

COSUP GAMING

2023

***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 currently be attending a European school or they must be an alumni from the same school. A mix of alumni and students is allowed.
- The max amount of alumni per team is 2 for CS:GO and Overwatch, and 1 for Minecraft. The alumni must have graduated year 2021 or 2022
- Any individual who feels that an unjustified action was taken against their teammate(s) can appeal to the organisers by providing all necessary details in a ticket on our discord server.
- 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 will be 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 are not allowed.
- A player must be part of a Type 1 European School or must be an alumni from the last 2 years.
- 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 .
- Having one less player is permitted for the pool stages in the Main Tournament.
- A full team 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.
- The team leader must be currently attending the school

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 and Overwatch):
 - 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

Items/Names

- No offensively named items are allowed.
- Players 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.

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

- The only players who are allowed to play must be part of the team roster when signing up.
- The minimum amount of players for CS:GO is 5, maximum is 7

Change of Players

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

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 or mouse and keyboard.

Map pool

- The Standard Competitive map pool will be used which is:
 - Inferno
 - Mirage
 - Nuke
 - Overpass
 - Vertigo
 - Ancient
 - Anubis
- Each team will alternate removing maps until only one is left.

Overwatch 2

Communication

- Players will be invited into the lobby 10 minutes prior to the start of the matchup.
- Players must remain in contact and communicate on the CoSup Gaming discord server.

Players in a Match

- The only players who are allowed to play must be part of the team roster when signing up.
- The minimum amount of players for Overwatch is 5, maximum is 7

Change of Players

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

Timeouts

- Each team has the right to call for 2 timeouts per matchup.
- The timeouts can last up to 60 seconds.
- Teams can also call for technical timeouts for up to 120 seconds.

Game Settings

- Players may choose to play on console or PC with any input device.

Map pool

- The Map pool will be based on the active competitive map pool at the time of playing.
- Each team will alternate banning 1 map until only one is left. The remaining map will only be played for one game, in the case that it is a best of three this procedure will be done multiple times.

Minecraft

Communication

- Players will be invited into the lobby 10 minutes prior to the start of the matchup.
- Players must remain in contact and communicate on the CoSup Gaming discord server.

Players in a Match

- The only players who are allowed to play must be part of the team roster when signing up.

Change of Players

- Only players from the original team can be substituted.
- They can only be substituted in between matchups.
- The minimum amount of players for Minecraft is 4, maximum is 6

Timeouts

- Each team has the right to call for 2 timeouts per matchup.
- The timeouts can last up to 60 seconds.
- Teams can also call for technical timeouts for up to 120 seconds.

Game Settings

- The game will be played on the version 1.19 but with a pvp emulator for 1.8 pvp.

Game mode

- The game mode which will be played in the tournament will be a bed wars style game mode.

Client

- The only clients which are allowed are vanilla, Optifine, Badlion, Lunar and Labymod.