ASUS ROG Nordic Challenge Rules

These rules are for Counter-Strike:
Global Offensive. Every participant must read and understand the following rules and hold a sports manlike behaviour, including player avatar and screen names. Unsportsmanlike behaviour will be sa nctioned. Game admins have the final decision in all conflicts and sanctions. Game admins reserve all rights for changes related to these documents. Game admins can pause the tournament because o f a serious technical problem or other reason as seen fit, e.g. medical emergency.
All cheating, including ghosting, is forbidden. If a team
is not sure whether a spot is allowed, they MUST ask the head admin prior to tournament start to fin d out whether it is allowed or not.
Breaking any of the rules will result in sanctions, including but not limited to:

- Warnings
- Losing a match (groups and BO3)
- Losing a game series (BO3)
- Removal of a player or a team from the tournament
- Removal of a player or a team from the event

A decision made by a
single admin can be challenged by bringing it up with the head admin. This complaint can only be made right after the decision has been called or the game has ended, whichever occurred first. The h ead admin's decision is final and cannot be challenged.

1. General rules

   If one team
   is missing players at scheduled starting time, they WILL have to start the match with out their full team, or forfeit. It
   is up to the teams to make sure they are ready on time.

2. Game rules
   Game mode: mr15
   1. Total of 30 rounds, 15 rounds for both teams on both sides.
   2. Round time: 1 minute 45 seconds.
   3. First team to win 16 rounds on actual game time wins the match.
   4. If a map ends in a tie, an overtime will be played.
      1. Teams will switch sides for overtime. First team
         to win 4 rounds on overtime wins the match.
      2. Game mode: mr3
      3. Starting money: $16 000
      4. Overtime is played until the winner is clear.
   5. Side selection will be decided with a knife round at the start of
      a match or game series.
   6. Map selection starter will be decided by knife
   2. Pausing
   1. Pausing is only allowed at the end of a round
   2. Pausing for tactical reasons is allowed for maximum time of
      60 seconds during a match.
   3. If a minimum of
      3 players can't continue the match because of technical reasons (e.g. server or

network problems)
and the match isn't past the 3rd round the match will be restarted.
If the 3rd round has started the game will be continued with starting money of $6 500.
4. If the technical problems are caused by a player's own equipment, match can be paused for a maximum of
10 minutes. After this the game will be continued regardless of that player's a bility to play.

3. Grenade amounts
    1. Total of 4, consisting of:
        1. Flashbang, max 2
        2. HE-grenade, max 1
        3. Flashbang, max 1
        4. Molotov/Incendiary, max 1
        5. Decoy, max 1

4. Other rules
    1. Placing the bomb with the help of a team mate (e.g.
    "boosting") isn't allowed and will be sanctioned.
    2. Placing the bomb in
    a place which can not be reached isn't allowed and will be sanctioned..
    3. "Silent planting"
    (placing the bomb in such a way that no one can hear the beeping) isn't allow ed and will be sanctioned.
    4. Defusing the bomb without at least a partial line of sight to the bomb (e.g. thr ough a wall) isn't allowed and will be sanctioned.
    5. Scripts (excluding "buy,toggle, demo
    and jumpthrow scriptsscripts") aren't allowed and are sanctionable.
    If you're not sure if a script is permitted to use, contact admins before playing matches.
    6. Disconnecting intentionally during a match isn't allowed and will be sanction ed.
    7. Using console is allowed. The following parameters should be set: rate 12800 0 (Optionals: 104000 ja
    80000), cl_cmdrate 128, cl_updaterate 128, cl_interp 0, cl_interp_ratio 1, wea pon_debug_spread_show 0, cl_bobcycle 0.98 and cl_hideserverip 0.
    Server has the following: sv_accelerate 5.5, sv_friction 5.2
    and sv_stopspeed 80.
    8. Streaming your own game isn't allowed

3. Maps
    1. Map pool
        1. de_dust2
        2. de_train
        3. de_inferno
        4. de_mirage
        5. de_overpass
        6. de_cobblestone
        7. de_cache.

    2. Map picks:
    • Best of one (1)
        • A removes one of seven maps

- B removes one of six maps
- A removes one of five maps
- B removes one of four maps
- A removes one of three maps
- B removes one of two maps
- The remaining map will be played and starting sides will be determined with a knife round
    - Best of three (3)
        - A removes one of seven maps
        - B removes one of six maps
        - A removes one of five maps
        - B removes one of four maps
        - A chooses one of three maps
        - B chooses one of two maps
        - The remaining map will be played as third map.
        - The map chosen by A will be played first, starting sides will be determined with a knife round

4. Conflicts, technical issues, fairplay and protests
    1. In case of technical issue, game will be paused until issue are solved.
       If issues cant be solved in fair amount of time. Match will be rescheduled until problems are fixed. Match will be continued on same score at startmoney 6500$.
    2. Team captain must make protest in 15 minutes after match has finished.
       No pause can occur in-game for this matter. All cases are handled by admins after the match.
    3. This tournament relies fairplay rules. Insulting, racism and mocking religion is totally forbidden and will be punished by organizers. Trashtalking is also forbidden.