

COSUP GAMING

2022

***TOURNAMENT
RULES***



***COSUP
GAMING***

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General Tournament

Game-Wide

(These rules apply in every circumstance, for every game throughout the entire duration of the event).

Player

- Each participant must strictly adhere to these rules in this document.
- All players must be currently be attending a european school or they must be an alumni from the same school, a mix of alumnis and students is allowed.
- The max amount of alumni per team is 2 for CS:GO and Valorant, and 1 for Rocket League
- Any individual who feels that an unjustified action was taken against their teammate(s) can appeal to the [organisers](#) by providing all necessary details.
- Any forms of bullying, racism, sexism, harassment, or damages caused to other members on the game chat will lead to the team being muted on game chat.
- The referees can take extra measures if deemed necessary for the rule mentioned directly above.
- Players must use their primary "main" accounts when playing in the tournament.
- If there is proof that the player is using an alternate account, then this will lead to a team disqualification.
- If suspicion is created, the organisers will investigate and will provide their verdict to the team leaders.
- Certain exceptions can be made if approved by the organisers.
- If players are proven to own an account with a VAC ban and/or Faceit ban in the last year, the team will be disqualified.
- If suspicion is created, the organisers have the right to request to go through the accused's computer.

- If the player does not allow the investigation the team gets disqualified.
- During the main tournament, players must keep their cameras on during the entirety of a game and go through the verification process.
- If player(s) doesn't/ don't have a webcam, they may use another device as a camera account such as their phone.
- The excessive posting of senseless, harassing, or offensive messages is regarded as spam and will result in an instant mute, with possible further consequences to follow.
- Any form of script is forbidden as well as using bugs to change the game principle.
- A player must be part of a Type 1 European School or must be an alumni from the last 2 years.
- The maximum amount of alumni per team is 1 for Rocket League and 2 for CS:GO and Valorant.

Teams

- If a player on a roster is not ready 5 minutes before the scheduled set time, it is up to the team leader to either substitute another player from the roster unless the match-up has already started, in that case, the team must forfeit or continue with fewer players.
- If the team chooses to play with fewer players, the limit is set to 1 player below the minimum and a total of 2 match-ups can be played with 1 player below the minimum amount for that specific game (applicable for the local tournament).
- For the Main Tournament, players must be present in the waiting room 20 minutes before the match time .
- 1 player below the minimum is permitted for the pool stages in the Main Tournament.
- The minimum amount of players is required for the Semi-Finals and the Finals in the Main Tournament.
- In the event the team leader cannot provide the names of the players to the referee on the discord call 5 minutes before the start of a game, the team shall lose this game by default.

- If players drop out from the team and the team falls below the minimum player limit, the team will be taken out of the tournament and the team leader must inform the organisers.
- Any form of hacking, scripts or mods outlined in the specific game rules is strictly forbidden and will lead to an automatic team disqualification and ban from future tournaments.

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.

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 counter-terrorist to the opposing team.
- Game Loss:
 - Severe infractions may force a team to take an automatic loss in a current or upcoming game.
- Match-up Loss:
 - Even more severe infractions might force a team to forfeit their current match-up.
- Disqualification:
 - The most egregious infractions might warrant disqualification from the tournament.

- In most cases, the disqualification applies to the entire team.

CS:GO

Player/Team

- No offensively named items are allowed.
- Athletes may be asked to unequip a certain named item on command of the organisers and must comply if they wish to continue participating in the tournaments.
- Only the default agent skins are permitted during the tournament.
- The max amount of Alumni that are allowed per team is 2

Match Procedure

Communication

- The server IP address and server password will be provided by the referees 10 minutes prior to match time through the CoSup Gaming discord server.
- Players must remain in contact and communicate on the CoSup Gaming discord server.

Players in a Match

- 5 minimum players.
- 7 maximum players.
- 2 extras, used as a reserve.

Change of Players

- Only players from the part of the team can be substituted .
- They can only be substituted in between matchups.

Overtime

- Maximum 2 MR3s.
- If teams are still tied at the end, then a sudden death match-up will be held.

- MR3=3 round halves, after 3 rounds the teams switch sides and every 3 rounds each player will get 10k cash.

Timeouts

- Each team can have the right to call for 3 timeouts per game.
- The timeouts can last up to 60 seconds.
- Teams can also call for technical timeouts for 120 seconds, excluding the automatic technical timeout.

Game Settings

- Players may also choose to play with a controller, mouse and/or keyboard.

Map pool

- The Standard Competitive map pool will be used which includes:
 - Inferno
 - Mirage
 - Nuke
 - Overpass
 - Dust II
 - Vertigo
 - Ancient
- Each team will alternate between removing a map until both teams have decided a map.

Rocket League

Match Procedures

Players in a Match

- 3 minimum players.
- 5 maximum players.
- 2 extras, used as a reserve.
- The max amount of Alumni that are allowed per team is 1

Change of Players

- Only players that are part of the team when signing up can be substituted .
- They can only be substituted in between matchups.

Time

- A match-up lasts 5 minutes.
- Overtime is enabled.

Timeouts

- No timeouts are allowed during a game.
- Technical glitches will be evaluated on a case-by-case basis.
- Referees may decide if a technical glitch will constitute a reset of the game or not.

Game Settings

- Cross-play is enabled.
- Players may also choose to play with a controller, mouse and/or keyboard.

Valorant

Match Procedure

Communication

- Players must remain in contact and communicate on the CoSup Gaming discord server.

Players in a Match

- 5 minimum players.
- 7 maximum players.
- 2 extras, used as a reserve.
- The max amount of Alumni that are allowed per team is 2

Change of Players

- Only players from the part of the team can be substituted .
- They can only be substituted in between matchups.

Game settings

- The game will be set to Tournament mode.
- The server location will be found for each individual case to make it as fair as possible.

Overtime

- Maximum 2 MR3s.
- If teams are still tied at the end, then a sudden death match-up will be held.
- MR3=3 round halves, after 3 rounds the teams switch sides and every 3 rounds each player will get 10k cash.

Timeouts

- Each team can have the right to call for 3 timeouts per game.

- The timeouts can last up to 60 seconds.
- Teams can also call for technical timeouts for 120 seconds, excluding the automatic technical timeout.

Game Settings

- The game will be in tournament mode.
- Players may also choose to play with a controller, mouse and/or keyboard.

Map Pool

- The Standard Competitive map pool will be used which includes:
 - Ascent
 - Split
 - Fracture
 - Bind
 - Breeze
 - Icebox
 - Haven
- Each team will alternate between removing a map until both teams have decided a map.