

ESL Women's Sydney Open

at IEM Sydney 2018

CS:GO - Rulebook

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1. Introduction

ESL Australia reserves the right to amend, remove or change the rules for any reason at any time without prior notice. ESL Australia 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.

ESL Australia reserves the right to exercise necessary authority, without limitation, to protect the interests of ESL Australia, any person or entity who is partnered with ESL Australia or Administration to provide products or services for the Competition, any authorized person or entity to create and/or public media for any reason at any time during the Competition, and any person who is present at an event related to the Competition. 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 ESL Australia is strictly confidential. The publication of such material without explicit consent is strictly prohibited and will result in a penalty.

2. Player Eligibility

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.

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.

2.1: Eligibility

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

Only players considered female as per government issued ID are eligible to enter this tournament. If there is a question about the gender identity of any participating player we will take further steps to verify their self-identification. This verification will involve confirming gender identity through one or multiple forms, such as current statement from a Registered Medical Practitioner or a Registered Psychologist, a valid Australian Government travel document such as a passport, or a state or territory birth certificate.

Only competitors who are residents of Australia and New Zealand are permitted to compete in this Competition.

No Player may be an employee of ESL Australia or any other Affiliates of the tournament during the competition.

2.2: 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.

3. Player Restrictions

3.1: Player Names

Administration reserves the right to restrict or change Player names for any reason at any time. Player names may not include any product name or purely commercial words, and must comply with the Code of Conduct.

3.2: Player In-game Display Picture

Competitors must use a team logo for the Competition.

3.3: Team Limitations

A Player may not be registered on more than one team at any point during the Competition.

3.4: 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. Team Eligibility

A Team must consist of 5 players who are available to play every match day. 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.

4.1: Team Size

A Team roster must consist of five (5) starting players. A Team is also permitted to include up to one (1) Substitute Player or a Coach (who may act as a substitute) who must be cleared by Administration before participating in any league match as a Coach.

One (1) roster change is permitted before the live event at IEM Sydney. This must be communicated to admins before May 2nd, 2018.

5. Provisions & Prizes

5.1: Team Stipend

Each team that successfully makes the top 4 teams will be provided with a \$1500 travel stipend towards their transport and accomodation costs. Any costs incurred beyond this amount is the team's responsibility and will not be covered by ESL Australia.

5.2: Payment and Prize Distribution

This competition will have a total prize pool of \$10,000 AUD

The prizes will be distributed as follows:

1st: \$6,000 AUD

2nd: \$2,000 AUD

3rd. \$1,200 AUD

4th. \$800 AUD

6. Game Specific Rules

6.1: Secondary Anti-Cheat

During each competitive match, one secondary anti-cheat will be required depending on the platform of which the competition is run. The ESEA client must be open at all times. This requires a valid ESEA subscription. Players who fail to meet these requirements will not be permitted to compete in the league.

6.2: Map Pool

The map pool will use the current Active Duty mapgroup, current as of April 3rd, 2018. This selection of maps is determined by Valve and ESL tournament officials will determine if and when map changes will take effect during the competition if needed.

Active Duty maps (as of February 23, 2018):

- *Inferno*
- *Mirage*
- *Cache*
- *Overpass*
- *Cobblestone*
- *Train*
- *Nuke*

6.3: Game Settings

- mp_maxrounds 30 - mp_c4_timer 40 - spec_freeze_time 3 - mp_forcecamera 1 - mp_maxrounds_overtime 6 - mp_startmoney_overtime 10000

6.4: 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.

6.5: 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.

6.6: 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.

7. 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 chat is for communication. Any form of harassment via chat is punishable.

8. Declaration and Agreement

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All content in this document is accurate to the best of our knowledge. The above mentioned entity assumes no liability for any error or omission.

By entering the Competition, you and your Team, as Participants, have read and agreed to the laws set out in this document in its entirety.