LOUVARDGAME

FOREWORD

This document outlines the rules that should at all times be followed when participating in a LouvardGame competition. Failure to adhere to these rules may be penalized as outlined.

It should be remembered that it is always the administration of the tournament that has the last word, and that decisions that are not specifically supported, or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We at LouvardGame hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Yours sincerely

The LouvardGame Admin Staff

1 DEFINITIONS

1.1 RANGE OF VALIDITY

This is the only rulebook which is valid for LouvardGame, its participants and all matches played within the scope of LouvardGame. With his participation the participant states that he understands and accepts all rules.

1.2 PARTICIPANTS

A LouvardGame participant is a team or a player that is participating in a LouvardGame competition. Any member of a LouvardGame team is a participant of that team, and locked to it regardless of whether or not the person has played for said team.

1.3 TIME ZONE

The LouvardGame website will display the times of matches using CET time zone.

1.5 PUNISHMENTS

1.5.1 DEFINITIONS AND SCOPE OF PUNISHMENTS

Punishments are given for rule violations within LouvardGame. They may be either minor or major penalty points, monetary fines, default losses, player/team barrages or disqualification, dependent on the incident in question and often combinations of two or more of those. Participants will be informed about the punishment by mail and will be given a time until which they can appeal the decision.

1.5.1.1 MINOR PENALTY POINTS

Minor penalty points are given for minor incidents such as not uploading required match media, insufficient match statements, insufficient information on a team account or other related material, and so on. Every minor penalty point deducts one percent (1%) of the overall prize money received by the team or player in the competition it is given.

1.5.1.2 MAJOR PENALTY POINTS

Major penalty points are given for major incidents such as deliberately deceiving admins, failing to show up for matches, repeated rule breaking, and so on. Every major penalty point deducts ten percent (10%) of the overall prize money for that competition.

1.5.1.3 MONETARY FINES

Monetary fines are given for failure to fulfill obligations that are not directly related to the tournament, like press/media appointments, or planned sessions for fan interaction.

1.5.1.4 BANS/BARRAGES

Bans or barrages are given for very severe incidents like ringing or use of an unallowed player. They can be awarded either to a player or an organization.

1.5.1.5 DISQUALIFICATION

A disqualification will happen in the most severe cases of rule violations. The disqualified participant forfeits all prize money accumulated for the competition in question and gets banned until the end of that competition. In team competitions, the organization and all its members get banned until the end of that competition.

1.5.1.6 ADDITIONAL METHODS OF PUNISHMENT

In special cases, the tournament administration can define and come up with other methods of punishment.

1.5.2 COMBINATION OF PUNISHMENTS

The listed methods of punishment are not mutually exclusive and may be given in combination as seen fit by the tournament administration.

1.5.3 PUNISHMENTS FOR REPEAT OFFENCES

All punishments outlined in this rulebook are applicable for first-time offences. Repeat offences will usually be punished more severely than listed in the appropriate section of these rules, in proportion to the punishment listed there.

1.6 LIVE MATCHES

The term "Live Matches" refers to matches that take place in a public location, during events, matches in a studio, or matches broadcast by a registered caster.

1.7 DISCIPLINES

The Game used is Counter-Strike: Global Offensive by Valve Corporation.

1.8 TOURNAMENT ORGANIZATION

LouvardGame is organized by Imperium.

Imperium Esports SRL
Boulevard Poincaré 66
1070 Anderlecht
Belgium
www.imperium-esports.be
www.louvardgame.be

Bouillon Philippe: Tournament Director

2 GENERAL

2.1 RULE CHANGES

LouvardGame reserves the right to amend, remove, or otherwise change the rules, without further notice. LouvardGame also reserves the right to make judgment on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

2.2 VALIDITY OF THE RULES

If a provision of this rulebook 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 rulebook or the validity or enforceability in other jurisdictions of that or any other provision of this rulebook.

2.2.1 LOCAL LAWS

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way to stay as close as possible to the originally intended effect.

2.3 CONFIDENTIALITY

The content of protests, support tickets, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without a written consent from the LouvardGame tournament directors.

2.4 ADDITIONAL AGREEMENTS

The LouvardGame administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual players or teams. LouvardGame highly discourages such agreements taking place, and such agreements that are contradicting the LouvardGame rulebook are under no circumstances allowed.

2.5 MATCH BROADCASTING

2.5.1 RIGHTS

All broadcasting rights of LouvardGame are owned by Imperium Esports SRL. This includes but is not limited to: IRC bots, shoutcast streams, video streams, GOTV, replays, demos or TV broadcasts.

