WESG_APAC_CS:GO RULE BOOK

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01. CONDUCT OF PLAYERS
- All participating players must only use CS:GO game client and any other software program forbidden by Steam cannot be installed without the approval of the Organizers.
-All participating players must be ready to play within the given time.
- All participating players may not gamble that are involved directly / indirectly related with the match, the result of everything related with APAC WESG tournament
-All participating players may not use any bugs inside of the games that may favor a team intentionally.
-All participating players may not use violence, threats, or physical or non-physical intimidation to any other person including the players, referee and the audience
-Additionally, all participating players must read and understand the entire rulebook and accept the result of the game with Sportsmanship.

02. TOURNAMENT FORMAT

-Regarding Client

Must use the latest version of CS:GO

Format

-First half 15 rounds, second half 15 rounds. First team to win 16 rounds win.

-Qualifier format is Group Stage divided into four (4) groups, Round-Robin Best of two (2).

-Playoff from Round of eight (8) will be single elimination Best of three (3) format.

* Overtime match will happen when round score is 15:15.

 First team to win 4 rounds out of 6 rounds (3rounds each for first and second half) will be the winner of the match. Side will be the opposite as it was from original match.

(There will be no tie in Overtime)

-Win points will be given as following:

 Win (2Wins) 2points / Tie (1Win1Loss) 1point for both teams / Loss (2Losses) 0 point

-The 1st and 2nd place of each group will advance into the playoff

-The 1st and 2nd place of the group will be decided from the total points won from winning.

-When two teams have the same win points in the same group, the team with more total rounds won will advance.

-If two teams tie in the win points, winner will be made through head to head rule.

-If the two teams have the same win points and they tied before, another Best of one (1) match will decide the winner of the match (coin toss for choosing map)

-Round of eight (8) Single Elimination : 1st and 2nd place from the groups advance and drawing will be held on site.

* 1st place from each group will come out and draw in the order of group A, B, C and D.

When the 2nd place teams draw for Ro8, they may not face their 1st place team that was in the same group from the group stage. 2nd place drawings will also go in the same order from Group A to D

-Tie breaker for the 5th place : After the Ro8, the four (4) teams that lost will proceed a Best of 3 matches.

Matches will be proceeded in order as it is written in the Round of 8 Bracket.

-Semifinals Single Elimination : Winners from Round of eight (8) will advance into the Semifinals

-3rd & 4th place matches : the two loser teams from Semifinals will have a match

-Finals : the two winners from the semifinals

03. GAME CLIENT SETTING

-GAME : COUNTER-STRIKE : GLOBAL OFFENSIVE

-MATCH FORMAT: CLASSIC 5:5 SETTTING

-CONSOLE COMMAND:

· cl_bobcycle 0.98 only

· mat_hdr_level adjustments are prohibited

· mat_hdr_enable adjustments are prohibited

· weapon_recoil_model adjustments are prohibited

04. GAME SERVER SETTING

-All WESG APAC matches will be held in the server provided by the Organizers.

-Server Setting:

· Mp_startmoney 800

· Mp_roundtime 1.92

· Mp_freezetime 15

· Mp_maxrounds 30

· Mp_c4timer 40

· Overtime Setting: mp_maxrounds 6; mp_startmoney 10000.

05. TOURNAMENT MAP POOL, BAN/PICKS

-Tournament Map pool maps are, official Active Duty group maps as the following:

· de_dust2

· de_mirage

· de_nuke

· de_cobblestone

· de_cache

· de_train

· de_overpass

-MAP BAN/PICK Rules

l For every map ban/pick process, team captain will do a coin toss to choose the first ban.

BO2- Coin Toss winner will choose the first map, and the loser will choose the second map.

BO3- Each team will ban until there are three (3) maps left. First ban team will also choose the first map to play. The other team will choose the second map. The last leftover map will be the last map.

l Choosing Sides will be chosen from knife round.

06. GAME PAUSE

*tactical pause can only called ONCE during the entire Map.

-Each team can have a tactical pause for three (3) minutes during each map. Team Captain can type "timeout" to pause after a round. Three (3) minutes of pause will start as soon as the game is paused.

- There will be a three (3) minute break after a halftime (15rounds), three (3) minute break before the overtime, and also three (3) minute break during the halftime of the overtime.

-If a player pauses a game without a notice or a specific reason, the team may receive a penalty upto forfeiting the match.

07. WINNER-DECIDING METHOD

-A team will win a match when they win 16 rounds.

-When all 30 rounds are played and the score is 15:15 tied, there will be an Overtime match. For the Overtime match, First half three rounds and Second half three rounds will proceed and the first team to win 4 rounds will be the winner of the match. There is no time limit to the Overtime match and it will continue until the winner is decided.

08. GAME REGULATIONS

- During game, all players must record POV-demo for all matches.

(CONSOLE COMMAND – "record POVNAME")

- Any prohibited or illegal programs that may affect the fairness of the match cannot be used

- All players must be willing to provide the POV-demo and all information as requested by the referee.

- If a player cannot provide the POV-demo or information as requested, the team may not play any more matches and lose the match.

- You will be strictly penalized from gambling or match-fixing the result of the match.

- If a player receives a VAC ban during the tournament, the entire team will be disqualified.

- Player that was banned from Valve or having a record of VAC ban will also be prohibited in participating from the Group Stage.

09. SERVER & DISCONNECTION ISSUES

-When there is a connection problem with the server, Organizers has the right to re-schedule the matches

- When a player disconnects from the game without the approval of the referee that creates a situation where the player can't reconnect to the game, the game will result as a Loss..

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-During game, if an issue if caused from the network or the PC connection, referee may decide to have a rematch.

10. CHANGE OF RULES

-WESG APAC has the right to revise the guideline and the right to prohibit a player from participating in the tournament due to a severe/special situation.

-WESG APAC Organizers and referees may make a decision that violates the rules of the rulebook during certain situations.

- WESG APAC Organizers and referees may make a decision that may not be specified in the rulebook during special situations.