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11 Declaration and Agreement
1. Introduction

This Official Handbook (“Handbook” or “Rules”) of the ESL AU&NZ Championship (“ESLAUNZ”, “Competition”, “National Championship”) applies to all Teams, Team Owners, Team Managers, Team Staff, Players and Substitutes (“Participants”) who are actively participating in the Competition or any event related to the Competition.

The jurisdiction of the ESL AU&NZ Championship (“Administration”) reserves the right to amend, remove or change the rules for any reason at any time without prior notice. Administration reserves the right to make judgment on cases not specifically covered by the Handbook in order to preserve the spirit of fair competition and sportsmanship. Participants are responsible for understanding and operating on the latest version of these rules at all times.

Administration reserves the right to exercise necessary authority, without limitation, to protect the interests of ESL Australia (“Tournament Organiser”), any person or entity who is partnered with Tournament Organiser or Administration to provide products or services for the Competition (“Affiliate”), any authorized person or entity to create and/or public media for any reason at any time during the Competition (“Press”), and any person who is present at an event related to the Competition (“Attendee”). All decisions made by Administration are final - unless the option to appeal is clearly stated.

If a provision of this Handbook is or becomes illegal, invalid, or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this Handbook, or the validity or enforceability in other jurisdictions of that or any other provision of the Handbook.

All communication with Administration is strictly confidential. The publication of such material without explicit consent is strictly prohibited and will result in a penalty.
2. Definitions

2.1: **Active Roster**
The list of Participants of a Team who have been designated to be currently playing in the Competition.

2.2: **Administration**
The governing body of the ESL AU&NZ Championship.

2.3: **Affiliate**
Any person or entity that is partnered with Competition or Administration to provide products or services for the Competition.

2.4: **Away**
A label assigned to a Team by Administration for a Match at the start of a season whereby the Team will be given the Map ban in the Game.

2.5: **Best of Two (2)**
A Match format in which Teams must play two (2) Games whereby each Game provides an independent result.

2.6: **Best of Three (3)**
A Match format in which Teams must win two (2) of the three (3) Games to secure a Match victory.

2.7: **Best of Five (5)**
A Match format in which Teams must win three (3) of the five (5) Games to secure a Match victory.

2.8: **Bye**
The preferential status of a Player or Team not paired with an opponent in an early round and thus automatically advances to play in the next round or automatically awarded the win for that round.

2.9: **Coach**
A participant of a Team who will be permitted to join the competition server in an overseer capacity in order to provide assistance to the players.

2.10: **Competition**
Any activity in Counter-Strike: Global Offensive whereby two (2) or more Teams are opposed in a contest to determine the superior Team.

2.11: **Decider**
The name given to the final map in a Best of Three (3) or Best of Five (5) Series.

2.12: **Game (sometimes referred to as “Map”)**
One game of Counter-Strike: Global Offensive played by two (2) opposing Teams with a designated map and game mode, in which there is only one opportunity for victory.

2.13: Home
A label assigned to a Team by Administration for a Match at the start of a season whereby the Team will be given the Map pick in the Game.

2.14: Map
Refer to section '2.12 Game'.

2.15: Match
A designated number of consecutive Games in which two Teams compete against each other until one wins the designated number of Games and is awarded the Match victory.

2.16: Match Fixing
When one or more Participants of a match offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law, these rules, or otherwise.

2.17: Overtime
The period of a Game whereby both teams have reached the maximum rounds of regulation time and are equal in “Rounds Won”.

2.18: Participant
Any Team or Player that is actively participating in the Competition or any ESL AU&NZ Championship event related to the Competition.

2.19: Penalty Points
Points that are issued by Administration upon discovery of any conduct violations that occur during the Competition or any ESL AU&NZ Championship event related to the Competition.

2.20: Player
Any person playing on the active roster or as a Substitute for a Team during the Competition.

2.21: Player Account
A virtual account for each Player in the Competition that lists the required information outlined in this Handbook.

2.22: Press
Any person or entity authorised by Administration or Affiliates to create and/or publish media for any reason at any time during the Competition.
2.23: **Ringing**
Playing under another Player’s account or soliciting, inducing, encouraging, or directing someone to play under another Player’s account.

