



Ghetto eGames CS:GO Rulebook

Baltics Open 2022

INTRODUCTION

The **Ghetto eGames** [hereinafter referred to as “**eGames**”] project is organized by Ghetto Games (Association “Brīvībai dzimušie”, Reg.No. 40008264064) [hereinafter referred to as “**Organization**”] and made esports competition coordinator with an objective to advance and direct eSports on the Baltic state level, as well as welcoming international Teams to the organized Ghetto eGames CS:GO Tournament [hereinafter referred to as the “**Tournament**” or “**Event**”].

These Ghetto eGames’ Counter-Strike: Global Offensive Tournament’s Rules [hereinafter referred to as “**Rulebook**”] can be changed by the Organization, as well as the Ghetto eGames Tournament Administrators [hereinafter referred to as “**Tournament Officials**”] at any point in time, and are to be taken in effect immediately after being published.

This is the only valid Rulebook for this Tournament, its participating teams, coaches, and players [hereinafter referred to as “**Team(s)**” and “**Player(s)**” or “**Participant(s)**”].

Team Captains [hereinafter referred to as “**Team’s Captains**”] are responsible for the Team that they have signed up to the Tournament, its’ actions, informing one’s Team about any news from the Tournament Officials, and otherwise. All participants are to be informed by the Team’s Captain in case of any changes in the Rulebook. Ignorance of mentioned rules or their non-reading does not relieve the Teams and Players from the penalties associated with one’s actions.

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1. GENERAL & PLAYER AGREEMENTS

1.1 Tournament Officials

The Organization appoints the Tournament Operations who then designate Tournament Officials, who then shall designate the eGames Tournament Officials and their respective responsibilities, as well as planned match procedures. Officials can be contacted via the official eGames Discord server. The appointed Tournament Officials shall be announced for each event and/or match prior to its start. The Head Official shall designate Tournament Officials and may join the game servers at any time himself/herself without a prior announcement and/or reason.

The currently designated eGames Tournament Officials:

- Artūrs Bērziņš, “Zen” (Tournament Operations, Head Official), [Zen#4323](#)
- Kaspars Šenkovskis, “AggentK” (Tournament Official), [AggentK#8801](#)
- Antons Semeņaks, “Fantiq” (Organization Official), [fantiq#6091](#)

Other staff and/or Officials that are not present in this list will be provided before the matches.

1.2 Player Agreements

By participating in the main Tournament, Players and Teams agree to abide by all of the terms included in the Rulebook and understand that not knowing contents of this Rulebook shall not be a valid reason for any disputes. By participating, these Players agree to (but not limited to):

- Attend all matches at their respective scheduled match start times.
- Primarily carry out the eGames Tournament matches, in case there is a scheduling conflict with any other events and/or tournaments a team is participating in.

1.3 Punctuality

Participants are expected to attend all Tournament commitments within a reasonable timeframe prior to their beginning. Delayed start of any such engagements may result in warnings, penalties, and other sanctions, including, in case of non-attendance of a Match - a forfeit loss.

1.4 Code of Conduct & Respect

All Participants must comply with the Rulebook and the etiquette, and are required to treat Tournament Officials, Participants, eGames staff, Tournament Partners, members of the press and fans with the utmost respect. Use of vulgar and/or inappropriate language may result in warnings, penalties and other sanctions as provided for in the Rulebook.

1.5 Communication

The official communication between the Tournament Staff and the Teams shall be established via the eGames Discord server. Tournament Officials shall primarily use Discord to communicate between the Teams and Players.

1.6 Confidentiality

The Teams/Participants acknowledge that by participating in the Tournament they may have access to certain confidential information, including but not limited to results of Matches (which shall be considered confidential up until such time as such results are made publicly available by eGames), and correspondence between Participants and/or Tournament Officials. The Teams/Participants shall not disclose any such confidential information that may only be publicly released by eGames.

All texts written in support tickets or texts written by the Tournament Officials to members, or otherwise, cannot be published without the permission of a Tournament Official.

1.7 Rule Integrity

If any rule included in the Rulebook is invalid or impracticable in part, it shall not affect the validity of the rest part of the Rulebook. Appropriate action and provision shall be taken in nearest to the intent of what should have been the intention in keeping with the meaning and purpose of the Rulebook.

2. TOURNAMENT SPECIFICATIONS

2.1 Team Requirements

Teams consist of five (5) base Players, two Substitute Players*, one Coach** Player (five players in total as a minimum).

**Substitute Players can substitute an active roster Player for a match. For substitutes, two Substitute players are allowed to participate on a team's roster. Substitutes' requirement is optional.*

***Team's Coaches can spectate their respective teams in a match and may substitute as a Player only in case of an extreme exception, granted by the Head Official. Coach requirement is optional.*

2.2 Roster Changes

Only the Team's Captain is allowed to submit and confirm changes to the Team Profile, without any exceptions. The Roster Change can be submitted by writing to a Tournament Official only on Discord (see Paragraph 1.5 - Communication).

Adding a Player, or replacing an active roster's Player with another Player, or adding a new Substitute or a Coach shall count as one (1) roster change.

Teams are allowed to submit one (1) roster change in total.

Removal/addition of a player, or players

To make a roster change, the Team's captain must contact a Tournament's Official, and fill out a special Roster Change form, given directly by a Tournament Official.

Captains are allowed to change the Rosters only until the start of the Playoffs. The change only can occur after the Team's Captain has contacted any Tournament Official.

If there is a change in the Team's roster, it is forbidden to include a Player who already has played or is due to play with another Team in the current Tournament.

2.3 Home Country

A player's nation of origin depends on the Player's nationality, not the nation he/she lives in. For a team, this is dictated by the nation most of the Players are from. In an event that there is no such larger part, a Team may decide to set their Team home nation to any country the Players represent.

2.4 Restrictions

A Player must be at least 13 years of age.

Only the Participants from these countries are allowed to participate:

- Lithuania
- Latvia
- Estonia

Unless otherwise explicitly permitted, it is not allowed for the employees of the Organization and eGames or partners, volunteer or contractor staff or employees that are in some way connected to the Ghetto eGames Event, including sponsors, publishers, or game developers, to participate in the Tournament, including, being a part of the team's active roster, or their Coach.

Additionally, Tournament Officials also reserves the right to restrict anyone from playing in the Tournament with the reasons being (but not limited to):

- Player being linked to previously banned game accounts
- Suspicions of the Player possibly cheating / engaging in illegal activities (e.g., match-fixing)
- