

CS:GO Rules Spring 2014



Official Event Rules CS:Global Offensive 5v5 Tournament

Please refer to the LANFest Competition Guide and Waiver for additional rules.

Event Structure:

- Teams: 32
- Players: 5
- Format: Double Elimination

Match Rules:

- Rounds: 30 (15 Rounds per Side)
- Victory Conditions: The first team to win 16 (Sixteen) rounds. (If a team scores 16 (Sixteen) rounds first, the match is ended immediately.)
- Side Selection: Team playing Terrorist will be the top team in brackets
- Time Limit: 1:45 min per round
- Tiebreaker: Best of 6, first to 4 Wins

Requirements:

- All players must be ready to play at the start of the event! This includes having the game, patched to latest.
- Record demos of the matches "record <demoname>" in console. Demos will be used in any disputes.
- All results must be reported on LANHub by both teams or to the respective Referee right after the match.
- No 3rd party program or any trace of scripts will be allowed. This includes personal map textures and player exploits. It will be considered a violation of the rules. 3rd Party communication software (LAN Server Mumble) will be allowed as the only exception.
- Team members are fully allowed to communicate verbally, even when 'dead'.(Ghost Talking)
- Players are responsible for their actions in regards to known map or game bugs/exploits. Any Player or Team utilizing ANY exploit or bug in a map or game, unintentional or otherwise are breaking the rules.

Map List: Subject to server configuration

- mirage_ce
- dust2_se
- inferno_se
- nuke_se
- train_se

Substitutions:

- The tournament officials or referees must be informed if any substitutions are to be done.
- Teams are allowed to substitute twice only in the tournament.
- Substitutions can only be done before or after a match is done and not during.
- The substitute player for the team must not be playing for any other team in the tournament.

Rule Changes:

The Administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament. Players are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance. Players must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game.