2.24: **Round Robin**
A Competition format in which each contestant plays all other contestants at least once.

2.25: **Season**
A period of time based on the Competition and determined by Administration.

2.26: **Series**
See “Match”

2.27: **Server**
The virtual location or environment that each Game takes place.

2.28: **Substitute**
A registered Player who is permitted to stand-in for an official member of a Team.

2.29: **Team**
Five (5) starting Players and two (2) Substitutes representing an organisation or entity under a Team License at any point during the Competition.

2.30: **Team License**
A permit which allows an organisation or entity to have a Team in the competition.

2.31: **Team Manager**
An individual responsible for managing the day-to-day operations and logistics of a Team.

2.32: **Team Owner**
An individual responsible for managing the Team License (may be referred to as License Holder).

2.33: **Veto**
The process whereby two teams will remove and select the maps on which each Game will be played.
3. Player Eligibility

A “Player” is defined as any person who is registered to compete on the active roster or who can serve as a reserve (“Substitute”) for a Team during the Competition. Players must meet the following requirements in their entirety in order to be eligible to compete. Players who do not meet these requirements will be deemed ineligible to compete and will be removed from the Competition until these requirements are met.

Administration reserves the right to investigate Player information where eligibility is in question. Players should be prepared to provide a copy of personal identification or other application documents to verify that these requirements are met.

3.1: Age
No Player shall be considered eligible to participate in the first stage of the Competition relevant to that team before their 15th birthday, defined as having lived fifteen (15) full years.

3.2: Region & Residency
The Competition is the official “National Championship” organised by ESL for the Australian and New Zealand region. Only competitors who are residents of one of these two countries are permitted to compete in this Competition.

3.3: No Employees
No Player may be an employee of Administration or Affiliates at any point during the Competition.

3.4: Competitive Play
No Player, Team Manager or Team Owner may be permitted to participate in any ESL AU&NZ Championship affiliated event. This will take effect after the start of Season 1 2017 and will only affect tournaments that have not yet started (e.g. ZEN Esports Network League Season 1 2017, ESEA Premier S25, ESEA Intermediate S25, ESEA Main S25, ESEA Open S25.)

Players in the Active Roster are permitted to substitute for an approved ZEN Esports Network Team. Any suspect of abuse on a team’s part, may result in that player’s disqualification from the Competition as determined by Administration.

3.5: Valve Anti-Cheat System (VAC)
No Player shall be considered eligible to participate in the Competition if that player has been issued a VAC ban for Counter-Strike: Global Offensive within the last six (6) months, or been issued multiple VAC bans for the Game.
4. Player Restrictions

4.1: Player Names
Administration reserves the right to restrict or change Player names for any reason at any time. Using alternative spelling in attempt to avoid compliance with the following rules is strictly prohibited.

- Player names may not include a sponsor name,
- Player names may not include any product name or description,
- Player names may not include any words that are purely commercial,
- Player names must comply with the Code of Conduct.
- Player names may not include any prefix or suffix not approved by tournament officials

4.2: Player In-game Display Picture
Competitors must use the approved team logo for the ESL AU&NZ Championship. The Display Picture must be set and confirmed one (1) hour prior to the Team’s first match of the day.

4.3: Team Limitations
A Player may not be registered on more than one team at any point during the Competition. In addition, all Participants understand and accept that their participation in the Competition restricts any participation in a affiliated tournament with the only exclusion being an approved substitute in the ZEN Esports Network League (refer to section ‘3.4’).

4.4: Substitute Players
Substitute Players may participate on another team in any lower tiered affiliate league; however, any suspect of abuse on a team’s part will result in that player’s disqualification from the Competition as determined by Administration.

4.5: Additional Agreements
Administration is not responsible for enforcing any agreements made between Players and other entities. Any agreement that does not comply with the Official Handbook is strictly prohibited.

4.6: Transfers
Players are not permitted to Transfer between teams during the Competition. All players who are not able to continue playing with a roster will be considered inactive and not permitted to participate on any other team in any affiliated league for the current season.
5. Team Eligibility

A Team is defined as five (5) starting Players (“Active Roster”) and two (2) Substitute Players representing a registered organisation or entity under a Team License during the Competition. Teams must meet the following requirements in their entirety in order to be eligible to compete. Teams who do not meet these requirements will be deemed ineligible to compete and will be removed from the Competition until these requirements are met.

