

# ***Electronic Sports World Cup 2005 Counter-Strike rules & regulations***

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## **Article 1 – General Information**

1.01 The Electronic Sports World Cup (ESWC) is a world-wide video games competition composed of national preliminaries and a grand final event, managed and organized by the Organizing Committee (OC).

1.02 The Grand Final of the Electronic Sports World 2005 takes place July 5-10, at the “Carrousel du Louvre”, Paris, France.

1.03 The rules and regulations of this competition are decided and written by the Regulation Committee (RC) of the Electronic Sports World Cup. This committee reserves the right to modify the rules and regulations from time to time without notice. It is encouraged to review these rules and regulations from time to time in order to be apprised of any changes.

1.04 By attending this competition, players agree, without limitation or qualification, to be bound by, and to comply with, these rules and regulations. Players agree that the application of these rules and regulations is at the sole discretion of the tournament officials, and that any decision from tournament officials will supersede these rules and regulations.

## **Article 2 – Competition Structure**

### **Tournament format**

2.01 The tournament uses the following format:

- Step 1: Group stage – 8 groups of 6-7 teams. The two first from each group are qualified for the next step. A match may result in a draw.
- Step 2: Group stage – 4 groups of 4 teams. The two first from each group are qualified for the next step. A match may result in a draw.
- Step 3: Single elimination bracket – 8 teams. A match is played in overtime if necessary.

2.02a For step 1 and 2, three points are awarded for a victory, one point for a draw, no points for a defeat. If two or more finish equal on points, the following criteria are applied to determine the ranking between the teams in question:

- a) Higher number of points obtained in the group matches played among the teams in question;
- b) Organisation of tie-breaker matches among the teams in question; No draw are allowed; a match is played in overtime if necessary; one point is awarded for a match win, no points for a match defeat; the highest number of points obtained in these matches determine the ranking between the teams in question.
- c) Higher round difference obtained in the tie-breaker matches.
- d) Rules (b) and (c) are applied again until no teams are tied anymore.

2.02b For step 3, teams are eliminated as soon as they lose one match. The winners advance in the next round of the single elimination up to the final. An extra match is played between the losers of the two semi-finals to decide the 3<sup>rd</sup> and 4<sup>th</sup> place.

### **Match format**

2.03 Every match is played on one map in two half-times of fifteen rounds each. The first team to reach sixteen rounds wins the match.

2.04 A tie-breaker match is regular tournament match except that both half-times are fully played.

2.05 An overtime is played in two half-times of three in-game rounds. However, each player starts with 16000 dollars instead of the standard 800 dollars.

2.06 Tie-breakers and single elimination bracket matches cannot lead to a draw. As a consequence, one or more overtimes may be played until a team is eligible for victory.

2.07 A match opposes two teams composed of five in-game players.

## **Article 3 – Game Settings**

3.01 The competition uses the “Half-life – Counterstrike v1.6” video game with the ESWC official GUI and opposes one team of against another. Each team is composed of 5 in-game players. The ESWC official GUI may be downloaded on the following address:

<http://www.esworldcup.com/files/ESgui.zip>

3.02 The following settings will be set on the servers:  
(LAN tournament)

- sv\_lan 1
- sv\_lan\_rate 20000
- sv\_maxupdaterate 101
- sv\_maxspeed 320
- sv\_airaccelerate 10
- sv\_maxrate 8000
- sv\_aim 0
- sv\_cheats 0
- sv\_airmove 1
- sv\_allowupload 1
- sv\_bounce 1
- sv\_clienttrace 1
- sv\_clipmode 0
- sv\_friction 4.000
- sv\_gravity 800
- sv\_minrate 2500
- sv\_stepsize 18
- sv\_stopspeed 75.000
- sv\_wateraccelerate 10
- sv\_waterfriction 1
- mp\_autoteambalance 0
- mp\_limitteams 0
- mp\_friendlyfire 1
- mp\_forcechasecam 2
- mp\_forcecamera 2
- mp\_chasecam 1
  
- mp\_friendly\_grenade\_damage 1
- mp\_allowmonsters 0
- mp\_ghostfrequency 0.1
- mp\_fadetoblack 1
  