2.5.2 WAIVING THESE RIGHTS

LouvardGame has the right to award broadcasting rights for one or multiple matches to a third party or the participants themselves. In such cases the broadcasts must have been arranged with a head admin before the start of the match. For the necessary contact details please look at point 1.8.1 and make sure any additional broadcast has been approved before the match in question starts.

2.5.3 PLAYER RESPONSIBILITY

Players cannot refuse to have their matches broadcast by LouvardGame-authorized broadcasts, nor can they choose in what manner the match will be broadcast. The broadcast can only be rejected by an admin. The player agrees to make sufficient accommodation so that broadcasting of matches can take place.

2.6 COMMUNICATION

2.6.1 DISCORD

The main official communication method of LouvardGame is Discord, LouvardGame will use the Discord channel that has been with all players, managers and casters, and therefore this Discord channel should be checked regularly so that no important announcements from the league are missed.

2.7 CONDITIONS OF PARTICIPATION IN LOUVARDGAME

The following conditions must be met in order to participate in LouvardGame.

2.7.1 AGE RESTRICTION

All participants of LouvardGame have to be over 14 years of age.

2.7.2 MOVING TO OFFLINE EVENT

Expenses related to moving the teams to the offline event location (flight, bus, train, taxi, car, …) are the responsibility of the team themselves.

2.8 PLAYER DETAILS

When requested, players are required to send us all needed information including but not limited to full name, contact details, date of birth, address and photo.

2.8.1 NICKNAMES

A change in nickname during LouvardGame event must first be notified to the administration for approval before the change can be undertaken. The general LouvardGame rules for the choice of nicknames apply.

2.8.2 GAME ACCOUNTS

Every playing member must have their game accounts entered in their LouvardGame member profile. This is including but not limited to Steam ID for Counter-Strike: Global Offensive.

2.8.2.1 PLAYING WITH WRONG GAME ACCOUNTS

It is not allowed to play with a different game account than the one given in the LouvardGame profile. An incorrect game account may lead to a barrage for the player or a rematch being given. If there is sufficient evidence that a the player in question indeed played the match or if an admin of LouvardGame explicitly allowed it beforehand, a protest for a barrage or rematch will not be admitted. Penalties may still be given in either case.

2.9 SPONSOR RESTRICTIONS

2.9.1 MATURE CONTENT

Sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature themes and products are not allowed in connection to LouvardGame.

2.10 PLAYER CHANGES

If a team for any reason does not have the sufficient number of players to participate in a LouvardGame match, the team will be removed. Therefore it is suggested that every LouvardGame team has substitutes added in the roster to compensate for any player losses during the event.

2.10.1 ADDING A NEW PLAYER

2.10.1.1 FORMAL REQUIREMENTS

Before a player can be officially added to the roster, the administrators of LouvardGame must be formally informed in writing. This information should contain:

- Nick
- Link to the player
- Full name
- Previous team history since the beginning of this LouvardGame event

Failure to notify the LouvardGame administration with the necessary information before adding the player may be penalized with up to two (2) minor penalty points.

After a player is added to the team, the team management also needs to update and resubmit the LouvardGame team sheet (if one was required) that holds all the vital information about the players. The old LouvardGame Tam sheet will be deemed invalid when any member changes have been made.

2.10.2 MULTIPLE CONTRACTS

For a player in LouvardGame to have a contract or agreement with 2 or more LouvardGame teams is strictly forbidden, may it be written or oral. If such a contract or agreement is found to be in existence, LouvardGame reserves the right to bar the player from playing any more matches until the situation has been resolved. If the situation can not be resolved, LouvardGame have the right to remove the player or team(s) in question.

The only exception from this rule is the case of a loan. In that case, the player is only allowed to play competitions for the team he is loaned out to, not for the team that he is originally contracted with.

2.11 PRIZE MONEY

All prize money should ideally be paid out 90 days after the LouvardGame event in question has been completed, but it may take as long as 180 days for the payment to be completed.

If a team or player is missing the proper payment information in their LouvardGame sheet and hasn't provided it by other means to the head administration either, the prize money will not be paid out until this is rectified.

2.11.1 PRIZE DEDUCTIONS DUE TO PENALTY POINTS

Every penalty point that a participant acquires during an event or its qualifiers is penalized with a prize money deduction. The deductions are as follows:

- For every minor penalty point a 1% overall prize money deduction will occur.
- For every major penalty point a 10% overall prize money deduction will occur.

The deduction is calculated out of the grand total of prize money awarded to the participant at the end of the offline event in question, including both online and offline won prizes, but excluding the part that is meant to recompensate for travel expenses. The deducted prize-money will be proportionally added upon the other teams, thus no prize-money gets lost.

