



IESF 2021 CROATIAN QUALIFIERS RULEBOOK

This document outlines the rules that should at all times be followed when participating in an Esport Adria competition. Failure to adhere to these rules may be penalized as described. It should be remembered that it is always the administration of the tournament that has the last word and that decisions that are not explicitly supported, or detailed in this Rulebook, or even goes against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

1. GENERAL

1.1. Nationality of players

The nationality of all five players competing in the IESF 2021 Croatian Qualifiers has to be from Croatia. All players have to submit proof of nationality by sending copies of a passport or ID card if requested by an admin. Failure to prove nationality will be penalized with a default loss and possible disqualification from the tournament.

1.2. Team and player names, logos and avatars

Team and Player names, logos and avatars can't contain socially unacceptable and disrespectful words or images and must be changed at admins request. If any team or player fails to comply, the admin team can disqualify them.

1.3 Rule Changes

Esport Adria administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The Esport Adria administration also reserves the right to make a judgement on cases that are not specifically supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

1.4. The validity of the rules

If any provision of the Rulebook shall be invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of this Rulebook. Instead of the invalid or impracticable provision, an appropriate provision shall apply, which is nearest to the intent of what would have been the intention in keeping with the meaning and purpose of the Rulebook.

1.5. Confidentiality

The content of protests, support tickets, discussions, or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without written consent from the tournament directors.

1.6. Communication

All communication with the admins is expected to be in English or Croatian. All communication in-game and on the website is also recommended to be in English or Croatian.

1.7. Code of conduct

All Teams and Players agree to behave appropriately and respectfully towards other Teams and Players, spectators, the press, the broadcast team, tournament officials, and tournament administration. Being role models is the occupational hazard of being a Player or organizer, and we should behave accordingly. Any sort of harassment should be reported to the Esport Adria administrators immediately. Harassment includes but is not limited to offensive statements or

actions related to gender, gender identity, and expression, age, sexual orientation, disability, physical appearance, body size, race, religion. Also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

1.8. Collusion

Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as: Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game. Pre-arranging to split the prize money and/or any other form of compensation. Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

1.9. Bribery

No Team Member may offer any gift or reward to a player, coach, manager, Esport Adria, or person connected with or employed by another Esport Adria team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

1.10. Association with gambling

No Team Member or Esport Adria Management may take part, either directly or indirectly, in betting or gambling on any results of any Esport Adria game, match or tournament.

1.11. Match broadcasting

Players are allowed to stream their matches during the tournament only if that match is not being streamed on official Esport Adria channels and with proper delay. Breaking this rule repeatedly might result in disqualification.

2. CS:GO RULES

2.1. First stage: Open Qualifiers

The first stage of the IESF 2021 Croatian Qualifiers consists of two Open Qualifiers.

In each qualifier an unlimited number of teams will participate in a BO1 single elimination bracket with BO3 decider matches (semifinals), finals will be BO1 match and it will be played for the seed in Closed Qualifier. Top 2 teams from each open qualifier will advance to the Closed Qualifiers.

2.2. Second stage: Closed Qualifier

The second stage of the IESF 2021 Croatian Qualifiers is Closed Qualifier.

The Closed Qualifier will be played among 4 teams from the Open Qualifiers and it will be played in Single Elimination BO3 format with the winner advancing to the IESF 2021.

2.3. Map pool for every stage

The map pool includes the following maps:

- de_ancient
- de_inferno
- de_vertigo
- de_nuke
- de_mirage
- de_overpass
- de_dust2

2.4. Map veto

Best-of-One match

In Best-of-One matches, both teams remove maps alternatively until one map is left which will be played. Map veto for all stages will be randomly seeded. A knife round will be played to decide starting sides.

Best-of-Three match

In case of Best-of-Three matches, both teams remove one map each before picking two maps that they will play, after that they continue removing maps until one is left. Map veto for all stages will be randomly seeded. A knife round will be played to decide starting sides.

2.5. Anti-Cheat

FACEIT

FaceIT AntiCheat is mandatory for all players to use for the full duration of open qualifiers without exception. If a player cannot use FaceIT AntiCheat then they will not be allowed to join the server and therefore take part in a match.

MOSS AntiCheat

For matches that will not be played on FacelT platform (Swiss Group and online playoffs), MoSS AntiCheat is mandatory.

2.6. Server change

For all matches that are being played on FacelT, team captains will do veto for the servers. Therefore, the admin team will NOT change any servers unless it is a decider match or something critical happened, which requires server change. Server change will happen only if both teams agree

For matches that are being played off the FacelT platform, an admin team will provide the best possible server. If the server is not okay for the team/s admin team along with team captains will check other ones. Failure of cooperation from team captains will be punished with penalty points, and if the teams can't agree where they should play, the admin team decides where the match will be played no matter the circumstances

2.7.. Match rehost

For every match ONE rehost will be allowed if following requirements are met:

- 1.) Team who received the default win didn't start their next match already.
- 2.) There was a problem with the FacelT platform or server.