Administration reserves the right to investigate Team Information where eligibility is in question. Players should be prepared to provide other application documents to verify that these requirements are met.

5.1: Team Size
A Team roster must consist of five (5) starting players and one (1) Substitute Player. A Team is also permitted to include a maximum of three (3) Substitute Players and a Coach who must be cleared by Administration before participating in any league match as a Coach.

5.2: Region & Residency
A Team’s region is determined by the location of the majority of its Players on the Active Roster. The location of Team Owners, Team Managers and Team Staff does not affect the Team’s Region.

5.3: Invitation via performance from an affiliated Competition
Teams who have been invited to a season of competition from their performance in an affiliated Competition must maintain three (3) out of five (5) Active Roster Participants throughout the duration of the season.

5.4: Qualification via performance from an affiliated Competition
Teams who have been selected or have qualified into a season of competition must indicate their entire eight (8) person roster and their five (5) person Active Roster to Administration prior to the start of the Competition.
6. Team License and Ownership

6.1: Team License
A “Team License” is a permit which allows an Active Roster of five (5) Players to have a Team in the Competition. A Team License is granted to an Active Roster of five (5) Players at the time the Team qualifies or accepts the invite for the Competition and is valid for one (1) season. At the end of each season, each Team License is reviewed and renewed based on criteria determined by the Administration.

6.2: Multiple Licenses
Entities owned or operated by the same person, people, or brand may not contract multiple Teams who hold Team Licenses within the Competition. Participants of the Competition are allowed to be the designated Team Owner.

   i) If a Team qualifies into the Competition and is without representation, the Team License is granted to the Active Roster of five (5) Players.

   ii) If a Team qualifies into the Competition and is represented by an entity that currently holds a License in the Competition, that entity must transfer the License.

6.3: Transferring a Team License
Team Licenses are permitted to be transferred given the approval of Administration. License transfers will only be approved during the off season.

6.4: Ownership
The Ownership of the Team as a part of the Competition is granted to the Active Roster. For a License holder to transfer the ownership of the Team to another entity, a majority of the Active Roster must be maintained (three (3) out of five (5) players).

Ownership or Brand is prohibited from being altered during a Season of competition.

6.5: Payments and Distribution
Administration will directly pay all prize winnings to an approved Participant or Entity. Payments will only be made via an Invoice with a valid Australian Business Number.
7. League Structure

7.1: Progressional Structure
Each Season in the Competition will be split into the Online League component and an Offline Playoff component. At the conclusion of all seven (7) weeks of Online competition, four (4) Teams will advance to the Offline Playoff unless otherwise specified by Administration.

7.2: Home and Away Format
During the Regular Season, each Team will compete one night per week whereby they will play a Home and Away Match consisting of two Games of Counter-Strike. Throughout the course of the Regular Season, each Team will play all opponents once.

7.3: Relegation Promotion Series
Following the conclusion of a Regular Online Season, a specified number of high placing Teams will be invited to the Promotion series for the ZEN Esports Network League.

The Last placing Team will be placed into a Relegation Match. If the Team is not successful, they will be relegated to the below competition. If the Team is successful they will maintain their slot in the League for the upcoming Regular Season.

7.4: Payment and Prize Distribution
The Competition for Season 1 of 2017 will have a $10,000AUD prize pool. The prize will be distributed in one of two ways:

Single Elimination Playoff-
1st: $4,000
2nd: $2,500
3rd: $1,750
4th: $1,750

Double Elimination Playoff-
1st: $4,000
2nd: $2,500
3rd: $2,000
4th: $1,500
8. Game Specific Rules

8.1: Secondary Anti-Cheat
During each online competitive match, one secondary anti-cheat will be required depending on the platform of which the competition is run. For competitions run on ESL Play, ESL Wire must be used for all matches. For competitions run on ESEA, the ESEA client must be open at all times which requires a valid ESEA subscription. Players who fail to meet these requirements will not be permitted to compete in the league.