It should be noted that a team that received extremely high prize money deduction in total over several of the tournament stages, may be disqualified.

2.11.2 PRIZE DEDUCTIONS DUE TO MONETARY FINES

Monetary fines are not redistributed to the other participants but just removed from the winnings of the team in question.

2.11.3 WITHDRAWAL OF PRIZE MONEY

As long as the prize money for LouvardGame has not been paid out, LouvardGame reserves the right to cancel any pending payment if any evidence of fraud or foul play have been discovered.

2.11.4 TRANSFER OF PRIZE MONEY

The prize money will be sent as a bank transfer as specified by the team. Failure to provide sufficient information for the payments to be complete will result in payments not being made. If a participant has not collected their winnings or redeemed the cheque within one year of the initial payment date the prizes are forfeited.

2.11.5 PRIZE MONEY DISTRIBUTION

The total €5.012 prize money will be distributed as follows :

- Top 1: €2.512

- Top 2: €1.500

- Top 3: €1.000

Top 1 Amateur: 1 meter beer

2.12 PENALTIES AND CONSEQUENCES FOR LEAVING LOUVARDGAME

2.12.1 DELETION OF MATCHES

All matches involving teams or solo players that have left a the LouvardGame before it ended will be reset and deleted. In playoff brackets, the most recent or the next upcoming match (depending on the situation) of the participant will be considered a default win for his opponent.

2.13 MATCH START

2.13.1 PUNCTUALITY

All matches in LouvardGame should start as stated on the website, any changes in the time must be accepted by the opposing party and administrators (if rescheduling is generally possible). All participants in a match should be on the server and ready to go at the latest 10 minutes before the match is to start.

2.13.2 PARTICIPANTS NOT SHOWING

If a participant is not ready to play until 15 minutes after the scheduled start of the match, he is considered a noshow.

In that case, the participant will be penalized, and the match will have to be rescheduled, if the schedule allows it. Otherwise, the opponent will receive a default win from the administration.

2.14 MATCH PROCEDURES

2.14.1 LINEUP

Teams have to submit their lineup before deadline given by tournament administration.

2.14.2 MATCH RESULT

The result must be immediately added and confirmed by both parties, even if more match records are missing and in need of uploads. A protest may still be made even after a match result has been confirmed and accepted on the LouvardGame website. Please refer to the game specific rules for what match records and media that needs to be uploaded.

2.14.3 STORAGE AND KEEPING OF MATCH MEDIA

All match media (screenshots / demo's / replays / etc.) must be stored by the participants for a minimum of 2 weeks after the match has ended. If there is a protest on the match, the records needs to be stored by the participants for a minimum of 2 weeks after the protest has been closed and resolved.

2.15 MATCH PROTESTS

2.15.1 DEFINITION

A protest is for problems that affect the match outcome; a protest may even be filed during a match for things like incorrect server settings and other related issues. A protest is the official communication between the parties and an admin.

2.15.2 MATCH PROTEST RULES

2.15.2.1 DEADLINE FOR MATCH PROTESTS

The latest time that participants are allowed to issue a match protest is the earliest of the three following:

- 15 minutes after the scheduled starting time of the match
- The beginning of the next match for either of the two participants (a minimum of 10 minutes have to be kept between two matches by all participants)
- The end of the event day (departure of the admins)

2.15.2.2 CONTENTS OF A MATCH PROTEST

The protest must contain detailed info about why the protest was filed, how the discrepancy came to be and when the discrepancy occurred. A protest may be declined if proper documentation is not presented. A simple « they are cheaters » will not do.

2.15.2.3 PEOPLE IN A MATCH PROTEST

In team matches, only one representative per team is supposed to be writing in the protest, violations can be punished with 1 Minor Penalty.

2.15.2.4 BEHAVIOUR IN MATCH PROTESTS

Insults and flaming are strictly prohibited in a protest, and may result in penalty points or the protest being ruled against the insulting party.

2.16 RESULTS IN REMATCH

If the rules stipulate that a rematch is to be played, the victim of the incident is to decide whether or not this rematch is actually to be played. If the victim of the offence decides that a rematch is to be played, then the old result is null and void, and only the new result will count in the rankings.

3 EVENT RULES

3.1 TOURNAMENT STAGES

3.1.1 STAGE RULES

The event will take place in 2 steps.

3.1.2.1 ROUND ROBIN

The 32 teams will be split in 8 groups of 4 teams. Each of the teams will face the 3 other teams of their groupe in a Best Of 1 (BO1) match. The top 1-2 teams of each group will enter the final bracket. The top 3-4 teamé of each group will enter the Amateur bracket.

