

Pravila tekmovanja na EPICENTER ONLINE

Counter-Strike: Global Offensive

Uredil: Rudi Ogris
Datum: 31. 7. 2020

Slovenska pravila

1 SPLOŠNA PRAVILA IN POGOJI SODELOVANJA

1.1 Pogoji sodelovanja

- Vsaka ekipa je sestavljena iz 5 igralcev.
- Vseh 5 igralcev je ustrezno in pravočasno (do 19. Avgusta) prijavljenih na spletni strani.
- Vsaka ekipa ima lahko **največ enega rezervnega igralca**, ki ne more hkrati igrati za drugo ekipo. Tudi rezervni igralec mora biti do 19. avgusta prijavljen na spletni strani.
- Ekipo morajo sestavljati **vsaj 3 igralci s slovenskim državljanstvom**. Ostala dva igralca pa morata izpolnjevati **enega od sledečih pogojev**:
 - o igralec ima državljanstvo katere od držav balkanske regije,
 - o igralec ima državljanstvo katere od sosednjih držav (Avstrija, Italija ali Madžarska).
 - o Ne glede na državo bivanja in brez zgornjih omejitev se lahko turnirja udeležijo vsi igralci, ki so bili udeleženci preteklih EPICENTER LAN dogodkov.

2 SPLOŠNE INFORMACIJE

2.1 Format tekmovanja

- Tekmovanje se bo odvijalo v dveh fazah: skupinski del, kjer bodo ekipe igrale vsaka z vsako in končnica v formatu enojnega izločanja. Število skupin bo določeno na podlagi števila ekip.
 - o Izjemoma se, glede na število ekip, tekmovanje v celoti izpelje preko sistema enojnega izločanja.
- Prvi del tekmovanja, ki obsega skupinski del in prvi krog končnice se bo začel v soboto, 22. avgusta ob 10.00.
- Drugi del tekmovanja, ki obsega preostanek končnice se bo začel v nedeljo, 23. avgusta ob 10.00.
- Administrator si pridržuje pravico do spremembe formata v primeru nezadostnega oz. nepričakovanega števila ekip. V primeru sprememb bo administrator pravočasno obvestil sodelujoče ekipe.
- Seznam ekip in natančen urnik tekmovanja bo objavljen 21. avgusta 2020 na Discordu.

2.2 Administratorji tekmovanja

- Glavni administrator tekmovanja je Rudi Ogris
- Dodatni administratorji bodo določeni in objavljeni pred začetkom turnirja.
- Igralci so se dolžni do administratorjev obnašati vljudno in spoštljivo.
- Administrator ima zadnjo besedo pri vseh zadevah.
- V izrednih razmerah si administratorji pridržujejo pravico, da pravila spremenijo ali priredijo.
- Igralci lahko kontakt z administratorji navežejo preko Spid.si Discord strežnika.

2.3 Časovne omejitve in zamujanje

- Igralci **morajo** biti pripravljeni 5 minut pred začetkom tekme. Naveden čas začetka igre ni čas, ko naj se igralci igri pridružijo ampak čas dejanskega začetka igre. Če igralec ni pripravljen, je ekipa dolžna začeti igro brez tistega igralca. Ekipa, ki začetku tekme nasprotuje, bo izključena.
- Igralci imajo na voljo 15 minut premora med vsako tekmo skupinskega dela in 15 minut med vsako mapo v končnici.
- Administratorji si pridržujejo pravico, da časovnico v izrednih razmerah spremenijo.

- Če se tekma še ni začela 30 minut po predvidenem začetku, si administratorji pridržujejo pravico, da dodelijo zmago ekipi, ki ima več igralcev na strežniku.
- V primeru izjemnih dogodkov (izpad interneta, izpad elektrike, ipd.) se čas začetka igre premakne glede na odločitev administratorja oz. dogovora administratorja z ekipama.
- Administratorji imajo pravico prisilno začeti igro.

