

1. General

Tournament organiser:

SILENTGAMING

Quellenweg 13

4912 Aarwangen

1.1. Overview

This document explains the exact rules for playing in the Google Cloud Invitational Powered by ProCloud. Failure to adhere to the rules may be penalised and may lead to elimination of the tournament.

It's important to keep in mind that the tournament admins have the final say. In extreme situations, they may make decisions that aren't mentioned or contradict the rules in this book to ensure fairness and good sportsmanship.

SILENTGAMING reserves the right to amend, remove, or otherwise change the rules, without prior notice. All tournament admins have the right to make decisions on cases not covered by the rulebook in order to provide a fair competition.

1.2. Participants

Players are only allowed to participate with one team for the whole duration of a single tournament (e.g., Qualifier 1). Additionally, players must be allowed to play the game legally based on the current law.

Teams must always at least field four (4) Swiss players based on the players current residency. They're allowed to have more than one (1) player from a different region in their roster, however only one (1) of them can play with the team at the same time.

Roster changes are allowed between the qualifiers and the playoffs. Between the playoffs and the grand finals, no roster change is allowed. Teams are allowed to have seven (7) players on their roster.

Players with an active ban on the following platforms / tournaments are not allowed to participate:

- FACEIT
- ESL / ESEA
- Swisscom Hero League
- Steam / VAC

1.3. Communication

Communication between organisers, admins, casters, and players happen on the official SLNT discord server: <http://to.slnt.gg/discord>

At least one (1) player of a team must be available and reachable on discord during the tournament.

Any sort of advertisement, harassment or unrespectful comments are not allowed. Penalties may be applied if the in-game chat function is misused. Pre and post match communication with opponents is only allowed in a respectful manner.

1.4. Grand Finals

The Grand finals will conclude on the 05. Mai 2023 at the Google Campus in Zürich, Europaallee 20 (<https://goo.gl/maps/uxC7z8FxReZY6fah6>).

It's the players responsibility to arrive in time (keep in mind, it's a Friday evening!) and bring their peripherals, specifically the following:

- Mouse
- Keyboard
- Headset
- Mousepad

Exact timings will be communicated beforehand. As a reference, we expect the grand finals to start around 20:00, so make sure you'll be able to arrive at least one to two hours beforehand.

By joining the tournament, you agree that pictures and videos of you and your setup can be made and used publicly by the organiser (SILENTGAMING) or any of its partners (Google Cloud DACH, ProCloud AG)

1.5. Penalisation

Depending on the severity of the rule breach, tournament admins will decide the penalisation. The tournament organiser may be able to penalise players and / or teams as follows:

- Price money reduction.
- Match and / or game forfeits.
- Disqualification of a player and / or team from a single tournament or the whole series.

1.6. Game Version

The tournament will be played using the latest version of the game client. If this version is considered unplayable due to any reasons, an older version might be used. In case of a new Counter-Strike release, the tournament can be moved to this new version, given the game's competitive state is good enough, based on the decisions by the admins, and all teams agree with the decision.

2. Maps

2.1. Map Pool

The tournament will use the current competitive map pool by Valve (*Active Duty Map Group*). Currently, the following maps are part of this group:

- Ancient (de_ancient)
- Anubis (de_anubis)
- Inferno (de_inferno)
- Mirage (de_mirage)
- Nuke (de_nuke)
- Overpass (de_overpass)
- Vertigo (de_vertigo)

2.2. Map Selection

Online: The map selection process will occur at the time specified by the tournament administration on their designated platform (usually FACEIT). Participants will receive prior notification on the platform about the start of this process.

Offline: During the grand finals, teams will meet at least 30 minutes prior to the tournament for the map veto process. If a team is more than 15 minutes late to this meeting, tournament admins will randomly veto maps on behalf of the team arriving late. If both teams agree, this process can already happen prior to the grand final date.

2.3. Best of one (BO1) matches

Map vetoes are based on the current FACEIT veto system:

1. Team A removes a map.
2. Team B removes a map.
3. Team A removes a map.
4. Team B removes a map.
5. Team A removes a map.
6. Team B removes a map.
7. The remaining map will be played.

2.4. Best of three (BO3) matches

Map vetoes are based on the current FACEIT veto system:

1. Team A removes a map.
2. Team B removes a map.
3. Team A picks a map.
4. Team B picks a map.
5. Team A removes a map.
6. Team B removes a map.
7. The remaining map is played if required.

3. Match settings

The current FACEIT tournament config will be used.

3.1. Game Servers

Matches are played on servers provided by FACEIT. Server locations are Germany, France and Netherlands. The server will be chosen at the beginning of the match in a simple voting process:

1. Team A removes a server.
2. Team B removes a server.
3. The remaining server will host the match.

Prior to the scheduled match start, it is mandatory for teams to check all game aspects such as skins, potential loading bugs, and network components, including latency. Failing to do so and initiating the match will indicate that both teams have accepted the condition of the map and server, and the game may proceed under such circumstances.

