

***COSUP GAMING***

***2022***

***TOURNAMENT  
FRAMEWORK***



***COSUP  
GAMING***

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# General Tournament

## Communication

- All official communication regarding the tournament will be going on our CoSup Gaming Discord server and [Instagram](#) account.
- All players must adhere to all [CoSup Gaming Discord Server](#) rules, which are provided upon entering the server.

## Registration & Deregistration

Forms for Registration:

- CS:GO
- Rocket League
- Valorant

## Registration

- One designated team leader shall sign up their team, on the form provided above.
- They must agree to always follow the rules on the official rule document.
- Every player and team leader in a team must be or must have previously officially attending the same Type 1 European School:
  - European School, Brussels I (Uccle + Berkendael)
  - European School, Brussels II (Woluwé + Evere)
  - European School, Brussels III (Ixelles)
  - European School, Brussels IV (Laeken)
  - European School, Mol
  - European School, Frankfurt
  - European School, Karlsruhe
  - European School, Munich
  - European School, Varese
  - European School, Luxembourg I (Kirchberg)
  - European School, Luxembourg II (Mamer)

- European School, Bergen N.H. (Petten)
- European School, Alicante
- All members of the team must be verified through the European Schools Discord server verification system which then allows them to join and verify on the CoSup Gaming Discord.
- The referees will be in the discord call to verify all players' identities 5 minutes before the game time.
- Referees will stay muted in the same voice channel for the rest of the game to ensure the identity of the players remains constant.
- The referee must stay muted unless they must intervene.
- The players must find a way to prove their identity on camera even if they lack a webcam as their phone camera could also be used.
- If unable to prove their identity by the latest, 5 min before game time, that player will not be allowed to play in that specific game.
- After completing the form, the organisers will provide all details to every team leader of their upcoming games.
- The maximum amount of alumni per team is 1 for Rocket League and 2 for CS:GO and Valorant.

## Deregistration

- Teams can leave from the tournament at any time by their Team leader opening a ticket on the CoSup Gaming Discord.
- If an individual player leaves the tournament, he can't be removed from the team's roster until after the matchup is over.
- If a team wants to leave or if the organisers or referees need to disqualify a team during a match, the team must forfeit the current match before they can officially be disqualified from the tournament.
- All disqualifications will be publicly announced to other competitors.
- New members can't be recruited while the tournament is ongoing.

## Penalties

At the discretion of the entire organisational team or referees (depending on the case), a decision may be held to sanction a player who breaks any of the rules. This sanction could be anything from a chat ban or a suspension to an

outright disqualification of the respective player or team from the tournament or any future CoSup Gaming Tournament.

The following penalties can be issued:

- Warning:
  - An official recorded notice to the player or the team for a minor tournament infraction.
  - Warnings are recorded to ensure further infractions get assigned appropriately with escalated penalties.
- Ban Loss (CS:GO):
  - This penalty removes the offending team's ability to ban one map during the starting phase.
- Side Selection Loss (CS:GO):
  - This penalty automatically passes the decision to be a terrorist or counterterrorist to the opposing team.
- Game Loss:
  - Severe infractions may force a team to take an automatic loss in a current or upcoming game.
- Matchup Loss:
  - Even more severe infractions might force a team to forfeit their current matchup.
- Disqualification:
  - The most egregious infractions might warrant disqualification from the tournament.
  - In most cases, the disqualification applies to the entire team.

## Tournament Format

### Matchups

- A matchup is defined as a period of competition consisting of several matches.
- Matchups in specific games:
  - A matchup in CS:GO is a best of one.
  - A matchup in rocket league is a best of three.
- Rules for Matchups:

- The same referees will be present during the entire matchup.
- The same players must play within that matchup.

## Local Tournament

- Small tournaments shall be held between teams signed up from the same school to decide which team shall be representing their school.
- Two people shall be referees for these matches:
  - One person shall be from the organizational team.
  - One referee shall be a student, who is not a member of the team competing, or any connection with either of the teams playing.
- Both referees shall be chosen by the organizational team and will be from a different school than the school playing.
- Players on the team must use the CoSup Gaming discord communication channels or if the whole team is on a console, they will be allowed to use their custom communication tools but will be required to have cameras on and microphones so that we can still hear everything.
- A voice channel for every team which will be playing and must use that unless the exception above is followed.
- Each referee must be present in either one of the teams' voice channels ten minutes before the match.
- The referees are to ensure the requirement of the minimum number of players is met and the verification process is completed.
- Referees are not obliged to watch the entire match; they are required to still be available and ensure that no student is breaking the rules. They must also fulfil their duties as a referee.
- They must also keep regular checks on the players within the game and checks on the identity of the players within the voice channel.
- Referees must leave the said voice channel once the match starts and no one besides the players of the team may join the voice channel unless a problem occurs where the referees are needed.
- These games shall not be live streamed.
- In cases of infractions, both referees must come to a decision about what sanction to give.