4.1.2.2 DOUBLE ELIMINATION BRACKETS

Both winner brackets will be played in Best Of 3 (BO3) mode. Both loser brackets will be played in Best of 1 (BO1) mode. For the grand finals (winner vs loser), the team coming from the winner bracket starts with 1 point.

4.2 PUNCTUALITY

We expect every player to be at the tournament area as stated in the tournament directions info mails to setup, prepare and solve any technical problems that might occur. If you notice at any point you will be late on one of the days, please inform a tournament official as soon as possible! Any delays caused by showing up late may lead to penalty points which means a prize money deduction for you / your team.

4.3 EQUIPMENT

LouvardGame just provides RJ45 cables. Participants have to bring their own computer and equipment (in particular: Keyboard, Mouse, Mousepad, In-Ear headphones with long enough cables).

4.4 ADMINISTRATORS

The instructions of administrators should always be obeyed and followed. Failure to do so may result in penalty points being awarded.

4.5 TEAM COMMUNICATION TOOL

LouvardGame will provide local TeamSpeak servers for all participants in team games to use as the main voice communication system. The communication on the voice server will be monitored by the tournament referees.

LouvardGame reserves the right to record all TeamSpeak communication during the event.

4.6 MEDIA OBLIGATIONS

If the league decides that one or more players need to be part of interviews (short pre/post match interviews and/or longer interview-sessions), a press conference or an autograph-, photograph- or video-session, then the players cannot deny this and must attend. Most events will have a mandatory media day, where participants will be photographed, filmed and interviewed by the LouvardGame crew for the event presentation.

The participants will receive a media schedule beforehand to be informed about nature, duration and schedule of any activities of this kind that take more than 5 minutes.

4.7 STAGE MATCHES

Each participant is required to play his/their stage matches.

4.8 GAMING AREAS

4.8.1 FOOD, DRINKS, SMOKING AND BEHAVIOR

If nothing else has been announced, it is forbidden to bring or eat any food in the gaming areas. Smoking is also strictly prohibited. Players are allowed to have beverages, but only in cups or bottles that have been provided by LouvardGame, and only below the table unless told otherwise. Exaggerated loud noise and offensive language are forbidden.

Any violations can be punished with penalty points.

4.8.2 REMOVABLE MEDIA

It is strictly forbidden to connect or use any removable media on the tournament computers without prior examination and approval from the tournament administrators.

4.8.3 MOBILE PHONES, TABLETS, CAMERAS OR SIMILAR DEVICES

Participants are not allowed to bring any electronic devices, cameras or similar devices into the gaming area unless priorly permitted by the head admin. Such devices have to be handed to tournament officials before starting to setup before the first match.

Participants are not allowed to take photos and/or make any recordings on stage and during the opening ceremonies.

Paper versions of documents for tactical purposes are allowed in reasonable sizes and numbers (e.g. a notebook).

4.8.4 UNUSED ITEMS

Items that are not immediately necessary (e.g. clothing that is not being worn, bags etc) have to be stored out of sight as indicated by LouvardGame.

4.8.5 INTERNET ACCESS

Internet access on tournament computers is enabled for all participants.

4.9 WARM-UP PERIOD

A warm-up period of 10 minutes is normally provided before a LouvardGame Live match, although this period may not be guaranteed.

4.10 DEMOS AND REPLAYS

All demos or replays must be made available if requested by the administrators.

4.11 DEMO AND REPLAY RIGHTS

LouvardGame reserves the right to play, and/or upload to the LouvardGame site, all demos that are recorded in a LouvardGame arrangement.

4.12 PHOTO AND OTHER MEDIA RIGHTS

By participating, all players and other team members grant LouvardGame the right to use any photographic, audio or video material on their website or for any other promotional purpose.

Additionally, each player has to sign two copies of a release form that he will receive beforehand for reading and have to sign before he starts his first match.

4.13 WINNERS CEREMONY

Participants have to stay in the tournament area for the winners ceremony after the Grand Final.

5 RULE VIOLATIONS, PUNISHMENTS AND ESIC

5.1 CODE OF CONDUCT

All LouvardGame participants agree to behave in an appropriate and respectful manner towards other participants, spectators, the press, LouvardGame TV, and LouvardGame administration. Being role models is the occupational hazard of being a LouvardGame player or organizer and we should behave accordingly. Any sort of harassment should be reported to the above listed administrators immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, religion.

Also considered harassment are things like sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact and unwelcome sexual attention.