Admin team will look into every request for rehost individually and try to help you with your situation. Please be patient and cooperative.

2.8. Match rescheduling in Open Qualifiers

Participants are not allowed to reschedule their matches in the Open qualifiers

2.9. Match rescheduling in Closed Qualifiers

Participants are not allowed to reschedule their matches in the Closed qualifiers

2.10. Penalties for being late

All matches must start according to the schedule; admins will decide about the second, third and the fourth match start time.

- If a team is late for 15 minutes, they will be penalized with default loss

2.11. Number of Players

All matches have to be played with five players per team (5 vs 5), other constellations are not allowed. If a team fails to show up with enough players, the match will count as no-show and will be forfeited.

2.12. Dropping of Players

If a player drops before the first kill in the first round of a half, then the half will be restarted. If a player drops after the first kill has been made and has not returned when the round has been decided, then the match will be paused at the end of the round/start of the next round. If the player has not returned or cannot be replaced within 10 minutes after the pause has started, then the team with the dropped player may forfeit the match at admins discretion.

2.13. Change of Players

Players can be changed at any time, but the opposing team has to be informed in advance. If necessary, the game can be paused . This change may not take more than 5 minutes. After the waiting time the match can also be continued without the full team and the player can join in the running game.

2.14. Leaving the Server

All matches must be played to the end, failure to do so will be penalized. A match is considered complete when one team has reached 16 rounds on the final map.

2.15. Continuing a Disrupted Game

If it's possible the game always needs to be continued from the last available backup file, if the rounds can't be restored then the following methods should be used.

If it's not possible, then if a match is interrupted (e.g. server crash) within the first 3 rounds of play, then the match should be restarted, if the match is interrupted after the first three rounds of play then the match should be continued where it left off, with these changes in the configuration.

mp_startmoney should be set to 5000 for the rest of the half

The rest of the rounds that have not been played should be played.

2.16. Overtime

In case of a draw after all 30 rounds have been played, an overtime will be played with mp_maxrounds 6 and mp_startmoney 10000. For the start of the overtime teams will stay on the side which they played the previous half on, during halftime sides will be swapped. Teams will continue to play overtime until a winner has been found.

2.17. Usage of pause function

If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The pause function has to be used at the beginning of the next round (during the freeze time). The player has to announce the reason before or immediately after he paused the match. If no reason is given, the opponent may unpause the game and continue playing. Unpausing or pausing the game without any reason will lead to penalty points.

If a player has a problem which cannot be solved in maximum 15 minutes, then a substitute must be called, or the game should be continued with the given problem.

2.18. Player Changes and Roster Lock

After the team qualifies for the Closed Qualifier, their roster is locked. The roster must be complete with (5) five starters and up to (2) two substitutes.

2.19. Player switch

A player that played in Online Qualifiers for the team that qualified for Closed Qualifiers cannot switch teams for the Closed Qualifiers.

2.20. Forbidden Scripts

In general, all scripts are illegal except for buy, toggle and demo scripts. Here are some examples for illegal scripts:

- Stop shoot scripts (Use or AWP scripts)
- Center view scripts
- Turn scripts (180° or similar)
- No recoil scripts
- Burst fire scripts
- Rate changers (Lag scripts)
- FPS scripts
- Anti-flash scripts or binding (snd_* bindings)
- Bunny hop scripts

If you are not sure if a script is allowed or not, then contact the admin team before you play an official match.

A player may be penalized for forbidden scripts in any config file, regardless if it is in use, or even stored in the game folder in question.

Forbidden scripts will be penalized with two (2) minor penalties per value and player, but per match a team cannot get more than six (6) minor penalties. If three or more players have wrong settings the team will get a default loss.

Admins may under special circumstances decide on a default loss, even if less than three players have forbidden scripts

2.21. Graphics drivers, or similar tools

Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating paragraph. Furthermore, it's forbidden to use all kinds of overlays which will show the usage rate of the system in any way in game (e.g. Nvidia SLI display, Riva tuner Overlay). Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

2.22. Custom Data

Only steam skins are allowed to be changed, any other changes to sprites, skins, scoreboards, crosshairs are strictly disallowed, also only the default official player models are allowed. If a player/team fails to comply with this rule, then they will be penalized by (2) two to 5 (five) minor penalty points.

