Gamers8 IESF Asian Championship Official Rulebook
CS:GO

1. Participation

A. Participation criterion is "Open for All", which means a national team shall be organized with players possessing the related nation's citizenship regardless of gender, race, or disability.
B. All participating countries need to provide legal documents such as Full Names, Dates of Birth, Parental Declaration of Consent for Minors (if applicable), Passports, or ID copies.
C. Each National Federation is solely responsible for the truthfulness of the data provided to IESF within the entry submission.
D. All participants of the Gamers8 IESF Asian Championship must be 16 years or older.
E. If necessary, from the point of view of national legislation, an NF can change the eligible age of participation for their players increasingly.
F. Persons who are not excluded by applicable law, the rules of the tournament organizer or the host are allowed to participate in the competition.
G. Tournament officials and tournament staff cannot participate in events that they actively preside over.
H. Persons whose mental health is questioned by the tournament officials and tournament staff cannot participate in the competition.
I. Only players with a valid Steam account - unless officially banned - are allowed to participate in the competition.
J. All players have to compete on their own Steam Account. Playing on another player's Steam Account is not allowed
K. A total number of team members must not exceed 6 (including 5 players, 1 stand-in/coach/manager).

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.
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 period before the start time (unless otherwise specified) and the 25 minutes between games. The teams should use this time to check whether they are optimally prepared. During this time, players must do the following:

A. Setup time (25 minutes):
1. If a player is substituted during the tournament, the tournament organization must be informed immediately after the end of the game or 30 minutes before the start of the first game.
2. Connect your gear and test it
3. Log in to the Steam Client with their account, launch CS:GO and check all settings including game performance
4. Connect to voice communication client required by the organizer and test your microphone and sound settings
5. All players are required to join the official match server and provided voice communication server latest 5 minutes before the official start time.
6. Signal to the team leader, the opposing team and the tournament organizers that the game is ready to go or use the ready command if available on the server

All players are responsible for their own peripherals. It is strongly advised to bring replacement peripherals in case of malfunction.

4. Starting Time

The match start time is determined by the tournament organizer. The tournament will run on an accelerated, rolling schedule with a minimum of 25 minutes break where appropriate.

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 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 CS:GO 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 clearly 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 on the start of the round or even if the affected team dealt the damage.

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

7. Pause/Break/Timeout

Players must pause immediately in the next freeze time if ordered by a tournament official. The players themselves have the option, to pause the game by typing the pause command (which activates the next freeze time).
In every case of a pause/break/timeout players are not allowed to leave their chairs if not told

otherwise by the referee.
During breaks or interruptions, the affected player/s have to inform the referee assigned to their team of the nature of the issue as soon as possible.

 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 mandated break is over and both teams are ready, play will resume.
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 clearly 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**: Is only to be taken in an absolute emergency and must clearly be taken as a technical break in the previous round, stating reasons and in consultation with the tournament organization. The break lasts until the problem can be solved, but no longer than 15 minutes. It is only granted for the following reasons:
   1. Accidental disconnection.
   2. A malfunction of the hardware or software (e.g. monitor failures, problems with peripheral devices, errors in the game itself, ...)
   3. Physical impairment of a player (e.g. broken chair)
   Noise canceling headsets are mandatory during the whole period the technical break. Players may communicate with the referee only when given permission. All communication in written or spoken to teammates / coach or other people is prohibited without official approval from referee.

8. Stream sniping
Players or any other people who are in contact with players during LIVE match are not allowed to getting information about ongoing match (also giving that info to players) by any means (inlcuding any data or streaming platform, visible monitors or game stat panels).