Similar restrictions apply not only to the participants, but every single person involved with or present at a stage of LouvardGame. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

5.2 FIRST-TIME AND REPEAT OFFENCES

All punishments listed below are meant for first-time offences. Repeat offenders (both the specific player and – in team competitions - his team) will be punished proportionally harder.

5.3 CHEATING

5.3.1 CHEAT SOFTWARE

The use of the following programs is considered cheating: Multihacks, Wallhack, Aimbot, Colored Models, No-Recoil, No-Flash and Sound changes.

These are only examples, other programs or methods may be considered cheats as well.

5.3.2 INFORMATION ABUSE

Communication during the match with people not involved in the match is strictly forbidden, the same is true for using information about your game from other external sources (e.g. streams).

5.3.3 PUNISHMENTS FOR CHEATING

When cheating is uncovered in LouvardGame, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money, receive twelve (12) (LouvardGame -) penalty points and be banned from all competitions in LouvardGame for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances.

In team competitions, the team will be disqualified from the current event of LouvardGame.

5.3.4 METHODS TO DETECT CHEATING

LouvardGame reserves the right to use different methods to inspect participants and their equipment, with or without prior information. One of these is the use of metal detectors on participants entering the stage. Participants are not allowed to refuse these inspections.

5.4 DOPING

5.4.1 REFUSING TO BE TESTED

Refusing to be tested is considered doping. Punishments will be the same as for severe cases of substance abuse.

5.4.2 LIST OF PROHIBITED SUBSTANCES AND METHODS

The List of Prohibited Substances and Methods created by the Esports Integrity Coalition (ESIC) is valid for the LouvardGame tournaments. The Iist can be found here:

http://www.esportsintegrity.com/the-esic-integrity-programme/esic-prohibited-list/

Any unsanctioned use of these substances is considered doping.

5.4.3 PRESCRIBED MEDICATION

If players have an active prescription for a substance on the WADA list, they have to send proof to the tournament administration before the first day of the tournament (deadline in local time). They may still be subject to a doping test, but a positive result for the prescribed substance will be disregarded.

5.4.4 PUNISHMENTS FOR DOPING

Mild cases of doping will be punished with a warning and possibly minor penalty points for the participant.

Severe cases (i.e. use of drugs containing performance enhancing substances, like Adderall) will be punished with nullification of the results achieved under the influence of the substance, a ban of one to two (1-2) years, forfeiture of the prize money won, as well as disqualification of the participant.

If a player is found guilty of a severe case of doping only after the last match of the tournament has already been over for at least 24 hours, the player will still get a ban, but the tournament result will remain in place and there are no consequences for the team. Mild cases will not be punished at all, after that time.

5.5 USING ALCOHOL OR OTHER PSYCHOACTIVE DRUGS

To play a match, be it online or offline, under the influence of alcohol or other psychoactive drugs, even if not among the punishable substances linked under 5.4.2, is strictly prohibited, and may lead to severe punishment.

5.6 BETTING

No players, team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the LouvardGame matches or the tournament in general. Any betting or gambling against your own organizations matches will lead to an immediate disqualification of the organization and a minimal ban of 1 year from all LouvardGame competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

5.7 COMPETITION MANIPULATION

Offering money/benefits, making threats or exerting pressure towards anyone involved with LouvardGame with the goal of influencing a result of a match is considered competition manipulation. The most common example is offering your opponent money to let you win.

5.7.1 PUNISHMENTS FOR COMPETITION MANIPULATION

When competition manipulation is uncovered in LouvardGame, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions in LouvardGame for a duration of between one and two (1-2) years. A monetary fine is possible.

In team competitions, the team will be disqualified from the current event of LouvardGame.

5.8 MATCH FIXING

Using any means to manipulate the outcome of a match for purposes that are not sportive success in the tournament in question is considered match fixing. The most common example is intentionally losing a match to manipulate a bet on the match.

5.8.1 PUNISHMENTS FOR MATCH FIXING

When match fixing is uncovered in LouvardGame, the result(s) of the match(es) in question will be voided. The player will be disqualified, forfeit his prize money and be banned from all competitions in LouvardGame for a duration of normally 5 years. This duration can be lower, if significant mitigating factors are in play, but also higher, if there are aggravating circumstances. A monetary fine is possible.

5.9 PUBLISHER OR ESIC BANS

The league administration reserves the right to refuse players who have standing bans from the game publisher to take part in LouvardGame tournaments.

Also, ESIC bans will be honored and translated into LouvardGame bans.

CSGO VAC bans are specifically honored, but only until 2 years after they have been issued.

