

Rules for Counter Strike: Global Offensive

1. - GENERAL RULES

1.1. - Announcement

All matches will be played on designated match servers announced by Gamer.LK prior to the tournament and all participants are expected to have Steam and Counter Strike: Global Offensive (CS:GO) installed and ready for play 2 weeks prior to the start of the tournament. Downloading updates and patching is not a valid reason to delay a match under normal circumstances.

1.2. - Time Zone

All Gamer.LK Ranked CS:GO tournaments will be played according to the Sri Lanka Standard time (GMT+5:30).

1.3. - Tournament Staff and Casters

Gamer.LK CS:GO Referees and Casters will oversee the tournament during the period and their decisions made in communication with the Organizers and the Gamer.LK Staff will be final and overrule any other. A list of Gamer.LK Staff is available on the Contact Us page and will be posted on the tournament announcement page as well for easy reference. Where applicable and/or explicitly mentioned, Gamer.LK will be the Organizer of tournaments, such as GCCL, etc.

1.4. - Public Steam Profiles Only

All participants are kindly reminded to make their Steam profiles public during the period of the tournament. This is mandatory for all players, irrespective of skill level or rank.

1.5. - Rule Changes

Gamer.LK and its Tournament Staff (Gamer.LK CS:GO Referees) reserves the right to amend, remove, or otherwise change the rules, without further notice. The Tournament Staff (Gamer.LK CS:GO Referees) also reserves the right to make judgment on cases that are not specifically supported, or detailed in these rules, or even goes against these rules in extreme cases, to preserve fair play and sportsmanship. Organizers (unless Gamer.LK is the organizer) will not be allowed to modify or amend any rule, unless explicitly mentioned below or on the Gamer.LK announcement thread.

1.6. - Validity of the Rules

If any provision within these rules shall be invalid or impracticable in whole or in part, this shall not affect the validity of the remaining rules. In lieu of the invalid or impracticable provision an appropriate provision shall apply which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of these rules.

1.7. - Confidentiality

The content of protests, personal messages (via Steam, Gamer.LK, Facebook or any other medium), discussions or any other correspondence with Tournament Staff (Gamer.LK CS:GO Referees) are deemed strictly confidential. The publication of such material is prohibited without a written consent from Gamer.LK Administration.

2. - TOURNAMENT FORMAT

2.1. - Deciding of Tournament Format

The tournament format will be decided by the Organizers and the Gamer.LK Staff and is announced on the Event Announcement on Gamer.LK and the tournament will be held according to this format. The rules found here will apply according to the format chosen by the Organizers. Once the format is decided (eg: Double Elimination bracket, Best of 1 matches until Semis, Best of 3 Semis and Best of 5 Finals) and posted on the Match Thread or announced, it cannot be changed by the Organizer. Gamer.LK Tournament Staff however may override this rule.

2.2. - Gamer.LK Ranking

The Gamer.LK Ranking system will be used for the purpose of seeding to make the draws or group allocations as and when needed. No other ranking will be considered.

2.3. - Tie-breakers (to be used for Group Stages only)

2.3.1. - In the event of a two-way tie, the head to head (win-loss ratio/number) value between the two teams will be considered.

2.3.2. - In the event of a three-way tie, the head to head (win-loss ratio/number) value among the teams will be considered.

2.3.3. - In both cases, if applicable, comparing the tied team/s wins vs the seed right below them will be considered.

2.3.4. - If it is a LAN tournament, and if the above 2.3.1, 2.3.2 and 2.3.3 fail to choose a team, a coin toss should be used.

2.4. - Fair Play

Gamer.LK Tournament Staff will always fix the tournament format in the interest of all teams taking part, in the most fair possible way.

3. - TEAM COMMITMENT

3.1. - By submitting a registration for a Gamer.LK Ranked CS:GO tournament, all teams and players acknowledge without limitation to comply with the rules set herein and especially with the decisions made by the Tournament Staff (Gamer.LK CS:GO Referees).

3.2. - All competitors are expected to know and understand all the rules described here. Not knowing that a rule existed or that it was in place will not be considered as an acceptable reason for breaking said rule.

3.3. - All teams are kindly requested to remove any profanities or obscene language from their team names. (eg: Teams with names such as Team F***s, H***tho Gangsiya, Kiss my A**, etc will not be allowed to register.)