3 NASTAVITVE IGRE

- Vsi igralci morajo pred začetkom turnirja pravila prebrati. Nerazumevanje pravil ni izgovor za kršenje.
- Vse igre morajo biti odigrane na strežnikih, ki jih zagotavlja SPID.si

3.1 Nastavitve strežnika

- mp_startmoney 800
- mp_roundtime 1.92
- mp_roundtime_defuse 1.92
- mp_round_restart_delay 5
- mp_freezetime 12
- mp_maxrounds 30
- mp_c4timer 40
- sv_pausable 1
- ammo_grenade_limit_default 1
- ammo_grenade_limit_flashbang 2
- ammo_grenade_limit_total 4
- sv_friction 5.2
- sv_accelerate 5.5
- cash_player_killed_teammate "-300"

Nastavitve v primeru podaljškov

- mp_maxrounds 6
- mp_startmoney 16000

3.2 Igralčeve nastavitve

Sledeče sistemske in grafične nastavitve so dovoljene za prilagajanje:

- Svetlost
- Digital Vibrance oz. contrast
- Kontrast
- Gama
- 3D nastavitve (aliasing, vertical sync, ...)
- Prilagajanje velikosti igre
- USB HZ
- Zvok, nastavitve miške
- Tipkovnica, slušalke, gonilniki za miške

3.3 Mape

- de_vertigo
- de_inferno
- de_nuke
- de_mirage
- de_train
- de_overpass
- de_dust II

3.4 Proces izbire map

Veto pravilo za Best-of-One tekmo

- Ekipa B izloči eno izmed 7 map
- Ekipa A izloči eno izmed 6 preostalih map
- Ekipa B izloči eno izmed 5 preostalih map
- Ekipa A izloči eno izmed 4 preostalih map
- Ekipa B izloči eno izmed 3 preostalih map
- Ekipa A izloči eno izmed 2 preostalih map

Igra se mapa, ki ostane. Ekipa A je ekipa, ki zmaga met kovanca. Strani se izberejo na podlagi rezultata t.i. "knife round"

Veto pravilo za Best-of-Three tekmo

- Ekipa B izloči eno izmed 7 map
- Ekipa A izloči eno izmed 6 preostalih map
- Ekipa A izbere eno izmed 5 preostalih map, izbrana mapa se igra prva
- Ekipa B izbere eno izmed 4 preostalih map, izbrana mapa se igra druga
- Ekipa A izloči eno izmed 3 preostalih map
- Ekipa B izloči eno izmed 2 preostalih map
- Tretja zaporedna mapa je tista, ki ostane. Ekipa A je ekipa, ki zmaga met kovanca. Ekipa B ima izbiro strani na prvi mapi, ekipa A pa na drugi. Stran za tretjo mapo se izbere na podlagi rezultata t.i. "knife round"

4 PRAVILA IGRE

4.1 Pogoji

- Administratorji si pridržujemo pravico do preverjanja legitimnosti igralcev.
- Vsak igralec mora imeti svoj osebni CS:GO račun.
- Na strežnik bo omogočena povezava samo igralcem, ki so predvideni za igranje.
- V primeru menjav je ekipa dolžna to nemudoma sporočiti administratorju, da lahko novim igralcem omogočen dostop do strežnika.

4.2 Pritožbe in obveščanje administratorjev

- Če se igralec želi pritožiti glede rezultata zadnje igre, je dolžan to storiti pred začetkom naslednje igre.
- V primeru napake na strežniku je igralec nemudoma dolžan napako sporočiti administratorjem.
- V primeru prijave uporabe nedovoljenih programov ("hackanje"), je ekipa dolžna sama pripraviti prijavi. V prijavi mora določiti trenutke, ki so sumljivi in podati ustrezeni čas, ko se ta dogodek zgodi ("tick").

4.3 Kaznovanje

- Če igralec namenoma poskuša povzročati škodo igri, drugim igralcem ali administratorjem bo nemudoma diskvalificiran iz tekmovanja.
- Neprimerno obnašanje do drugih igralcev, administratorjev ali ostalim prisotnim na dogodku lahko vodi do diskvalifikacije iz tekmovanja.

4.4 Zloraba hroščev v igri

- Zloraba hroščev je prepovedana. Če se pojavi kakšna resna napaka v igri, mora biti tekma nemudoma ustavljena, administrator pa določi način nadaljevanja igre.
- Uporaba t.i. "script" je prepovedana.
- Zloraba hroščev, ki na kakršenkoli način spremenijo igro je prepovedana
- Nastavljanje bomb tako, da jih ne gre deaktivirati je prepovedano. To ne vključuje nastavljanje na način, kjer je potrebno več igralcev.