5.10 BREACH OF NETIQUETTE

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one (1) to six (6) minor penalty points. The most important and most common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

5.10.1 PUBLIC BEHAVIOUR

All participants shall abstain, at all times, from poor, undesirable, or negative behaviour towards anybody involved with the tournament in any way.

All participants shall abstain, at all times, from any action or inaction that brings anybody involved with the tournament in any way into public disrepute, contempt, scandal or ridicule or reduces the public relations or commercial value of any involved party. This includes derogatory comments aimed at LouvardGame, its partners or products in interviews, statements and or social media channels.

5.10.2 INSULTS

All insults occurring in connection with LouvardGame will be punished. This primarily applies to insults during a match but also on the LouvardGame website (forums, match comments, player guestbooks, support and protest tickets, etc.). Insults on IRC, IM programs, Email or other means of communication will be punished if they can be linked to LouvardGame and the evidence is clear.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties including the exclusion or to the deletion of the player.

Depending on the nature and severity of the insult the penalty will be assigned to the player or to the team in team leagues. In team competitions players may also be barred from playing for one or more match weeks.

5.10.3 SPAMMING

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in LouvardGame.

Spamming on the website (forums, match comments, player guestbooks, support and protest tickets, etc.) will be punished depending on the nature and severity.

5.10.4 SPAMMING IN-GAME

Three (3) minor penalty points will be awarded if the chat function in-game is abused towards the goal of annoying the opponent, or generally stir the flow of the play. The all chat functions are there to communicate efficiently with the opponent and the match admins.

5.11 UNSPORTSMANLIKE BEHAVIOR

For an orderly and pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one (1) to six (6) minor penalty points. The most important and most common offences are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behavior (e.g. harassment).

5.11.1 FAKING MATCH RESULTS

If a team is caught entering false match results into the match page, or in other ways trying to falsify the match result, the team will be awarded up to four (4) minor penalty points.

5.11.2 FAKING MATCH MEDIA

Match media are all uploads, including but not limited to: Screenshots, LouvardGame Wire Anti-Cheat files, demos, models, and so on.

Faking match media may result in one (1) to four (4) minor penalty points.

5.11.2.1 CHEAT SUSPICION

When cheating is suspected, and the match media in question has been faked, then six (6) minor penalty points will be awarded.

5.11.3 RINGER/FAKER

Any players involved in faking or ringing a player will be barred for 2 matches, also, one (1) major penalty point will be awarded per incident.

This rule often happens in connection with rule 5.11.4, in that case the punishments are cummulated.

5.11.4 PLAYING WITH DISALLOWED PLAYER

Using a disallowed player results in one (1) major penalty point, and also the player will be barred for 2 matches before he is eligible to compete. Also, the opponent will be offered a rematch. If the administration decides there is not enough time for a rematch (this will

always be the case in matches in continuous order, like all except the last round of a cup, but can happen in other cases as well), a default win will be given to the opponent.

5.11.5 MISLEADING ADMINS OR PLAYERS

Any attempts to deceive opposing players, admins, or anyone else related to LouvardGame may be penalized with one (1) to four (4) minor penalty points.

6 GAME SPECIFIC RULES COUNTER-STRIKE: GLOBAL OFFENSIVE

6.1 GAME VERSION

The tournament will use the latest available version of the game client. If the latest available version is considered unplayable due to bugs or extreme balance changes within close proximity by LouvardGame administration, an older version might be used if it's available for rollback. Any update during the event will result in a rollback to the original version (if possible).

6.2 ANTI-CHEAT

ESEA Client is mandatory for all players to use for the full duration of all matches played online and offline. If a player cannot use ESEA Client then they are not allowed to take part in a match. Players are responsible for having their login credentials available to them at the time of the competition.

6.3 MAP SELECTION PROCEDURES

6.3.1 MAP POOL

Tournament will be played on the current competitive map pool (Valve Active Duty Map Group) which consists of the following maps:

- Vertigo (de_vertigo)
- Dust2 (de_dust2)
- Inferno (de_inferno)
- Mirage (de_mirage)
- Nuke (de_nuke)
- Overpass (de_overpass)
- Ancient (de_ancient)

6.3.2 MAP SELECTION

Only two selected people from each team can participate in the map selection process. During the map selection process, first statement coming from the team towards the tournament referee will count as ban or pick and it cannot be reverted. Each team has a

total of 150 seconds to make all of their picks and bans, which can be split up on the single steps as teams prefer. When the time expires, the remaining picks and/or bans will be randomised by the tournament referee.

For Bo1 matches, map selection process has to be done 10 minutes before scheduled match start. For Bo3 matches, map selection process has to be done 30 minutes before scheduled match start. Map selection process can be done earlier if the tournament administration and both teams agree. The time at which the map selection process is being done does not warrant the exact start time of the match.