4. - TEAMS AND PLAYERS

4.1. - Team Size

A Team has to consist of at least five players. Upto TWO substitute players can also be registered for each team. Each player can be registered and can subsequently play for only one team during the tournament.

4.2. - Team Roster

All team rosters (profiles) of participating teams will be made public and listed on Gamer.LK for any Gamer.LK Ranked CS:GO tournaments. Noone besides these listed persons will be allowed to take part in any match. These rosters and profiles will be tracked from September 2015 so that even in future changing Steam Accounts will be tracked.

4.2. - Team Roster Changes

4.2.1. - Teams are allowed to change their rosters a maximum of TWO times BEFORE the start of the tournament. However, no roster changes can be done after the day of the first match.

4.2.2. - All roster changes must be done at least 3 days prior to the first match of the tournament.

4.2.3. - All roster changes need to be submitted through the [Roster Change Request Form](#).

Requests via any other platform (Facebook Chat, Steam, the forum personal message) will be ignored.

4.2.4. - All roster changes will be verified with the Team Captain/Contact Person for authenticity and thereafter be confirmed or rejected by the Gamer.LK Tournament Staff. Failure to receive a reply cannot be deemed as confirmation of roster change.

4.3. - Substitutions

The substitute player/s must be registered with the team prior to the tournament starting. Use of a substitute player must be informed to the Tournament Staff (Gamer.LK CS:GO Referees) well before the start of the scheduled match (preferably 48 hours ahead). The use of non-registered, suspended, or otherwise ineligible players in a match is not allowed under any circumstances. Doing so will result in a suspension or extended suspension of the individual in question, suspension of relevant team management, and may result in match overturn.

4.4. - Stand-ins

The use of a standin is strictly prohibited and is grounds for disqualification. This applies to account sharing and any other means to bypass this rule.

4.4.1. - The Steam account that was used during registration should be the only one used for playing.

4.4.2. - Upon discovery of the use of a fake/different account apart from the one registered:

4.4.2.1. - If the match has already taken place, the match can be overturned and the win be automatically given to the opponent's team.

4.4.2.2. - If the match has already taken place, and both teams have such offenders, the match can be annulled and a rematch will have to take place. Failure to play or agree to a rematch will result in disqualification in all or both teams concerned.

4.4.2.3. - If the match is yet to start, the Tournament Staff (Gamer.LK CS:GO Referees) can ask the offending team to rectify their problem. Failure to comply could result in a match overturn.

4.5. - VAC Bans

Any player who has been caught cheating by the game publisher's anti-cheat system (Valve Anti-Cheat) in Counter-Strike: Global Offensive after September 2015, is not eligible to participate in any

Gamer.LK Ranked CS:GO tournaments thereafter. Players switching Steam Accounts will also be tracked and in future any linked accounts being VAC-banned will still result in this penalty. Impersonating and misleading Organizers or Tournament Staff to bypass this rule is in itself against these rules and will result in an immediate ban from all Gamer.LK Ranked CS:GO tournaments.

4.6. - Sri Lankans Living Abroad

4.5.1 - Sri Lankans living overseas will not be allowed to participate in any part of a tournament that will have a LAN phase in it.

4.5.2 - In online tournaments (such as GCCL, etc) Sri Lankans living overseas are allowed to participate, but it is the responsibility of the team captains to inform the Tournament Staff before the start of the tournament, if they have any such player within their team.

4.5.3 - In such online tournaments, one team may only have a maximum of two (2) Sri Lankans who live abroad.

4.5.4 - In such online tournaments, Sri Lankans living abroad will necessarily need to be present on TeamSpeak and use voice communication to prove their identity, etc before the start of matches. Failure to do so can lead to match overturn or subsequent suspension of offenders.

4.5.4 - Matches will be played according to the Sri Lanka Standard time (GMT+5:30) and matches will not be rescheduled because of Sri Lankans who live abroad.

4.5.5 - Matches will be played on Sri Lankan servers or designated match servers and will not be moved to other servers because of Sri Lankans who live abroad.

5. - SCHEDULING GAMES

5.1. - Matches can be played on all days of the week, depending on the Organizer's schedule and this is available on the Event Announcement on Gamer.LK.