9. Tournament format

Method of matches

 9.1 Game Format: Team Match
 9.2 Tournament Structure:
  9.2.1 Group Stage

- Ten teams in total.
- Two (2) groups of five teams each, Single round-robin group stage
- All group stage matches are **Bo1**.
- Teams in each group are ranked on Win/Lose difference.
- The teams finishing 1st and 2nd in each group advance to the **Playoffs Upper Bracket**

- The teams finishing on the 3rd slot will qualify to the **Playoffs Lower Bracket**
- Top 3 of each group qualify for the **IESF World Esports Championship 2023**
- The teams finishing on 4th to 5th place of each group will be eliminated

9.2.2 Playoffs

- Four-team bracket, double elimination. All matches are **Bo3**.
- Teams are seeded into upper bracket as follows: Winner of Group A vs. Runner-Up of Group B; Winner of Group B vs. Runner-Up of Group A.

9.3 Tiebreakers

If a number of participants are tied by win-loss difference at the end of a group stage, their ranking order will be decided as described below. Only the matches between the tied teams will be taken into consideration.

- Head-to-head result, if not applicable;
- 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 a 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 the score of 16:15 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).

10. Map Pool and Veto Process Order

The following maps are used for the IESF tournament (Valve official versions).
The map pool will follow the official Active Duty Map pool as defined by Valve, and therefore might be updated before each tournament phase.

- Anubis (de_Anubis)
- Inferno (de_inferno)
- Mirage (de_mirage)
- Nuke (de_nuke)
- Overpass (de_overpass)
- Ancient (de_ancient)
- Vertigo (de_vertigo)

Veto Process Order. The team that starts the veto process will be determined by coin toss.

Best-of-one (Bo1) matches

The team that starts the veto process will be determined by coin toss. The winning 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:

1. Team A bans first map;
2. Team B bans second map;
3. Team A bans third map;
4. Team B bans fourth map;
5. Team A bans 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 coin toss. The winning 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:

1. Team A bans first map;
2. Team B bans second map;
3. Team A picks first map and Team B decides the starting sides;
4. Team B picks second map and Team A decides the starting sides;
5. Team A bans third map;
6. Team B bans fourth map;
7. The remaining map will be played in case of a tie after the first two maps.
8. Starting sides on the last map will be determined by a knife round.

11. Match settings

The following match settings will be used for tournament matches:

- Rounds: Best out of 30 (mp_maxrounds 30)
- 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: 20 seconds
- Break during half time in overtimes: disabled
- Prohibited items: none (mp_items_prohibited "")

A. Overtimes

In case of a draw after all 30 regulation rounds have been played, overtime will be played in best out 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.

B. 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 the goal of annoying the opponent or interrupting the flow of play.

Pre-match communication with opponents is only allowed in a respectful manner.

C. Voice Communications

All voice comms between players must take place via TeamSpeak. If Teamspeak 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 the purposes of transparency and competitive integrity.

D. Coaches

Each team has a right to have up to 1 person (coach) present behind the team during the match. Coaches can talk to their players only before the match, during tactical pauses, half time breaks and after the end of the match.

E. 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 administration if they are unsure on the validity of a command and its value.

2. *Scripts*

All scripts are illegal except for buy, and jumpthrow 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 are strictly prohibited and may be punished as cheating.

4. *Overlays*

All kinds of overlays which will show the usage rate of the system in any way in-game (e.g. Discord overlay, Rivatuner Overlay) are forbidden. Overlays which show only the frames per second (FPS) are not forbidden and can be used.

5. *Custom files*

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

12. 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).

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 that spread through 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.

13. VAC Bans

If any participant in the IESF 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 IESF. CS:GO VAC bans are specifically honoured, but only until 2 years after they have been issued.

14. Penalties

This rulebook utilizes the IESF penalty structure. The IESF penalty structure consists of four (4) different levels: caution, warning, forfeiture, and expulsion. Each level of penalty automatically applies after two previous infractions (i.e., 2 cautions result in a warning).
Failure to adhere to the rules may result in a penalty of one of the four levels mentioned, based on the severity of the infraction and the referee's discretion.

A. Caution
A caution is given for the following infractions:

A. Ignoring instructions from the officials (referees).
B. Dissent towards referees/officials
C. Illegal pauses (arbitrarily interrupting or continuing a game, or not resuming play after a regular pause)
D. Inappropriate all-chat
E. One or more participants failing to be present in the server and dedicated voice communication server 5 minutes before the scheduled match start time.