6.3. BEST-OF-THREE (BO3) MATCHES

The better seeded team determines if they are either Team A or Team B. Team A starts the process and the order of the ban / pick is as follows:

1. Team A removes one map.

2. Team B removes one map.

3. Team A picks one map.

4. Team B picks one map.

5. Team A removes one map.

6. Team B removes one map.

7. The remaining map is played as a decider, if required.

Every team decides sides on the map choice of their opponent. The sides on the last map are determined by a knife round.

6.4 MATCH SETTINGS

The following match settings need to be used during the LouvardGame CSGO competition:

• Rounds: Best out of 30 (mp_maxrounds 30)

• Round time: 1 minute 55 seconds (mp_roundtime 1.92)

• Start money: $800 (mp_startmoney 800)

• Freeze time: 20 seconds (mp_freezetime 20)

• Buy time: 20 seconds (mp_buytime 20)

• Bomb timer: 40 seconds (mp_c4timer 40)

• Overtime rounds: Best out of 6 (mp_overtime_maxrounds 6)

• Overtime start money: $16,000 (mp_overtime_startmoney 16000)

• Round restart delay: 5 seconds (mp_round_restart_delay 5)

• Break during half time: 2 minutes 30 seconds (mp_halftime_duration 150)

- Break during half time in overtimes: disabled.

6.4.1 OVERTIMES

In case of a draw after all 30 rounds have been played, an overtime will be played in best out of 6 mode (mp_maxrounds 6) and with $16,000 start money (mp_startmoney 16000). For the start of the overtime teams will stay on the side which they played the previous half on, during half-time sites will be swapped. Teams will continue to play overtimes until a winner has been found.

6.5 MATCH SERVER

Matches are played on the servers provided by LouvardGame. Teams are required to check all the necessary game aspects (including skins, bugs on load etc.) and network components (latency and server variance) before starting the match. Failure to do so, and to let the match start, will mean that both teams have accepted the state the map is in, and the match might be continued under these conditions.

6.6 IN-GAME CHAT

It is not allowed to write about things that are not directly related to the match in the in-game chat. This is including but not limited to discussion of the technical issues and any sort of advertisement.

6.7 COACHING

Teams are allowed to have one coach behind the team during the official matches. During the match, the coach will be connected to the voice communication system and will only be allowed to talk to the players during the freeze time, tactical pauses and half times. Coach is not allowed to communicate in any other way (e.g. shouting) with players outside of the specified time windows.

Any coach found to be in breach of the communications restrictions outlined in this section will receive one (1) warning from the referees. If the violation is repeated the coach will be ousted from the game. The coach forfeits his or her right to coach for the remainder of the match. Warnings are logged by the tournament administrators and may be reviewed for sanction purposes.

6.8 USAGE OF PAUSE FUNCTION

The pause function can be used at any time but it will only come into effect during freeze time (immediately if used during freeze time, else at the beginning of the next freeze time).

6.8.1 TECHNICAL PAUSE

If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The technical pause function can be called by typing "!pause" . The player has to

announce the reason before or immediately after he paused the match. During a technical pause, headsets have to stay on. Unless the referee instructs the match participant otherwise any form of communication including but not limited to text and voice communication between players and coaches is forbidden during a technical pause.

6.8.1.2 TIMEOUT

Each team is allowed to invoke a timeout (tactical pause) of 30 seconds up to four times per map. Timeouts can be called via the in-game vote system (ESC → Call Vote → Call Tactical Timeout). Teams are allowed to take all four timeouts at once by calling them all individually once the previous timeout expires. Team will not be given additional timeouts in the overtimes, but the unused timeouts can still be used in overtime.

6.8.2 ADMIN PAUSE

The admin can pause the game from his station or from a player station, when it is required. If for some reason the player pausing does not work, they have to request the admin to do it.

6.9 PLAYER SETTINGS

6.9.1 CONFIGURATION FILES

All configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. A player may be penalized for wrong settings in any config file, regardless if it is in use, or even stored in the game folder in question. The following commands are forbidden:

- cl_showpos 1 – the value needs to be set to 0.

Teams are required to contact the tournament administration if they are unsure on the validity of a command and its value. A team may be penalized for having forbidden commands in their configuration file, regardless if it was in use.

6.9.2 SCRIPTS

All scripts are illegal except for buy, toggle, demo scripts. A team may be penalized for having forbidden scripts in their configuration file, regardless if it was in use.

6.9.3 GRAPHICS DRIVERS

Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating paragraph.