5.2. - Matches can also be played on public, bank and mercantile holidays at the discretion of the Organizer and the Tournament Staff (Gamer.LK CS:GO Referees).

5.3. - Multiple matches can be played at the same time provided that adequate Tournament Staff (Gamer.LK CS:GO Referees) and/or Casters are available.

5.4. - The Organizers will make every effort to inform the teams of scheduled match dates and times – but please note it is the responsibility of the teams to check their game time and date. Tournament Staff (Gamer.LK CS:GO Referees) will not be responsible to inform matches to teams. Not attending a match due to not being informed of the schedule is NOT an excuse.

5.5. - Both teams scheduled to play at a certain time should be present online on Steam at least 30 minutes before the scheduled start time.

5.6. - If by 20 minutes past the scheduled match start time a team doesn't have enough players to play, the match will be deemed a walkover to the team that is present with its full roster.

5.7. - A team CAN START a game shorthanded. You can only be shorthanded by one player. For example, a team can start a game with 4 players. If you are missing more than one player, you cannot start a game.

5.8. - In a best of 3 or 5 games match, a maximum delay of 10 minutes in between matches will be allowed.

6. - RE-SCHEDULING GAMES

6.1. - Re-scheduling of matches will be at the discretion of the Tournament Staff (Gamer.LK CS:GO Referees) and not the Organizers.

6.1.1. - If re-schedules are decided to be not allowed in any tournament, please understand this will be enforced strictly to all teams regardless of rank or skill.

6.1.2. - If re-schedules are allowed, such can be requested at least 48 hours (2 days) before the match. The Tournament Staff (Gamer.LK CS:GO Referees) can reject any request for re-schedule made after this period.

6.1.3. - Organizers will not have any decision whatsoever in the granting of a re-schedule.

6.2 - A match/game can be rescheduled at less than 48 hours (2 days) notice ONLY under the following circumstances:

6.2.1. - The CS:GO Network is offline or unavailable due to a mandatory service breakdown or outage which has been announced officially.

6.2.2. - The CS:GO Network is offline or unavailable due to a sudden service outage which is experienced in the region/country and is notified online (on reddit or the dev forums).

6.2.3. - The Steam Network is offline or unavailable due to a service breakdown as in the above points.

6.2.4. - Internet connectivity is lost or disrupted in an entire region/the country and more than 3 people from both teams are unable to connect.

6.2.4. - The supply of electricity is lost or disrupted in an entire region/the country and more than 3 people from both teams are unable to connect.

6.2.5. - Tournament Staff (Gamer.LK CS:GO Referees) are unavailable for a match.

7. - COMPULSORY TEAMSPEAK USE

7.1. - During any online tournament, it is compulsory that all teams use the [Gamer.LK Public TeamSpeak 3 Server](#) accessible at ts.gamer.lk for communication.

7.2. - Specific channels for the tournament will be available during the period of this tournament. Players connecting should have their nicknames matching their Steam usernames (profile names) as submitted on the registration. Please note that this will be compulsory for ALL teams regardless of skill level or team rank.

7.3. - Please be informed that no exceptions to this rule can be made to anyone and by registering all players and teams agree to this beforehand.

7.4. - Any team unable to have their full team on TeamSpeak might be penalized and the match may be awarded to the opponents.

8. - TOURNAMENT COMMUNICATION

8.1. - **Gamer.LK**

Updates about the tournament will be made publicly available on the Gamer.LK forums. Daily match threads, results from each match, etc will be available on Gamer.LK including upcoming match information, updated draws, etc. It will be the responsibility of the Organizer to facilitate such updates and co-ordinate with the Tournament Staff (Gamer.LK CS:GO Referees) in this regard.

8.2. - **Sri Lanka CS:GO Community Facebook Group**

Each team and player are expected to be a member of the [Sri Lanka CS:GO Community Facebook group](#). All information, match times, schedules, etc will be posted in the group.

8.3. - **Communicating Server Details**

GCCL Match server information and passwords will be sent via the Gamer.LK PM (Private Message) system, and over the phone, where a contact number has been provided. We kindly request clan Leaders to check their PMs about 15 minutes before the scheduled start time. Server IP and password will be sent to the clan leaders (or the person who registered the clan for GCCL). Passwords will not be communicated via any other means for any reason, and therefore its the clan leaders (or the person who registered clan) responsibility to give the Server IP and password to their teammates.