4.5 Opazovalci in prenos

- Prisotnost gledalcev na strežniku ni dovoljena na nobeni tekmi turnirja, z izjemo opazovalcev in administratorjev.
- Igralcem je prepovedano gledanje ali poslušanje prenosa tekmovanja.

4.6 Snemanje in slikanje

- Vse tekme so snemane s strani GOTV strežnika, tako da snemanje t.i. POV demotov ni potrebno.

4.7 Sporočanje rezultatov

- Rezultate administrator vnese na podlagi web-panela.
- V primeru, da ekipa opazi napako v objavljenih rezultatih, mora nemudoma obvestiti administratorja.

4.8 Dovoljena in nedovoljena programska oprema

- Programska oprema za zvočno komunikacijo kot je Discord, Ventrilo, Mumble in Teamspeak je dovoljena.
- Igralcem je prepovedana nastavitvev in uporaba kakršnekoli zunanje programske ali strojne opreme, ki spreminja igro ali dovoljuje igralcem avtomatično izvrševanje več kot enega ukaza v igri.

5 OSTALA PRAVILA

- Izkoriščanje morebitnih napak na strežniku ali konfiguraciji ni dovoljeno, vsaka opažena napaka mora biti nemudoma sporočena administratorjem.
- Vse odločitve administratorjev so zadnje.
- Vse odsotnosti, daljše od 15 minut, z izjemo odmorov za hrano, morajo biti sporočene administratorjem. V primeru, da ekipa odsotnosti ni sporočila, se smatra, kot da ekipa ni prisotna.
- V časovnici tekmovanja sta predvideni dva 1 urna odmora za hrano.
- V kolikor za 15 minut zamudite izgubite možnost izbire strani (v primeru treh map, se izgubi izguba strani za mapo, kjer bi ekipa izbirala stran), 20 minutna zamuda pomeni forfeit za eno mapo, 30 minutna zamuda pomeni forfeit preostalih map (no-show). V primeru dveh no-showov bo vaša ekipa diskvalificirana.
- V primeru zamude začetka tekmovanja, se lahko časovnica spremeni.
- Vsa obvestila so na voljo izključno na Spid.si Discord strežniku. Administratorji igralcem niso dolžni posredovati navodil, ki so objavljena na strežniku.

English Rules

1 OVERARCHING TOURNAMENT RULES, TERMS AND CONDITIONS

1.1 Eligibility

- Each team must consist of 5 players.
- To reserve your participation in the tournament, a team must have 5 players signed up on the website by the time the registration window closes (19th August).
- Each team is allowed a **maximum of 1 reserve player**, who is not allowed to simultaneously participate in the tournament for a different team. The reserve player must also sign up on the website.
- A team must consist of 3 players with a Slovenian nationality. The remaining players may have the following nationality:
 - o Any country in the Balkan region,
 - o Any country neighbouring Slovenia (Italy, Austrian or Hungary).
 - o Regardless of the conditions above, players, which have attended EPICENTER LAN events in the past, may play in the tournament.
 - o

2 BASIC INFORMATION

2.1 Competition Format

- The competition consists of two stages: a round robin group stage and a single elimination playoff stage. The number of groups will be decided based on the number of teams signed up
 - o In the event of excessive team sign-ups, the entire competition will be played in a single elimination playoff stage.
- The group stage and the first part of the playoffs starts on Saturday, the 22nd of August.
- The second part of the playoff stage starts on Sunday, the 23rd of August
- The administrator reserves the right to change the format in the event of too few/too many sign-ups. In the event the format changes, the administrator will notify the teams before the competition starts.
- The list of teams will be posted on the Discord server on the 21st of August 2020.

2.2 Tournament Administrators

- The head administrator is Rudi Ogris.
- Additional administrators will be decided upon before the start of the tournament.
- The competitors are obliged to treat the administrators in a respectful and polite manner.
- The administrator has the final say in all situations.
- Players may contact the administrator using the Spid.si Discord server.

2.3 Timeliness

- Players **must** be ready five minutes before the beginning of a match. The slated start time of a game is the time the game must begin. In the event of a player not being ready, his team shall begin the game without the player. Any opposition to this rule will result in immediate disqualification
- Players have a right to a 15-minute break between each match in both the group and playoff stage.
- The tournament administrators reserve the right to change the tournament timeline at any time due to extraordinary events.