8.2: Map Pool
The map pool will use the current Active Duty mapgroup, current as of February 13, 2017. This selection of maps is determined by Valve and ESL tournament officials will determine if and when map changes will take effect during a season if needed.

Active Duty maps (as of February 13, 2017):
- Inferno
- Mirage
- Cache
- Overpass
- Cobblestone
- Train
- Nuke

8.3: Game Settings
- mp_maxrounds 30
- mp_c4_timer 40
- spec_freeze_time 3
- mp_forcecamera 1
- mp_maxrounds_overtime 6
- mp_startmoney_overtime 10000

8.4: In-game Profile Picture / Display Picture
Every Participant must use the team logo or series of team logos approved by Administration. Competition Administration reserve the right to request any Participant to change their logo to the approved image before a match is permitted to begin.

8.5: Unintended Uses Of The Game Title
The use of any bug intentionally and/or repeatedly in a game is not permitted. Administration reserves the right to determine when an in-game action is deemed as an abuse.
The following is a list of known bugs that are not permitted. This list is not an extensive list and further bugs and/or glitches may be restricted based on their nature:

- Moving through objects not intended by the developer.
- Planting the bomb
  - where it can not be seen
  - where it can not be heard (beeping)
  - where it is not possible to reach

- Any movement on an invisible object intentionally (pixel walking)
- Moving the player model in a position where visibility is possible through a solid object and not intended by the developer.

8.6: **New Positions**

It is heavily recommended to inform Administration if you intend to use a new position on a map if it is not commonly known in the game. Administration will determine if this position is legal and will keep the information private to that team until it is used and inform the opposing team.

If a new position is used in a Competition match and Administration is not informed, potential illegal positions will be penalised.

8.7: **Substitutes**

Teams will be permitted a maximum of three (3) substitutes on their Team. Each Team is also required to have a minimum of one (1) substitute who is expected to be present for the start of each scheduled match.

8.8: **Coaches**

Teams are permitted to employ the use of a Coach in both Online and Offline portions of this Competition. Whilst it is permitted, Coaches are not mandatory. If a Team wish for a Coach to be present in the Match Server, the Coach must join the server at the same time as the Players.

In the case of an emergency, teams are permitted one stand-in to be present. Valid proof must be presented to Administration to allow for a stand-in to be allowed.
9 Match Procedure (Online)

9.1: Summary Procedure
1. Team veto
2. Players complete checklist
3. Players join server
4. Players begin recording demos
5. Players start match
6. Players leave server

9.2: Home and Away Matches (VETO)
For each round a Home AND Away match will be scheduled. For each “Home” map, the Home team will receive one pick only. For each “Away” map, the Away team will receive one ban only. The map ban will occur before the map pick.

A delegate from each team (Any participant indicated by the Team Manager or Captain only) must be online from 6:00PM, NSW Local time (AEDT before 2nd April 2017 and AEST after 2nd April 2017) to process the veto.

9.3: Starting Side
The Away Team for each Game will be given the choice of starting side.

9.4: Match Start Time
Each Match Start Time listed on a Competition website, email or official document, should be considered an estimate. All Participants during a Match night are expected to be online and available fifteen (15) minutes prior to the start of the first scheduled Series. Whilst a succeeding Match may be scheduled at a specific time, all Match Start Times are subject to the conclusion of the Match that precedes it.

9.5: Joining the Server
All Participants are expected to join the Match Server allocated by Administration no later than 10 minutes before the informed start time. At five (5) minutes before this time, any player who is not present in the Match Server must be Substituted with an available player on the Team.

9.6: Player Disconnect
Once a round has started, Teams are permitted to request a round restart only prior to the first kill of that round.

Restarts are permitted for the following reasons only:

i) A Player or multiple Players have timed out and disconnected from the server.

ii) A Player or multiple Players have timed out and are motionless in the server.
A Player or multiple Players have technical issues and are motionless in the server.

Once a round has started, if a player disconnect occurs after the first kill of a round has been made, the round will continue until it is complete. If the disconnected player or players have not returned when the round has been completed, then the match will be paused beginning at the start of the next round.

If the player has not returned after five (5) minutes, the affected Team must inform a Substitute to join the match server. After two (2) more minutes (seven minutes total), Administration will ask the affected Team to use the Substitute prepared for the remainder of the match.