9. - **MATCH PROCEDURES**

9.1. - **Determining the "better seed"**

Coin tosses will be used as a last resort, so whenever a clear seeding is given, it will be avoided and one participant will be declared the "better seed". This participant then has the choice about who starts in the champion-ban/pick process of the first map or the map-veto/pick process. The "first team (higher seed)" means the team mentioned first on the match page or bracket list posted.

- In online tournaments, the above seeding determines who has the better seed.
- In offline (LAN) tournaments, this will be determined by a coin toss.

9.2. - **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.

10. - **GENERAL GAME RULES**

10.1. - **Map Pool**

The official mappool for all Gamer.LK Ranked CS:GO tournaments includes the following maps:

- Train
- Dust2
- Inferno
- Mirage
- Cache
- Overpass
- Cobblestone

10.2. - **Mapchoice Qualifiers**

10.2.1. - Best-of-One Matches

In case of Best-of-One matches, 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 kniferound will be played to decide starting sides.

10.2.2. - Best-of-Three Matches

In case of Best-of-Three matches, both teams remove one map alternatively, after that each team will pick one map. The team with the lower seeding has to start to remove the first map. To decide the last maps both teams once again remove one map alternatively, the last map will be used as third map if needed. A kniferound will be played to decide starting sides on all maps.

10.2.3. - Best-of-Five Matches

In case of Best-of-Five matches, both teams remove one map alternatively, after that each team will pick one map. The team with the lower seeding has to start to remove the first map. To decide the last maps both teams once again remove one map alternatively, the last map will be used as fifth map if needed. A kniferound will be played to decide starting sides on all maps.

10.3. - **Dropping of Players (Disconnects)**

If a player drops (disconnects) before the first kill in the first round of a half, then the half will be restarted. If a player drops after the first kill has been made and has not returned when the round has been decided, then the match will be paused at the end of the round/start of the next round. If the player has not returned, or cannot be replaced within 10 minutes after the pause has started, then the team with the dropped player may forfeit the match at the discretion of the Tournament Staff (Gamer.LK CS:GO Referees).

10.4. - **Continuing a Disrupted Game**

If a match is interrupted (e.g. server crash) within the first three rounds of play, then the match should be restarted, if the match is interrupted after the first three rounds of play then the match should be continued where it left off, with these changes in the configuration.

- mp_startmoney should be set to 5000 for the rest of the half
- The rest of the rounds that have not been played should be played.

10.5. - **Overtime**

In case of a draw after all 30 rounds have been played, an overtime will be played with mp_maxrounds 6 and mp_startmoney 10000. 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.

10.6. - **Usage of pause function**

If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The pause function has to be used at the beginning of the next round (during the freeze time). The player has to announce the reason before or immediately after he paused the match. If no reason is given, the opponent may unpaue the game and continue playing. Unpausing or pausing the game without any reason will lead to a warning and subsequent infringes may even result in a match overturn.

10.7. - **Player Settings**

10.7.1. - Configuration / Startparameters

The following commands are forbidden:

- mat_hdr_enabled

The following startparameters are forbidden:

- +mat_hdr_enabled 0/1
- +mat_hdr_leven 0/1/2

All other 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.

Wrong settings will be penalized with a warning to the player and team. If three or more players have wrong settings or the same player is caught on multiple occasions infringing this rule, the team will get a default loss and the player in question will be penalized at the discretion of the Tournament Staff (Gamer.LK CS:GO Referees).

Tournament Staff (Gamer.LK CS:GO Referees) may under special circumstances decide on a default loss, even if less than three players have wrong settings.

10.7.2. - Forbidden Scripts

In general, all scripts are illegal except for buy, toggle, demo & jumpthrow scripts.

- Stop shoot scripts [Use or AWP scripts]
- Center view scripts
- Turn scripts [180° or similar]
- No recoil scripts
- Burst fire scripts
- Rate changers (Lag scripts)
- FPS scripts
- Anti flash scripts or binding (snd_* bindings)
- Bunnyhop scripts
- Stop sound scripts

If you are not sure if a script is allowed or not, then contact the Tournament Staff (Gamer.LK CS:GO Referees) before you play an official match.