B. Warning
A warning is given for the following infractions:

A. Getting 2 cautions.
B. Communicating with the team coach during the game.

C. Forfeiture
A forfeiture is given for the following infractions:
A. Getting 2 warnings.
B. No show for 15 minutes from game start time. Only the given map is forfeited, and based on the score of the series (in case of BO3 or BO5 series) after forfeirute of the game, another 15 minute countdown will start until next map forfeiture.
C. Directly insulting a person (referee, official, or opposition team using all chat) using discriminatory or hateful language that attacks a specific group (e.g., race, religion, gender, or disability).
D. Stream sniping, as defined in Section 4 Item H.

D. Expulsion
An expulsion is given for the following infractions:

A. Getting 2 forfeitures.
B. Extreme insults against a person (referee, official, or opposition team using all chat) using discriminatory or hateful language that attacks a specific group (e.g., race, religion, gender, or disability).
C. Match-fixing.
D. Bribery.
E. Betting on the results of the tournament.
F. Threatening officials/viewers/other players.
G. Cheating.
H. Committing fraud (e.g., using a false identity, exploiting any bugs to gain an advantage).

These examples are a guideline for referees and they may vary according to the situation. In the end, it is up to the referee to make the fairest decision, and the referee should always consider the protection of all participants and ensure that the competition is run smoothly.

15. Appeals

A participant may raise an official protest concerning any decisions made by a referee. This protest must be raised via email to competitions@iesf.org until the end of the match in which the decisions was made (23:59 local saudi time). IESF is responsible for processing the protest by conferring with the referee in question, the Head Referee, and any other relevant parties.

The decision on a protest either by the Head Referee or the formed sub-committee shall be the final decision, and no objection to the delivered decision shall be allowed.

16. Prizepool distribution

Next to qualification to the IESF World Esports Championship 2023, teams will also receive financial winnings in total of 12,500 USD distributed the followin way:
  1st place: $7000
  2nd place: $3500
  3rd place: $2000

17. Code of Conduct
  ### A. Competitive Integrity

Teams are expected to play at their best at all times within any match, and to avoid any behavior inconsistent with the principles of good sportsmanship, honesty, or fair play. Violating this rule will be subject to penalties at the discretion of IESF Officials. All decisions in regard to violations are at the sole discretion of the IESF. Examples below are listed for illustrative purposes only: Collusion, which is defined as cooperation or conspiracy to cheat or deceive others. The cooperation or conspiracy can occur among Players, Teams, and/or Organizations, and can be done to the sole benefit of the parties involved in the cooperation or conspiracy. The list of conspirators is not exhaustive.

Collusion includes, but is not limited to acts such as:

A. Soft play, which is defined as any agreement among Players to not play at a reasonable standard of competition in a Game.

B. Pre-arranging to split prize money and/or any other form of compensation

C. Sending or receiving signals, electronic or otherwise, from outside sources to/from a Player.

D. Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Player to do so.

E. Hacking, which is defined as any modification of the game client.

F. Exploiting, which is defined as intentionally using any in-game bug to an advantage.

G. Looking at spectator monitors.

H. Ringing, which is defined as playing using another Player's account or solicitation to do so.

I. The use of any kind of cheating device and/or cheat program, or any similar cheating method.

J. Intentional disconnection without a proper and explicitly-stated reason.

A Participant may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match Area, at any time.

A Participant may not use this type of language on social media or during any public-facing events.

A Participant may not take any action or perform any gesture directed at an opposing Team Manager/Member, fan, or official, or incite any other individual(s) to do the same, which is insulting, mocking, disruptive or antagonistic.

Abuse of Tournament Officials, opposing Team Managers/Members, or audience members will not be tolerated.

Team Managers/Members and their guests (if any) must treat all individuals attending a Match with respect.

Team Managers/Members must follow all instructions of Tournament Officials.

18. Change of Rules

A. This regulation applies to Gamers8 IESF Asian Championship, 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 were communicated to the participants

Version and Changelog