9.7: Reconnecting after a Disconnect

Once a Disconnect has occurred, the affected player must attempt to keep in contact with Administration where possible. Within the first seven (7) minutes of being disconnected, the affected Player must make every effort to return to the server as quickly as possible.

After the first seven (7) minutes of being disconnected, the affected Team will be asked to use a Substitute. At this time, the initially affected Player will not be permitted to rejoin the server until the current half has ended.

9.8: Leaving the Server

All matches must be completed until one team has been determined the winner. In the event that a forfeit has occurred after the start of a game, Players must only leave the server once Administration has deemed it possible.

9.9: Continuing a Disrupted Game

If the match server is interrupted i.e. in the event of a server crash, the match will be restarting using the in-game match medic feature.

In the event that the match restart feature is not available, Administration will determine the most appropriate way to restart the match.

9.10: Overtime

In the event that an Overtime is required, teams will remain on the side they are currently on following the completion of the most recent half. Players will be required to ready up immediately.

9.11: Pausing the Match Server (Technical)

To Pause the Match Server, a Player must use the .pause feature in the in-game chat. For a Technical Pause, the Player who requested the Pause must immediately provide a reason for the pause in the match chat (all chat).

Pausing the match for a technical reason is permitted for the following reasons only:
i) A Player or multiple Players have timed out and disconnected from the server.

ii) A Player or multiple Players have timed out and are motionless in the server.

iii) A Player or multiple Players have technical issues and are motionless in the server.

iv) A Player or multiple Players are registering a Ping to the Server equal to or greater than 250ms

Teams are not permitted to pause the match server for any technical reasons outside the above. If there is an outstanding occurrence, Administration reserve the right to pause the match server to maintain competitive integrity.

9.12:  **Pausing the Match Server (Tactical)**

To Pause the Match Server, a Player must use the .pause feature in the in-game chat. For a Tactical Pause, the Player who requested the Pause must immediately state that the Pause is Tactical.

Each Team is permitted four (4) Tactical Pause per Game. Each Tactical Pause is permitted to last a maximum of thirty (30) seconds. The Team who called the Tactical Pause is permitted to end the Pause early, however this consumes the entire thirty (30) second Tactical Pause.

9.13:  **Coaches**

Each Team is permitted one (1) Coach during each Season of Competition. Coaches must use the tournament platform client same as each Player. Coaches must join the match and the spectator slot and wait for the ready to automatically join the coach role.

In an emergency, Coaches are permitted to replace a Player in the server. Players however are not permitted to replace the Coach role.

9.14:  **Predetermined Substitution**

Teams are only permitted to use a Substitute from the beginning of the Match once this has been approved by Administration. All Substitutions of this nature must be issued by the intending Team by Friday of the Match Week preceding the Match. This Substitution must be approved by Administration on the Sunday the week of the Match.

9.15:  **Match Etiquette**

Matches are to be started in a timely manner. Administration reserve the right to forfeit teams responsible for intentionally delaying the start of a match by more than fifteen (15) minutes after the scheduled start time.
The in-game chat (all chat) must only be used for Game related discussion. The primary use of the in-game chat is for Teams and Administration to communicate. Any form of harassment via the in-game chat is heavily restricted.

9.16: Mandatory POV Demo Recording
All Players are required to record “Point-of-View” demos for every Game they play. Substitutes who join during a Match already in progress are also required to record from the moment they join the Server.

9.17: GOTV Demos
The recording and uploading of all GOTV demos is the sole responsibility of the Tournament Organiser.

9.18: Issuing a Protest
If a Team wishes to accuse a Player or multiple Players of another Team for any breach of an In-game rule stated in this document during the Competition, they must provide a timetable based on the GOTV demo for each half in question. All players whom a Protest is made against, POV Demos must be uploaded to the Administration designated location within 24 hours of the protest being filed.

Each timetable must contain:
1. Download link and name of the publicly available GOTV demo.
2. Player name and type of suspected cheat/hack (wallhack, aimbot...)
3. Specific timestamps in the demo which look suspicious, along with a reason for each
   (i.e. why it cannot have been coincidence, luck, hearing or skill)

Administration will process the Protest looking at all available resources such as POV Demos and GOTV Demos. All results will be issued immediately in the Competition Discord. All positive results will also be accompanied by a public statement by Administration.