A player may be penalized for forbidden scripts in any config file, regardless if it is in use, or even stored in the game folder in question.

Forbidden scripts will be penalized with a warning to the player and team. If three or more players have wrong settings or the same player is caught on multiple occasions infringing this rule, the team will get a default loss and the player in question will be penalized at the discretion of the Tournament Staff (Gamer.LK CS:GO Referees).

Tournament Staff (Gamer.LK CS:GO Referees) may under special circumstances decide on a default loss, even if less than three players have wrong settings.

10.7.3. - A3D

The use of A3D (2.0) or any program, driver or interface that simulates A3D (2.0) is strictly forbidden, and will be penalized.

10.7.4. - Graphics drivers, or similar tools

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 Furthermore it's forbidden to use 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). Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

10.7.5. - Color depth

Every player must play with the highest color setting in Counter-Strike (32 bit); if the player is playing in windowed mode then the desktop must also be on 32bit setting.

10.7.6. - Custom Data

Only steam skins are allowed to be changed, any other changes to sprites, skins, score boards, crosshairs are strictly disallowed, also only the official models are allowed.

10.7. - **Server Settings**

10.7.1. - All servers will be provided and designated by Gamer.LK for Gamer.LK Ranked CS:GO tournaments. They will have the official settings loaded as well as the mappool installed. Additional to that the server must have the following settings.

- VAC enabled
- sv_pure 1

10.7.2. - No additional plug-ins are allowed to be installed on the server, especially gameplay mods such as metamod are not allowed.

10.7.3. - All server settings will only be provided by the Tournament Staff (Gamer.LK CS:GO Referees), a list of whom is available on the Contact Us page and will be posted on the tournament announcement page as well for easy reference. Under no circumstance should players join a server provided by any other person.

10.8. - **Use of Bugs and Glitches**

10.8.1. - The intentional use of any bugs, glitches, or errors in the game will be penalized. Furthermore, it is up to the Tournament Staff's (Gamer.LK CS:GO Referees) 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. In extreme cases, the penalty for abusing bugs may be even higher.

10.8.2. - The usage of the following bugs is strictly forbidden, if any bug is used which is not listed here it is up to the Tournament Staff's (Gamer.LK CS:GO Referees) discretion whether or not a punishment is necessary

Warm-up – map check:

Bugs on load have to be checked before the match starts (missing boxes, ladders and so on).

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 will be continued under these settings. Protests and complaints regarding such issues will not be adhered to.

During the match:

- Moving through any walls, or ceilings, are strictly forbidden, also moving through the floor, or anywhere else which were not intended to be a passage is strictly forbidden.
- Silent planting is strictly forbidden (planting the bomb in such a way that no one can hear the beeping)

- To plant the bomb where it is impossible to reach is disallowed. 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.
- Using flash bugs are strictly forbidden.
- Throwing grenades under walls are forbidden, although throwing grenades and flashes over walls are allowed.
- "map swimming" or "floating" is forbidden
- "Pixel walking" is forbidden (Sitting, or standing on invisible edges on the map).

General:

Generally, the use of any bugs in the game is strictly forbidden. (For example: spawn bugs).

An exception are the following bugs which are explicitly allowed:

- Defusing the bomb through walls and items etc.
- So called "surfing" on tubes
- So called "fireboost"

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

10.9. - **New Positions**

If any player or team wants to use a new position which is unknown to anyone else or just known to a small part of the community, it's strongly recommended to contact Tournament Staff (Gamer.LK CS:GO Referees) 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 Staff (Gamer.LK CS:GO Referees) in a reasonable timeframe before an official match.

10.10. - **Match Media**

10.10.1. - Mandatory Demo Recording

All players must record point of view demos of the entire match.

10.10.2. - Requesting Demos

Demos can be requested at any time by a Tournament Staff (Gamer.LK CS:GO Referees) After requesting a demo, the player in question has time until 24 hours after the scheduled match time to upload his demos.