3.2. Overtimes

If the game ends in a tie after the 30 regulation rounds, an overtime will be played using the best out of 6 mode (mp_maxrounds 6) with starting money of \$12,500 (mp_startmoney 12500). The teams will stay on the same side they played during the previous half, and sides will be swapped during half-time. Overtime will continue until a winner is determined.

3.3. Coaching

Qualifiers & Playoffs

Participants are allowed to have one (1) coach for their matches. Coaches need join the coaching role on the server.

Finals

In the offline finals, participants may have their coach present behind them. However, the coach will not be connected to the voice communication system during the match and can only communicate with the players during tactical pauses and half times. The coach is strictly prohibited from communicating in any other way with players outside of the designated time windows.

Failure to adhere to this rule will result in one (1) warning. Breaching the rule again will result in the coach being removed from the match and tournament.

3.4. Timeouts & Pauses (Technical timeouts)

Tournament admins are allowed to pause games at any time.

Teams are allowed to take four (4) timeouts per map with a fixed time of sixty (60) seconds per timeout. A timeout will be in effect during the next freeze time.

If a participant encounters a problem preventing them from continuing the game, they may use the pause function. Prior to or immediately after pausing the match, the participant must declare the reason for the pause.

If a pause is called during the grand finals, players must remain at their PC and all headsets must stay on, unless a tournament admin instructs otherwise. Communication in any form between players and their coach is prohibited during technical pauses, unless a tournament admin instructs otherwise.

4. Player Settings

If they do not provide an unfair advantage comparable to cheating, all configuration modifications are allowed. Any player or team found to have prohibited settings in any configuration file, even if it is not in use or stored in the game folder, may be penalized. If a participant is unsure about the validity of a command and its value, they must contact the tournament administration for clarification.

4.1. Scripts

Scripts are considered illegal. Exceptions are made for the following commands:

- buy
- toggle
- demo
- r_cleardecals

Additionally, jumpthrow scripts are allowed as well.

Participants may be penalised for scripts in their configs, even if they're not used or if they're loaded after the initial game startup.

4.2. Drivers & External Software

The use of external graphics solutions or any third-party programs to modify or alter the game is strictly prohibited and may be considered cheating, resulting in appropriate consequences. Additionally, pre-installing or pre-scripting illegal macros on participant devices (including keyboards, mice, and sound cards) using device drivers is strictly forbidden and may also be punished as cheating.

Overlays which show the usage of the system (e.g. Discord Overlay) are forbidden, except for overlays which show the current frames per second (FPS).

4.3. Modified Game Files

Players are not allowed to use any custom game files. Official CS:GO skins are generally allowed, however, agent skins must be disabled (for both teams) if either of the team decides they do not want to play with them. Any other alterations, including but not limited to changes in sprites, radars, HUDs, and scoreboards, are strictly forbidden.

4.4. Name Tags

Participants are not allowed to use any nametags which are disrespectful, hateful or discriminating in any form. If a player uses such a nametag, one (1) warning will be issued. Breaching the rule again will be penalised and might result in the player being removed from the tournament.

5. Matches

5.1. Amount of Players

All matches must start with five players per team (5vs5); no other team configurations are allowed. If a team is unable to field five (5) players, the match will be considered a no-show.

If a player disconnects during an ongoing round, the current round must be completed. If the game is not yet concluded, it should be paused until the player can rejoin or be substituted. In the event that the original player is unable to return and a replacement cannot be arranged, the team has the option to forfeit the series or to proceed with four players.

5.2. Server crashes, player crashes

In the event of an interruption of a match due to circumstances beyond the control of the participants (such as a server or player crash), the tournament administration can utilize CS:GO's backup and restore feature to restore the round. However, depending on the situation, the administration may opt to replay the round or the entire match. In instances where a participant is clearly at fault (e.g., inflicting team damage), matches will not be halted, and rounds will not be restored or replayed.

5.3. Bugs and Glitches

Utilizing any bugs, glitches, or errors in the game intentionally is prohibited. The tournament administration holds the discretion to determine whether the usage of such bugs had an impact on the match and whether to grant rounds or the entire match to the opposing team or call for a rematch.

The following bugs are specifically not allowed. Tournament admins will decide based on the severity for bugs not listed here.

- Moving through clipped areas of a map where movement was not intended by its design (walls, ceilings, floors etc).
- Bomb plants in locations which it cannot be defused.
- Bomb plants in ways the planting, beeping or defusing sound cannot be heard by anyone.
- Stacking on teammates to peek over, under or through solid objects (walls, ceilings, floors etc.) which is clearly not intended by the map design (e.g., "*Olofmeister Boost*").
- Pixel walking.
- Altering map features with the use of items (e.g., grenades) such as stopping the train on Overpass.

The following list of bugs are considered allowed:

- Surfing on tubes and similar objects.
- Defusing the bomb through walls and items.
- Molotovs that spread through terrain.
- Infinite grenade distance throws (e.g., molotov from overpass toilets to B site).

Tournament admins are allowed to add or remove bugs on this list. Additionally, they're allowed to make decisions for bugs not on these lists to keep the match fair.

It's recommended to check with the tournament admins beforehand if a bug or position is allowed or not if you're looking to use it during a match.