6.9.4 OVERLAYS

All kinds of overlays which will show the usage rate of the system in any way in-game (e.g. Nvidia SLI display, Rivatuner Overlay) is forbidden. Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

6.9.5 CUSTOM DATA

Players are not allowed to use any form of custom game files during the official matches. Only CSGO skins are allowed to be changed. Any other changes, including but not limited to modification of sprites, HUDs, score boards, crosshairs are strictly disallowed.

6.9.6 DEVICE DRIVERS

Using device drivers to pre-install / pre-script illegal macros on the player's devices (keyboard, mice, sound cards) is forbidden and may be punished under the cheating paragraph. Tournament officials reserve the right to request any piece of gear used by the players for inspection.

6.9.7 IN-GAME NICKNAME

Players are only allowed to use their own official nicknames - without any additions - during LouvardGame matches. Every player that has officially registered his nickname with Valve for sponsored events is required to use the same nickname for all LouvardGame matches.

6.9.8 IN-GAME ITEM'S NAMETAG

Players are not allowed to use nametags on in-game items which violate the code of conduct.

6.10 MATCH PROCEDURES

6.10.1 MATCH BREAKS

Teams will have at least 10 minutes of a break between matches and 10 minutes between maps in best-of-three. The exact times will be communicated by the tournament administration. There are no breaks at half times.

6.10.2 NUMBER OF PLAYERS

All matches have to be played with five players per team (5vs5), other constellations are not allowed. If a team fails to show up with enough players, the match will count as no-show.

6.10.3 CHANGE OF PLAYERS

Only players that are part of the team can be substituted in. The opposing team and tournament administration has to be informed beforehand.

Lineup changes are only allowed in between maps. The player will not receive additional time to set up compared to the time it would have taken with the original player.

6.10.4 MATCH INTERRUPTIONS

If a match is interrupted for reasons beyond the control of the participants (e.g. server or player crash), the tournament administration will restore the round using the CSGO's backup & restore feature, but in some scenarios may decide to replay the round or even a whole match.

- If the issue takes place during the first minute of the round, before any damage has occurred and the opponent or referee has been immediately notified, the round will be restored.

- If the issue takes place during a round and after the damage has been made and the outcome of the round can still be determined (e.g. a single player has dropped but others remain), then the round will not be replayed or restored. The round will continue to be played and will count. Special exceptions can be made if the damage dealt was ruled insignificant e.g. accidental team mate damage dealt at the start of the round or damage dealt to the opposing side by the team that was affected by the crash.

- If the issue takes place during the round, after damage has occurred and the outcome of the round cannot be determined (e.g. due to server crash), the match will be restored to the beginning of the round.

- If the issue takes place during the round, after damage has occurred and the outcome of the round is obvious (e.g. one team is saving with 10 seconds remaining), but it cannot be continued due to for example a server crash, then the round can be awarded.

The matches will not be stopped and/or rounds will not be restored or replayed in cases where it is clearly a participant's fault (e.g. mis-buying a weapon).

6.10.5 USE OF BUGS AND GLITCHES

The intentional use of any bugs, glitches, or errors in the game is forbidden. It is up to the admins discretion whether or not the use of said bugs had an effect on the match, and whether or not he will award rounds, or the match to the opposing team, or to force a rematch. The usage of the following bugs is strictly forbidden, if any bug is used which is not listed here it is up to the admins discretion whether or not a punishment is necessary.

- Moving through clipped areas where the movement is not intended by the design of the map is strictly forbidden (any walls, ceilings, floors etc).

- The bomb may not be planted in a location where it cannot be defused. Planting the bomb in such a way that no one can hear the beeping sound or the planting sound is also forbidden.

- Standing on top of teammates is generally allowed, it is only forbidden, when such actions allow the player to peek over, under and/or through a solid object (e.g. wall, box, ceiling) that should not be allowed according to map design.

- Pixel walking is forbidden. A player will be considered to be pixel walking if they sit or stand on invisible pixels on the map, where there is no visible edge.

It is recommended to check with tournament administration whether or not certain bug or glitch is considered illegal.

The following bugs are explicitly allowed:

- Defusing the bomb through walls and items etc.

- So called "surfing" on tubes

The tournament directions reserves the right, also retroactively, to add more bugs to the list of explicitly allowed bugs.

6.10.5.1 NEW POSITIONS

If any player or team wants to use a new position which is not commonly known, it's strongly recommended to contact tournament officials to check if that position is allowed before using it in any official match. Players and teams have to consider that it takes time to check new positions and therefore they have to contact tournament officials in a reasonable time frame before an official match.