- mp\_autokick 0
- mp\_hostagepenalty 0
- mp\_tkpunish 0
  
- mp\_c4timer 35
- mp\_roundtime 2
- mp\_freezetime 10
- mp\_chattime 10

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- mp\_startmoney 800
- mp\_timelimit 0
- mp\_maxrounds 15
- mp\_winlimit 0
- mp\_buytime 0.25
- mp\_flashlight 1
- mp\_logfile 1
- mp\_logmessages 1
- mp\_mirrordamage 0
- log on
- sys\_ticrate 10000
- fps\_max 200
- pausable 1

3.03 The following maps may be used for the tournament:

- de\_dust2
- de\_inferno
- de\_nuke
- de\_train
- de\_cbble

3.04 The tactical shield can't be used in match by the players. If a player use a tactical shield in match, his team loose the game immediatly by forfeit.

3.05 Within the game, the 16-bit video mode is strictly forbidden. Only 32-bit video mode is authorized.

3.06 Use of the console is strictly forbidden.

3.07 Players are authorized to climb on each other unless it leads to the use of bugs and/or exploits (see 3.08)

3.08 Intentional or unintentional use of bugs and/or exploits is strictly forbidden. Here is a non exhaustive list of referenced bugs and/or exploits:

- Flash bug: a flash grenade thrown between two or more surfaces/vertices that lead to the abnormal and illogical flashing of a defined area.
- No clip: no clip bugs allow players to pass through surfaces
- Floating pixel(s): non textured pixels offering forbidden positions
- Silent bomb planting: self explanative
- Texture wall hacking: gives the ability to view through surfaces and/or textures
- Surface under scouting: allows player to scout under walls or crates for example

Any questions and inquiries concerning those bugs and/or exploits must be brought to tournament officials.

3.09 When a team estimates being a victim of these bugs and/or exploits during a match, players are compelled not to stop the game by any means and to properly finish it. Once the match is over, the team captain may officially ask for an investigation to tournament officials. It is strongly advised to provide valuable information that may help the tournament director in his investigation. Unjustified and repetitive use of this right may be sanctioned.

If the result of this investigation demonstrates that the opponent used one of the bugs/exploits stated above, the team who has been victim of theses bugs/exploits will be declared winner of the match by default loss. Eventually, a warning will be given to the team that used the bug/exploit by the tournament director.

## **Article 4 – Player Eligibility**

4.01 A player is eligible to play in the tournament provided he fulfils all the following conditions:

- He is duly registered by the tournament organization concerned.
- He is at least 16 years old and, if not 18 years old or more, has provided a parental authorization (see Appendix A)

4.02 A team is eligible to play in the tournament provided they fulfill all the following conditions:

- The team must be composed of at least five eligible players
- The team has qualified in a preliminary tournament.
- The team must be duly registered by the tournament organization concerned.

## **Article 5 – Responsibilities**

5.01 Players agree to comply with the Electronic Sports Charter, and to respect the following statements:

- Discrimination leading to unfair treatment of any individual is strictly prohibited.
- Attendees agree to comply with these rules and regulations.
- Attendees agree to accept the decisions of tournament officials.
- Attendees agree to not use any unlawful or unfair proceedings.
- Attendees agree to respect the spirit of fair play and non violence.
- Attendees agree to fulfil their commitment within the limit of their means.

5.02 Players agree to not mislead or dupe tournament officials by any means.

5.03 Players agree to not interfere or communicate with other competitors playing an official match.

## **Article 6 – Tournament Procedure**

### **Notification**

6.01 Players must be present in the tournament area with their whole team at their notification schedule. The tournament area depends on the tournament type (such as online, LAN or gaming centre). Players are advised to be present a few minutes before the schedule to avoid any unpredictable delay.

6.02 The notification schedule indicates the time at which the players are requested to be present to begin a match session. A match session includes the player setup such as controlling device installation, configuration and warm-up, and one or more matches, as defined in the tournament schedule. Players must leave the tournament area once their match session is finished.