All communication of these matters are required to be conducted through the official discord channel. The use of steam for communication with administration is not accepted.

All communication of an ongoing protest must be kept strictly private within the Teams part of of the protest and Administration.
10 Match Procedure (Offline)

10.1: Summary Procedure
1. Arrive and Check-in with Administration
2. Equipment drop off
3. Match veto and Player setup
4. Players submit all personal electronics to Administration
5. Players complete checklist
6. Players join server
7. Administration start Match
8. Players pack up equipment.

10.2: Equipment Submission
On the day preceding the first day of Matches, Administration ask that all Participants who will have access to a Tournament Machine (i.e. Active Roster, Substitutes, Coach) submit to an equipment checking procedure. Administration will collect all devices that connect to the Tournament Machines in any capacity and maintain possession of this until each Team in question is eliminated from the Tournament.

Each Team will be asked to delegate a representative to validate the contents of the equipment containers at the start and end of each Match. Both the representative from the Team and a representative from Administration will sign the check-off sheet at the start and end of each Match.

10.3: Prohibited Devices
Players are prohibited from bringing any USB storage devices and USB Cables into the Competition venue. Under no circumstance will any player be permitted to enter the tournament area if they are in possession of a USB Storage Device OR a device which allows the connection of a device to the Tournament Machine.

10.4: Mobile Phone Procedure
Once Players are permitted to enter the Tournament Area and begin to set up, they will be permitted to use their phones to log in to Steam Guard. Once this task is complete, Administration will collect the electronic devices and store them until the end of the Match. Mobile Phones are not permitted to be used in the Tournament Area for any other purpose.

10.5: Veto Procedure
Best of One (1) Veto
If there is a clear seed, the higher seed will be given choice of Team A or Team B. Where seed is not clear, Administration will flip a coin for Teams to decide. The veto proceeds as follows:
- Team A removes a Map
- Team B removes a Map
- Team A removes a Map
- Team B removes a Map
- Team A selects Map 1
- Team B selects the starting side on Map 1

Best of Three (3) Veto
If there is a clear seed, the higher seed will be given the choice of Team A or Team B. Where seed is not clear, Administration will flip a coin for Teams to decide. The veto proceeds as follows:
- Team A removes a Map
- Team B removes a Map
- Team A selects Map 1 (Team B selects the starting side on Map 1)
- Team B selects Map 2 (Team A selects the starting side on Map 2)
- Team A removes a Map
- Team B removes a Map
- The remaining Map will be played as the Decider (a knife round will determine the team that chooses the starting side)

Best of Five (5) Veto
If there is a clear seed, the higher seed will be given the choice of Team A or Team B. Where seed is not clear, Administration will flip a coin for Teams to decide. The veto proceeds as follows:
- Team A removes a Map
- Team B removes a Map
- Team A selects Map 1 (Team B selects the starting side on Map 1)
- Team B selects Map 2 (Team A selects the starting side on Map 2)
- Team A selects Map 3 (Team B selects the starting side on Map 3)
- Team B selects Map 4 (Team A selects the starting side on Map 4)
- The remaining Map will be played as the Decider (a knife round will determine the team that chooses the starting side)

10.6: Starting Side

Method 1: Coin Flip
Administration will randomly choose one of the two Captains to choose either “Heads” or “Tails”. The coin will be flipped and Administration will award the winning team the choice of starting side.

Method 2: Knife Round
A knife round will be executed at the start of a round where needed. A team will be determined the winner of a knife round when they have successfully eliminated all 5 opposing players. The winner of the knife round will be awarded the choice of starting side.

10.7: Player Disconnect
Once a round has started, Teams are permitted to request a round restart only prior to the first kill of that round.

Restarts are permitted for the following reasons only:

i) A Player or multiple Players have timed out OR disconnected from the server.

ii) A Player or multiple Players have timed out and are motionless in the server.

iii) A Player or multiple Players have technical issues and are motionless in the server.

