ARCADIA

PRESENTS

CS:GO League 2021

Watch out! These boys have got a bit of an arsenal and they don't mind using it!

Rules :

Server settings

The server is a 128 tick server (similar to those of FACE-IT and different if compared with Steam Match-Making)
The following game settings will be used
- mp_startmoney 800
- mp_roundtime 1.55
- mp_freezetime 20
- mp_maxrounds 30
- mp_c4timer 40
- sv_pausable 1

Settings for overtime:
- mp_maxrounds 6
- mp_startmoney 10000

For the start of the overtime, teams will stay on the side which they played the previous half on, during halftime sites will be swapped. Teams will continue to
play overtimes until a winner is determined.

Player drop

If a player drops the server, the server will be paused at the end of the current round. The waiting time for a dropped player is 10 minutes. If the player rejoins the server and both teams are ready, the game can be resumed. In case the dropped player cannot make it in 10 minutes, a player can be substituted.

Warmup

● To start the match all contestants have to type "ready" in the chat.
● Participants can choose to forfeit a match if they wish. Forfeiting will result in loss of the match and possible penalty points.
● We shall wait for 10 mins. If the playing 5 do not come within 5 minutes of start time, the opposing team will be declared winner and shall be given winning points and the score shall be treated as 16 - 0.

Auction

● Each team owner will be given equal points to form a team with minimum 5 players and maximum 7 players. In case an owner runs out of points, the team will be disqualified.
● A team MUST have 1 bronze player in the squad.
The auctions shall be held on Wednesday 25th August, 2021. More information shall be made available to owners prior to auctions.
● If a player gives wrong information regarding his current rank or his real account , the player will be **disqualified**.

Communication

The organisers shall only be in communication with team owners. If any player has any issues, it should come through their team owner.
Owners CAN NOT be players.

Skins

Agent skin should be default , any other skins are not allowed in the match.
Weapon skins are allowed in match.

Restrictions

In general, all scripts are illegal except buy key binds and crosshair config.
Here are some examples of illegal scripts:
● Jump throw
● Stop shoot scripts (Use or AWP scripts)
● Center view scripts
● Auto-turn scripts (180° or similar)

- No recoil scripts
- Burst fire scripts
- Rate changes (Lag scripts)
- FPS scripts
- Anti-flash scripts or binding (snd_* bindings)
- Bunny hop scripts
- Stop sound scripts
- Walls, Spinbot, Aim Lock, Triggerbot

Violations of this rule will lead to straight disqualification of the team from the entire league.

Weapon choice

All weapon choices are allowed.

Starting Match

- All teams are expected to be there and confirm their attendance 30 minutes before the start of the match

During the match :

- Choice of side: A knife round will be played to determine the side. This is forced by the server. The winner of this knife round will choose the side by typing "stay" or "switch" or "T" / "CT" in the chat.
- " Silent Planting " is strictly forbidden (planting the bomb in such a way that no

one can hear the beeping).
- Moving through wall or ceiling is strictly forbidden, also moving through the floor, or anywhere else which were not intended to be a passage is strictly forbidden.
- To plant the bomb where it is impossible to reach is not allowed. Planting the

bomb in a place that you can reach with a boost from a teammate is not part of this rule.
- Standing on top of teammates is generally allowed, it is only forbidden when

such actions allow the player to peek over a wall, or ceiling that should not be allowed according to map design.
- Players will not communicate with a spectator, or a Player other than a Teammate, during the course of a match.

● Game pausing : If you have a problem that prevents you from playing on, you are allowed to demand to pause the game. You have to announce the reason before or immediately after we pause the game. Pausing the game without any reason will lead to penalty.

At any instance in the match, 1 bronze player from a particular team is compulsory. Other players should be on standby on match day.

Map pools

- de_mirage
- de_inferno
- de_overpass
- de_ancient
- de_dust2
- de_cache
- de_nuke

In case of Best of one matches , then both teams remove maps alternatively until one map is left which will be played. The team with the lower seeding has to start to remove the first map. A knife round will be played to decide starting sides.

a. Team A bans 1 map
b. Team B bans 1 map
c. Team A bans 1 map
d. Team B bans 1 map
e. Team A bans 1 map
f. Team B bans 1 map
g. The last remaining map will be the map

In the case of Best of Three , both teams remove one map alternatively, after that each team will pick one map, and then both teams remove one map and then the last map remaining will be played. A knife round will be played to decide starting sides.

a. Team A bans 1 map
b. Team B bans 1 map
c. Team A picks the map for game 1
d. Team B picks the map for game 2

e. Team B bans 1 map
f. Team A bans 1 map
g. The last remaining map will be the map for game 3

In the case of Best of Five, both teams remove one map alternatively. The team that wins the coin toss has to start to remove the first map. A knife round will be played to decide starting sides.
a. Team A bans 1 map
b. Team B bans 1 map
c. Remaining 5 matches will be played.

Team Rules

● Any Steam ID with VAC/Game ban will not be allowed to play in the tournament.
● The team roster can not be altered at any point after the start of the tournament.
● Team names, Team tags and player names cannot be something that sounds objectionable and cannot be shared on social media.
● All communications will be made via WhatsApp to only the owners, the link will be shared to all Team Owners.
● At any instance in the game, every player on the team must have the team tag before right before it's own name.
● Players and Team Owners must abide by the rules.
● In case of any disputes, the decision of the organizers will be final and binding.