10.11. - **Configs and Drivers**

For any offline (LAN) Gamer.LK Ranked CS:GO tournaments, all participants have to send in their configs and drivers to the Tournament Staff (Gamer.LK CS:GO Referees) before the set deadline which is announced. If any player or team doesn't send in their drivers they have to manually setup their config on site and play without drivers. If any player or team doesn't send in their configs, they will have to play without it at the tournament.

10.12. - **Use of Public Chat**

10.12.1 - Gamer.LK Ranked CS:GO tournaments will be streamed live via Go TV, Twitch, etc. As such, public chat can only be used by the team captains and/or Tournament Staff regarding game pauses, disconnections, etc.

10.12.2 - Team members are allowed to greet each other at the start and end of the match on public chat (i.e: GGWP, GLHF, etc) but should avoid using it during a match. No foul language is allowed on public chat and doing so can get the team disqualified from the match after the first warning.

10.13. - Misleading admins or players

Any attempts to deceive opposing players, Organizers, Tournament Staff (Gamer.LK CS:GO Referees) or anyone else related to any Gamer.LK Ranked CS:GO tournaments may be penalized.

10.14. - Impersonations

Impersonating an eligible player by attempting to alias as them, using their Steam account or by any other method is prohibited and will result in the aliasing player and the player they are aliasing as being removed from the tournament. The Tournament Staff (Gamer.LK CS:GO Referees) will have access to player IP addresses and other information to monitor accounts and players.

10.15. - In-game names

10.15.1. - Each team member must have his/her primary nickname or something very similar as his steam name during all matches to be easily identifiable for referees, broadcasters, and viewers. What counts as similar is for the Tournament Staff (Gamer.LK CS:GO Referees) to decide.

10.15.2. - The only additional information allowed in a player's ingame name is clan tags or sponsor names.

10.15.3. - Team members are kindly requested to limit the use of profanity on in-game names/aliases as this degrades the value of the team and the tournament as well.

10.15.4. - Players cannot change their name once the match starts or after connecting to the server. They will receive a warning from the Tournament Staff (Gamer.LK CS:GO Referees) in the first instance and repeat offenders will be penalized.

10.16. - Spectators

Team managers are allowed in the server, but must leave before the match begins or if the Staff requests them to do so. Random players are not permitted in the server for any reason. Tournament Staff (Gamer.LK CS:GO Referees and Casters) have the right to spectate any game.

10.17. - Strategic Pauses

In the interest of promoting CS:GO in Sri Lanka, ONE strategic pause per match is allowed for each team. They should inform the Tournament Staff (Gamer.LK CS:GO Referees) and the match can be paused ONLY as the freetime commences. Anyone pausing besides this will be penalized.

10.18. - Forced Disconnects (Dropping)

No player can "disconnect" or "drop" by their own volition once the match begins. They may test all settings, etc during the warmup time only. In the event of lag, the match should be paused according to the rules above and then the matter should be forwarded to the Tournament Staff (Gamer.LK CS:GO Referees). Any manual disconnection without speaking to the Tournament Staff (Gamer.LK CS:GO Referees) will result in an immediate overturn of the match. Tournament Staff (Gamer.LK CS:GO Referees) will override this rule where applicable.

10.19. - Cheating

When cheating is uncovered, the team will be disqualified from the current Gamer.LK Ranked CS:GO tournament and the player will be banned from all future Gamer.LK Ranked CS:GO tournaments for two (2) years.

The use of the following programs will result in a cheat ban: 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

11. - PLAYERS' AND TEAMS' RESPONSIBILITIES DURING LAN MATCHES

** Does not apply for Online tournaments (tournaments held entirely online).*

11.1. - Punctuality

Teams must arrive at the venue at least one hour before their match or the start of the tournament.

11.2. - Dress Code

All players who take part in LAN tournaments are expected to be present with suitable attire and clothing (i.e. not in shorts and slippers). It is encouraged that teams wear their clan t-shirts, etc. Most ranked LAN tournaments will be played in public venues. Therefore keep in mind that it is your responsibility to generate a positive image for eSports in Sri Lanka.

11.3. - PR and Publicity

Players at ranked LAN tournaments may be called for photoshoots and may have to provide interviews at the event.

11.4. - Player Restrictions

Players should not leave the match area during the pauses between games, without the Tournament Staff's (Gamer.LK CS:GO Referees) permission. Once a match starts and until it is completed players should remain seated at their terminal at all times.