Once a round has started, if a player disconnect occurs after the first kill of a round has been made, the round will continue until it is complete. If the disconnected player or players have not returned when the round has been completed, then the match will be paused beginning at the start of the next round.

10.8: Reconnecting after a Disconnect

Once a Disconnect has occurred, Administration will assist the affected Player. To ensure the match continues as quickly as possible, the affected Player must make every effort to return to the server as quickly as possible.

10.9: Leaving the Server

All matches must be completed until one team has successfully determined victory. In the event that a forfeit has occurred after the start of a game, Players must only leave the server once Administration has deemed it possible.

10.10: Continuing a Disrupted Game

If the match server is interrupted i.e. in the event of a server crash, the match will be restarting using the in-game match medic feature.

In the event that the match restart feature is not available, Administration will determine the most appropriate way to restart the match.

10.11: Overtime

In the event that an Overtime is required, teams will remain on the side they are currently on following the completion of the most recent half.

10.12: Pausing the Match Server (Technical)

To Pause the Match Server, a Player must flag the server admin by typing “Pause” in the in-game chat. For a Technical Pause, the Player who requested the Pause must immediately provide a reason for the pause in the match chat (all chat).

Pausing the match for a technical reason is permitted for the following reasons only:

i) A Player or multiple Players have timed out and disconnected from the server.
ii) A Player or multiple Players have timed out and are motionless in the server.

iii) A Player or multiple Players have technical issues and are motionless in the server.

iv) A Player or multiple Players are registering a Ping to the Server equal to or greater than 250ms

Teams are not permitted to pause the match server for any technical reasons outside the above. If there is an outstanding occurrence, Administration reserve the right to pause the match server to maintain competitive integrity.

Technical pauses Offline have no restriction until the issue is resolved as seen fit by Administration.

10.13: Pausing the Match Server (Tactical)
To Pause the Match Server, a Player must use the in-game Timeout Feature. This can be engaged by any Player on the server by pressing [ESC], selecting “Call a Vote”, then selecting “Call Tactical Timeout”.

Each Team is permitted four (4) Tactical Pause per Game. Each Tactical Pause is permitted to last a maximum of thirty (30) seconds. The Team who called the Tactical Pause is permitted to end the Pause early, however this consumes the entire thirty (30) second Tactical Pause.

10.14: Coaches
Each Team is permitted one (1) Coach during each Season of Competition. Coaches must use the tournament platform client same as each Player. Coaches are permitted to join the match server if the Offline event has supplied a machine for the Coach to do so. Alternatively the Coach will always be permitted to communicate with their Team via voice communication.

10.15: Predetermined Substitution
If a Player from the Active Roster is unable to attend the Offline event, the Team must inform Administration of any changes. Substitutes are not permitted to compete at an Offline event unless they are included on the Team Roster and they have been approved by Administration.

10.16: Match Etiquette
Matches are to be started in a timely manner. Administration reserve the right to forfeit teams responsible for intentionally delaying the start of a match by more than fifteen (15) minutes after the scheduled start time.

The in-game chat (all chat) must only be used for Game related discussion. The primary use of the in-game chat is for Teams and Administration to communicate. Any form of harassment via the in-game chat is heavily restricted.
10.17: GOTV Demos
The recording and uploading of all GOTV demos is the sole responsibility of the Tournament Organiser.

10.18: Issuing a Protest
If a Team wishes to accuse a Player or multiple Players of another Team for any breach of an In-game rule stated in this document during the Competition, they must provide a timetable based on the GOTV demo for each half in question. All players whom a Protest is made against.

Each timetable must contain:
1. Download link and name of the publicly available GOTV demo.
2. Player name and type of suspected cheat/hack (wallhack, aimbot...)
3. Specific timestamps in the demo which look suspicious, along with a reason for each
   (I.e. why it cannot have been coincidence, luck, hearing or skill)

Administration will process the Protest looking at all available resources such as POV Demos and GOTV Demos. All results will be issued immediately in the Competition Discord. All positive results will also be accompanied by a public statement by Administration.

All communication of these matters are required to be conducted through the official discord channel. The use of steam for communication with administration is not accepted.

All communication of an ongoing protest must be kept strictly private within the Teams part of of the protest and Administration.
11. Declaration and Agreement

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