2.23. Use of Bugs and Glitches

The intentional use of any bugs, glitches, or errors in the game are penalized with six (6) minor penalty points per incident, up to a maximum of eighteen (18) minor penalty points per match. Furthermore, it is up to the admins discretion

whether or not the use of said bugs had an affect on the match, and whether or not he will award rounds, or the match to the opposing team, or to force a rematch. In extreme cases, the penalty for abusing bugs may be even higher. The usage of the following bugs is strictly forbidden, if any bug is used which is not listed here it is up to the admins discretion whether or not a punishment is necessary.

2.24. Warm-up – map check

Bugs on load have to be checked before the match starts (missing boxes, ladders and so on). Failure to do so, and to let the match start, will mean that both teams have accepted the state the map is in, and the match will be continued under these settings. Protests and complaints regarding such issues will not be adhered to.

2.25. Under the match

Moving through any walls, or ceilings, are strictly forbidden, also moving through the floor, or anywhere else which were not intended to be a passage is strictly forbidden.

“Silent Planting“is strictly forbidden (planting the bomb in such a way that no one can hear the beeping).

To plant the bomb where it is impossible to reach is disallowed. Planting the bomb in a place that you can reach with a boost from a teammate is not part of this rule.

Standing on top of teammates is generally allowed, it is only forbidden, when such actions allow the player to peek over a wall, or ceiling that should not be allowed according to map design.

Using flash bugs is strictly forbidden. Throwing grenades under walls is forbidden, although throwing grenades and flashes over walls are allowed.

“Map swimming” or “floating” is forbidden, “Pixel walking” is forbidden (Sitting, or standing on invisible edges on the map).

2.26. General

Generally, the use of any bugs in the game is strictly forbidden. (For example: spawn bugs). An exception are the following bugs which are explicitly allowed:

- Defusing the bomb through walls and items etc.
- So called “surfing” on tubes
- So called “fireboost”

The tournament administration reserves the right, also retroactively, to add more bugs to the list of explicitly allowed bugs.

2.27. Demos

It is mandatory for all players to record one point-of-view (POV) demo per map for the full duration of all matches without exceptions. A possible knife round is part of a demo and has to be recorded. Possible overtimes have to be recorded as well. In general, not working demos will be treated as missing demos, although the final decision is up to the admin. If the demo is incomplete, the admin will decide whether or not it will be treated as a missing demo. If a protest has been opened for a match, all match media must be kept for at least 14 days until after the protest is closed. In case of a match aborting, the aborting team loses any right for a demo. If the server crashes no automatic replay will be available. In this case players have to upload demos on admin request.

2.28. Requesting demos

It's not possible to request player POV demos. Only the Admin team is allowed to request the POV demo of an accused player if they deem it's required. Failure to provide the demo will be punished with 6 penalty points. The Admin team will nevertheless perform the analysis based on the GOTV demo.

2.29. Uploading demos

Demos have to be compressed into an archive (.zip, .rar, .7z). Admin will inform and provide you with information where and when you have to upload your demo.

2.30. Editing demos

It is strictly forbidden to edit demos. If a replay has been manipulated, the admin team will decide what penalty is appropriate.

2.31. Accusation of cheating by timetable

If you want to accuse your opponent(s) of cheating, you need to hand in a timetable within 48 hours after the match has been finished. Timetables must be prepared based on the GOTV demo. All match demos will be public and available for players to download. You can contact the admin team if you encounter any issues.

A timetable should be handed in along with the opening of the protest, so please make sure you have your timetable(s) ready when you open the protest.

Nevertheless, the timetable can still be handed in later (as long as it is within the 48h deadline) in case you did not do that along with the opening of the protest.

2.32. Timetable example and explanation

The timetable has to contain following information:

- Nickname and FaceIT link of the player,
- Sort, description or name of the suspected cheat
- Download link and name of demo (e.g. 3on3int_ct.dem)
- Specific times of the demo which look suspicious, along with a reason for each (e.g. why it cannot have been coincidence, luck, hearing or skill)

You can look at the specific times with the command "demoui" This time shows you the period how long the current map has been played at the server and this time is the same for both players.

Here is an example of a detailed timetable:

I have the suspicion that the player1 cheated against player2 because he was afraid to lose the match.

Player link: playerlink of the player

In game nick: Xenon

Cheat: wallhack, silent aim

Demo link: link to download the demo

*Demo name: demoname.dem (name of the *.dem in the *.zip file)*

Timetable:

1221 – I was walking the whole time from short to the ramp A and the player1 stays at the ramp not showing himself but he was following me trough the wall

1434 – I'm throwing a flash grenade to the entry of the B and the player1 stands there, therefore he has to be blinded but he see everything and kills me immediatly when I come out of the door.

1501 – Whole team was rushing B tunnels, and he fired only 5 shots, all 5 were headshots

2021 – I'm running in the tunnelsl and the crosshair of the player1 is locked at my head. Although I jump his crosshair is still on my head.

Please have a look at the demo. Thank you.