11.5. - Player Conduct

Swearing or any kind of hostility, racist or any sort of abuse verbal or physical towards another player is strictly prohibited. Please mind your language during matches as much as possible. Players are strictly prohibited to be drunk or under drugs in the match area. Smoking in the match area is prohibited.

12. - LAN TOURNAMENTS GENERAL RULES

** Does not apply for Online tournaments (tournaments held entirely online).*

12.1. - Match Area

12.1.1. - The match area is defined as the area surrounding any competition machines (PC) that are used during tournament play.

12.1.2. - During match periods, the only persons allowed in these areas are the participating players, Tournament Staff (Gamer.LK CS:GO Referees), Broadcasters and Organizers.

12.1.3. - No other persons including managers, well-wishers, coaches, etc can remain in the playing area once the warm-up period ends.

12.1.4. - Non-compliance by any such manager, or coach will be considered as an infringement and at the discretion of the Tournament Staff (Gamer.LK CS:GO Referees), be penalized accordingly.

12.2. - Team Managers

- 12.2.1. - Managers may be in the match area prior to the end of the warm-up period.
- 12.2.2. - They may return between games for up to 5 minutes before the next game in a series.
- 12.2.3. - Under no circumstances may a manager be in the match area while a game is being played, including during pauses.
- 12.2.4. - If a manager is found in this area or to be communicating with his team during tournament play then the entire team may be disqualified at the discretion of the Tournament Staff (Gamer.LK CS:GO Referees).

12.3. - **Tournament PC Setup**

- 12.3.1. - No USB storage devices should be plugged into any of the tournament PCs under any circumstance. Failure to comply might lead to penalties for the infringing team or player.
- 12.3.2. - Players of the selected teams who require their configs saved on the Tournament PCs, need to email them to configs@gamer.lk before the start of the tournament.
- 12.3.3. - Players are expected to inform the Organizers or Tournament Staff (Gamer.LK CS:GO Referees) of any drivers required for the proper usage of their gaming gear in advance to the tournament.
- 12.3.4. - All tournament PCs will come installed with TeamSpeak (VoIP software).
- 12.3.5. - A local TeamSpeak server will be provided by the organizers for best quality and minimal latency.
- 12.3.6. - Any attempt to overclock or in any way alter the default PC configuration for an additional boost in performance is strictly forbidden. Any such attempt will lead to an immediate loss of the current match and can lead to a disqualification from the entire tournament.

12.4. - **Audio Equipment**

Audio equipment may/may not be provided, depending on the Organizers and Sponsors available. As a general rule, all participants are required to bring their own headphones. If audio equipment is provided the Organizers will inform the same on the event page.

12.5. - **Shoutcasting Setup**

- 12.5.1. - All LAN matches played can be shoutcasted live and broadcast via Twitch and GO TV depending on the venue and setup.
- 12.5.2. - Participants must always wear their headphones during their matches.
- 12.5.3. - The live casters will be restricted in their commentary of live game situations, however in any circumstance where the "live cast is heard" by the players it will NOT be stopped and play must carry on.
- 12.5.4. - All teams must agree that the casting/game sound might interfere and must acknowledge that it is something they have to work around with and not request for unnecessary pauses and pleadings at the event.

12.6. - **Spectator Section and Crowd**

- 12.6.1. - Spectator areas may/may not be set up separately depending on the venues, but it is generally expected that participants have to acknowledge that people will be outside the match area and watching them play.
- 12.6.2. - The Tournament Staff (Gamer.LK CS:GO Referees) will make sure that spectators do not enter the match area during games.
- 12.6.3. - However, participants need to acknowledge and understand that it will be a very live atmosphere with spectators cheering, etc.

12.6.4. - All teams must agree that the spectator/crowd sounds might interfere and must acknowledge that it is something they have to work around with and not request for unnecessary pauses and pleadings at the event.

12.7. - Choosing of Playing PCs

No side will be favoured when choosing the playing PCs and a coin toss will have to be done before each match to decide which team takes which set of PCs.

13. - PLAYER CONDUCT

13.1. - All participants are required to uphold the highest standards of fair play and sportsmanship.

