATION OF CRIMINAL AND CIVIL LAWS, AND THE TOURNAMENT GROUP RESERVES THE RIGHT TO PROSECUTE AND SEEK DAMAGES TO THE FULLEST EXTENT PERMITTED BY LAW.

11. DISPUTES

11.10. Cheating

Breaking any rules any form of cheating, hacking, abusing in-game mechanics, mods or unsportsmanlike behavior may be punished. Punishable unsportsmanlike behavior includes, but is not limited to, excessive use of foul or degrading language.

11.11. Disputes & Proof

All dispute claims that evidence must be submitted to a Tournament Administrator for a ruling to be made. For all disputes, the burden of proof is on the accuser. In order to dispute game results, players must notify a tournament admin either via Discord either before/during the match or no longer than 15 minutes after the end of the match.

11.12. Concessions

Teams may request that they are allowed to concede victory of a match. A tournament admin must be contacted with these requests.

11.13. Match-Fixing / Betting Fraud

Engaging in any action that improperly influences the outcome of a game or match by any means is strictly prohibited.

11.14. Doping

Any kind of doping is forbidden. Mild cases of doping will be punished with a warning. Severe cases (i.e. use of drugs containing performance-enhancing substances, like Adderall) will be punished.

11.15. Deception/Manipulation

The attempt to deceive Administrators or other players with wrong or fake statements, information, or data will not be tolerated. Players found bribing or attempting to bribe a Tournament Administrator or trying to manipulate the competition will be punished accordingly.

11.16. Game Modification

Programs that provide an unfair advantage or make changes to the game itself are forbidden. Scripts and changes to the game's configuration are not allowed unless otherwise stated in the tournament rules.

11.17. Account Sharing

Players are forbidden to allow others to play in tournaments in place of them by sharing game accounts.

11.18. Equipment

Players may not use any Macro key software.

11.19. 2IP Flooding (DDoS Attacks)

Performing or assisting with a DDoS attack of your opponent will be punished severely.

11.20. Lack of Cooperation

Failing to comply with a tournament Administrator directions and/or requests may result in the forfeit of a game or the entire match.

11.21. Punishments

The following punishments for breaking rules may be enforced by an admin: Loss of Honour, a Game Forfeit, a Match Forfeit, or eSports Faction Event Ban for a specified duration. Penalties may also be combined with other penalties.

MINOR VIOLATION	PENALTY
No Show	Warning + Loss
Incorrect game account	Warning
Fake result	Temporary Ban up to 6 months in all eSports Faction events
Deception	Temporary Ban up to 6 months in all eSports Faction events
Unsportsmanlike Behaviour	Temporary Ban up to 12 months in all eSports Faction events

MAJOR VIOLATION	PENALTY
Playing with a banned player	Temporary Ban up to 12 months in all eSports Faction events
Hostile language or Personal threats	Permanent Ban
Smurf account	Permanent Ban
Racism, hate speech	Permanent Ban

This list does not include violations such as cheating or use of illegal hardware as those are handled on a case by case basis. All bans are first reviewed by the Tournament Administrator team before they are confirmed.

12. REFUND POLICY

12.1. Refund

- The registration fee is refundable **ONLY** before the registration closing date. In case a full team is leaving the tournament and requesting for a refund, it loses its place in the tournament after a successful refund.
- A refund shall be requested only by a team captain. He/she shall contact a tournament administrator with proper information whether the entire team or a partial amount of its members is leaving the tournament. The team captain shall provide the name, surname, NIC number, phone number of the member or members leaving the tournament.
- Where the minimum number of participants required has not been fulfilled as per section 1, all the participants shall obtain their refund.

12.2. No Refund

- No refund will be accepted after the registration closing date, where the tournament meets its participant requirements.
- No refund will be accepted if a team has forfeited during the tournament.

- No refund will be accepted in case where a participant is not able to play for technical reasons. The team captain of the latter is allowed to replace him/her with the existing substitute.
- No refund will be accepted where a team has been disqualified for breaching the rules in this rulebook during the tournament.