- If the game has not started 30 minutes after the stated start time, the administrators reserve the right to award victory to the team, which has more players on the server at the time of the game's supposed start.
- In the event of extraordinary events (e.g. loss of electricity or connection) the start time may be moved to facilitate a fair game.
- The tournament administrators reserve the right to force start a game.

3 GAME SETTINGS

- All players must read the rules prior to playing in the tournament. Ignorance is not an excuse to break the rules.
- All games must be played on official tournament-specified servers.

3.1 Server Settings

- mp_startmoney 800
- mp_roundtime 1.92
- mp_roundtime_defuse 1.92
- mp_round_restart_delay 5
- mp_freezetime 12
- mp_maxrounds 30
- mp_c4timer 40
- sv_pausable 1
- ammo_grenade_limit_default 1
- ammo_grenade_limit_flashbang 2
- ammo_grenade_limit_total 4
- sv_friction 5.2
- sv_accelerate 5.5
- cash_player_killed_teammate "-300"

Overtime settings

- mp_maxrounds 6
- mp_startmoney 16000

3.2 Player Settings

Players may modify the following system and GPUS settings:

- Brightness
- Digital Vibrance/Contrast
- Gamma
- 3D Graphical Settings
- Resolution Scaling
- USB Polling Rate
- Sound and Mouse Settings
- Peripheral Driver Settings

3.3 Maps

- de_vertigo
- de_inferno
- de_nuke
- de_mirage
- de_train
- de_overpass
- de_dust II

3.4 Veto Process

Best of one veto process:

- Team B removes a map
- Team A removes a map
- Team B removes a map
- Team A removes a map
- Team B removes a map
- Team A removes a map

The remaining map is played. Team A is considered the winner of a coinflip. The sides are selected using a knife round.

Best of three veto process:

- Team B removes a map
- Team A removes a map
- Team B picks the first map to be played
- Team A picks the second maps to be played
- Team B removes a map
- Team A removes a map

The remaining map is played third. Teams pick sides on the opposite team's map selection. The sides for the third map are selected using a knife round.

4. Game Rules

4.1 Conditions

- The tournament administrators reserve the right to legitimize all players.
- Each player must have his own CS:GO account.
- Only players assigned to the server may play the game.
- In the event of substitutions, the teams must immediately notify the tournament administrators.

4.2 Complaints and Reports

- If a player wishes to challenge the result of a game, he must notify the tournament administrators before the next game begins.
- In the event of a server issue, the players must immediately notify the tournament administrators.
- In the event of a team suspecting an opposing player of cheating, the team must submit a report. In the report the team must specify the suspicious moments ("ticks") when such actions occurred.

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4.3 Punishments

- Any actions meant to cause harm to the game, other players or the tournament administrators result in immediate disqualification.
- Inappropriate behaviour may lead to disqualification from the tournament.

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4.4 Bug Abuse

- The abuse of any known bugs is strictly forbidden. In the event of the game glitching out, the game must be paused, and the glitch reported to the tournament administrators, who decide on how to proceed.
- Using scripts or similar binds is forbidden.

4.5 Spectators and Broadcasting

- Spectating is not allowed in any of the tournament games, excluding dedicated broadcasters and administrators.
- The players are not allowed to watch or listen in on the broadcast

4.6 Recording

- POV demo recording is not required as all games are recorded using a GOTV server.

4.7 Reporting Results

- Results are entered from the tournament web-panel by the tournament administrators.
- In the event of an error, the players must notify the administrators ASAP.

4.8 Permitted External Software

- The use of voice communication software such as Discord, Mumble, Ventrilo and Teamspeak is allowed.
- Players are disallowed from using any external software that allows the execution of multiple command at once.

5 OTHER RULES

- The abuse of errors in the server configuration or similar is not allowed. Any errors must be reported to the tournament administrators immediately.
- All tournament administrator decisions are final.
- All absences, longer than 15 minutes, not including lunch break, must be reported to the tournament administrators. In the event of a team not reporting its absence, the tournament administrators will treat the team as absent.
- The tournament timeline includes two hour-long lunch breaks.
- In the event of not showing up for a game in 15 minutes, the offending team loses side selection, the forfeiture of a single map in the case of 20 minutes and a total forfeit in the event of 30 minutes (a no-show). In the event of two no-shows, the team is disqualified from the tournament.
- In the event of delays the tournament timeline is subject to change.
- All notifications are available on the Spid.si Discord server. Administrators are not required to give players information which has already been posted.