13.2. - Every participant has to show the needed respect towards other participants, the Organizers, Tournament Staff (Gamer.LK CS:GO Referees) and Casters. Insults and unfair or disrespectful behavior including swearing, racist threats, etc towards Tournament Staff (Gamer.LK CS:GO Referees) and other participants are not tolerated and will be punished.

13.3. - Tournament Staff (Gamer.LK CS:GO Referees) reserve the right to take action against flagrant disregard for rules regarding conduct. Action that may be taken includes, but is not limited to forfeiture of bans, forfeiture of matches and dismissal from the tournament.

13.4. - Players who are caught swearing or behaving in a hostile manner towards their opponents or staff will be issued with a warning upon their first infraction. Continued infractions will result in the following: forfeiture of a ban upon the second incident and forfeiture of the match upon the third incident.

13.5. - Any participant who attacks or physically harms another participant in his team or the opposing team will immediately result in the perpetrator's team being disqualified from the tournament. Any additional penalty will be at the discretion of the Tournament Staff (Gamer.LK CS:GO Referees).

13.6. - Players are expected to compete in a professional manner. Throwing a match, halting play without cause or showing a flagrant lack of effort will be construed as a violation of player conduct, and will result in match forfeit and disqualification from the tournament.

14. - PLAYER CONDUCT

14.1. - Penalties

Violation of the rules or failure to comply with Tournament Staff (Gamer.LK CS:GO Referees) may lead to the following penalties. Depending on the severity of the offense, levels of penalties may be skipped.

14.1.1. - Warning: After a warning is given during a game it will continue until the game is completed. If three warnings are accumulated then the team will be disqualified from the tournament upon receiving the third warning.

14.1.2. - Game Loss: Game loss given to a team means that the team loses the current game no matter what the result of that game is. A win would be awarded to the opponent instead. In a best of 3/5 games situation, this refers to the game that is being played.

14.1.3. - Disqualifications: A team disqualified will be ejected from the tournament. They will not be able to proceed in the bracket.

14.1.4. - No Show: A team that registers for the tournament and doesn't show up for a match or pulls out of the tournament will be considered "no show". This will affect their Gamer.LK ranking as this will reduce their points. In the bracket however, the scheduled match would be considered a walkover.

14.1.5. - Walkovers: A team reserves the right to award a walkover if they are unable to play or have the full team present for a match ONLY during qualifier rounds or group stage matches. Any team that reaches the semifinals or finals of a tournament and decides to give a walkover due to whatever reason will be automatically disqualified from the tournament and the next best team will be allowed to play. If in any case, there are two teams who are deemed suitable the choice will be made by way of a coin toss. The disqualified team will not receive any prize money of any percentage and the team will not be allowed to take part in a minimum of one Gamer.LK Ranked Tournament held in the immediate future. This suspension includes the players.

14.1.6. - Ban: In extreme circumstances, a team/player might be banned from playing in any single match (disqualified) in the ongoing tournament. Based on the severity of the violation this ban might extend to future Gamer.LK tournaments.

14.2. - Procedure

14.2.1. - Based on the violation or failure to comply the following line of communication will be undertaken to inform of any relevant penalty.

- Inform the Player

- Inform the Team Captain

- Inform the Clan Leader (if it applies)

14.2.2. - In case the Player or Team Captain wishes to dispute or challenge the decision they are free to contact the Gamer.LK Staff in this regard.

14.2.3. - Under no circumstance will any penalty be issued without informing the relevant parties concerned.

15. - DISPUTES

15.1. - Any match result or outcome is open for disputes and any player or team is welcome to use our [Dispute Submission Form](#) to make their submissions.

15.2. - Submitting a dispute will not guarantee action but will merely draw the attention of the Tournament Staff (Gamer.LK CS:GO Referees) towards the match and particulars submitted.

15.3. - Disputes submitted will be treated with confidentiality and details of who reported what match, etc will not be publicly disclosed.

15.4. - Disputes submitted will be received by the Gamer.LK Administration, after which the necessary particulars will be passed onto the Tournament Staff (Gamer.LK CS:GO Referees).

15.5 - Disputes on a match need to be done within 18 hours of match completion. Submissions done thereafter will be ignored and not considered.