### **Setup and Warm-up**

6.03 Players must play on the computer and conditions designated by the tournament officials. They may be official computers for professional events and gaming centres, or the player's computer for BYOC and online events. When played on stage, players have to accept the particular stage conditions such as special lights, cardio frequency-meters, and the use of special headphones provided by the organization.

6.04 The following rules apply only when players have to play on official computers:

- Players may bring and use controlling devices, such as a keyboard or a mouse, provided they bring the adequate drivers for each device.

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- Players must provide their own headphones and may not use speakers. In particular cases, players may have to use special headphones provided by the organization instead of their own headphones, however the OC does not provide headphones to the players.
- Players may not use any configuration file.
- Players are responsible of the good installation and functionality of their devices.
- Players have 15 minutes, from their notification schedule, to install their software/hardware, warm-up, and join their designated match game.

6.05 Players may not run any external software that inter-acts in-game, nor install any form of modification or registry that would alter the version of the video game unless authorized by tournament officials.

6.06 Players may change the brightness setting of the monitor and in-game brightness and gamma if reasonable values are maintained. However it is strictly forbidden to change any values from the video card and operational system settings.

6.07 If a player has a concern regarding a setting or a command that he wants to use, the information must be brought to a tournament official's attention.

6.08 Tournament officials reserve the right to check any machine's and players' configurations to ensure they are within the rules.

### **Match procedure**

6.07 Teams must play their matches according to the tournament structure and schedule.

6.08 Teams must have at least four players present at their match schedule to start the game.

6.09 For each half-time, the teams play alternatively terrorist and counter-terrorist. The starting sides are drawn randomly.

6.10 Players must receive the authorisation signal from a referee before joining or starting a match, and have five minutes to join after the signal is given.

6.11 Players may not communicate with external people during the match. They may only speak with their team-mates and their coach; even they are dead in game.

6.12 Players may not leave an official game in progress as long as the match is not finished.

6.13 If a match is involuntary interrupted (player crash, server crash, server network cuts...) the tournament officials may decide to replay the match according the following rules:

- If the problem took place before the end of the first round for a player still alive in-game, the whole half-time will be replayed.
- If the problem took place after the end of the first round, the half-time will continue.
- If one of the players crashed or is disconnected, he must come back as quickly as possible.
- Server may be paused at the end of the present round once notification has been sent to the opposing team and tournament officials. Once the competitor has rejoined the server and teams are notified, the game may be resumed. Team captains are the only persons authorized to pause the game. If the team captain is not able to pause the game, a player of the team will be automatically granted the necessary authorisation. Abusive use of pause is prohibited.
- No compensation will be given for the money earned in game and lost due to the interruption of the match.

## **Article 7 – Rules Violations**

### **Definitions**

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7.01 Each match is controlled by a referee who has full authority to enforce the regulations in connection with the match to which he has been appointed. The referee has the authority to give warnings to a player. (See 7.04)

7.02 The tournament is controlled by a tournament director who has full authority to enforce the regulations in connection with the tournament and all matches played in the tournament. The tournament director assigns the referees to each match, has the authority to give warnings, to send off a player, and to take part in the study of the infringement for additional sanctions. (See 7.04 and 7.05)

7.03 Tournament officials are the referees, the tournament director and the competition manager of the Electronic Sports World Cup.

### **Warnings and Sanctions**

7.04 A player may be cautioned and receive a warning if he commits any of the following offences:

- refuses to follow tournament officials instructions
- arrives late at his convocation schedule
- shows dissent by word or action
- uses insulting language and/or gestures
- is guilty of unsporting behaviour

7.05 A player may be cautioned and be sent off if he commits any of the following offences:

- receives more than one warning
- is guilty of violent conduct
- uses any unlawful or unfair proceedings
- mislead or dupe any tournament official
- is not present at his match schedule

7.06 A player sent off immediately loses its current match, or next if not playing, by default loss.

7.07 After study of the infringement by the competition manager and the tournament director, a sent-off player may be subject to additional sanctions such as multiple default loss, disqualification of the player, and banishment of next year's competition.

7.08 A disqualified player will automatically lose all his next matches by default and loses all rights and prizes that would have been awarded. In a group stage, the previous matches' results within the group are cancelled and are also lost by default. All points won or lost are backwardly re-distributed.