## Main Tournament

- This will be the final tournament consisting of the 13 winning teams from the schools.
- All games in the main tournament will be streamed on our Twitch stream.
- There will be a streamer, two commentators and two referees per game.
- Both referees and commentators will be decided by the organisational team.
- Referees must watch the entire matchup.
- Players on the team are obliged to make use of the CoSup Gaming discord communication channels.
- Players must be in the waiting room 20 min before their match time to ensure the smooth functioning of the stream.
- The player must keep their cameras on during the entire matchup.
- Each referee must be present in either one of the teams' voice channels twenty minutes before the match.
- The referees are to ensure the requirement of the minimum number of players is met and the verification process is completed.
- In cases of infractions, both referees must come to a decision about what sanction to give.
- If no decision can be made, the organisational team and the 2 referees will investigate the situation and will provide their verdict.

## **Format**

During a Matchup:

- The same referees will be present during the entire matchup.
- The same players must play within that matchup.

## Local Tournament

In the event 1 team signs up:

- The team automatically represents their school.

In the event 2 teams sign up:

- A matchup is held.

In the event 3 teams sign up:

- A round-robin (Each team against the other) is held.
- In the event of a tie:
  - Total rounds won and lost are tallied up per team.
  - The team with the greatest win-loss ratio wins the round-robin.

In the event 4 or more teams sign up:

- Single elimination brackets will be held.
- In the case of an odd number, 1 team will be randomly chosen to advance.
- In this system, the last surviving team shall win.

## Main Tournament

- All teams will be placed in pools, these pools will be 3 pools of 3 and one of 4.
- In each pool, each team will play against each other once.
- There will be a total of 4 pools.
- A round-robin will be played for each pool.
- The round-robins will be best of 1.
- The winner of each pool will advance to the semi-finals.
- In the case of a tie in the round-robins:
  - Total rounds won and lost are tallied per team.
  - The team with the highest win/loss ratio will win.
- The Semi-Finals and Finals will be a best of 3.
- Another match will be held to determine the third and fourth place.



# Roles and Duties

## Team Leaders

- Team leaders are responsible for taking a position of leadership within their roster.
- The Team Leader decides the roster of players playing in a particular matchup, being defined specifically for each game.
- They must provide the roster for the local tournament matchups to the organisers by the requested date on the email.
- Team leaders are responsible for organising and assembling the players on their roster for each matchup.
- They shall accurately reflect the opinions of the team as a whole.
- They shall communicate with the tournament organisers on behalf of the team through teams, discord and/or email.
- They shall act as the final authority for team decisions during the tournament.
- They shall communicate all required information to the entire team.

## Referees

- During the tournament, referees must update the branching document of the winners.
- The referees shall supervise the matches and see to that all the rules mentioned in this document are enforced during the matchups.
- They shall see to that the defiance of the rules are punished appropriately.
- They are the deciding authority should there be uncertainty regarding score, winner or any other issue which needs their interference.
- They shall have a comprehensive knowledge of the game rules and terminology.
- They shall be appointed by the organisers.
- They shall deal with all complaints and decisions during the local tournament.

- They shall ensure everything is running smoothly, efficiently and on track.
- They have administrative power and may use it if deemed necessary.
- They shall not be the referee in a matchup with teams from their own school.
- They shall be unbiased throughout the entire event and shall not be influenced by any party.
- Must be present as referee for an entire matchup.
- They must send all details of the match to the organisers including, the winners and all penalties.
- They shall use the guidance document to adequately assess each situation.
- Ensure that the roster for the match corresponds to the players mentioned in the Matchups document.
- Must be present in the CoSup Gaming Discord server channel to verify the players' identity.
- Ensure the team has all the necessary players.
- Shall stay in that voice channel to keep random checks on the identity of the players by looking at the cameras of the players in the main tournament.
- For the local tournament, they must keep random checks by asking the players to put on their cameras.
- Referees must stay muted in the voice channels unless the referee must intervene.
- They can sign up as a participant and referee.

#### For CS:GO:

- Referees may unmute themselves if the game is paused or during a technical timeout.

#### For Rocket League:

- Referees can only unmute themselves after the game is finished unless a player is blatantly cheating.

# Finances

## Expenses

- CoSup will be managing all financial expenses, including:
  - The payment of the cash prize.
  - The server hosting .
  - Other expenses linked to this event.
- The individual students' committees may contribute with funding if they wish but are not obliged to contribute with anything.
- Donations to this event are enabled and will help fund the prize pool and/or be given to charity.
- Donations will be available during the twitch streams, with all the necessary information on our twitch account.
- Donations are in no way obligatory but will be available for those wanting to support the event.

## Prizes

- CoSup will provide certificates to the local tournament winners to show some appreciation to the teams that had to fight their way through to the main tournament.
- This certificate will only apply to the schools that have more than 1 team signing up for the tournament.
- CoSup will also provide a cash prize and certificate to the top 3 of the main tournament for both games.
- The prizes will be as follows:

Cash Prize to the Entire Team	CS:GO (250€)	Rocket League (150€)	Valorant (250€)
1st Place	125	75	125
2nd Place	80	45	80
3rd Place	45	30	45

## **Miscellaneous**

In cases of force majeure, the organisers may decide to derogate from this document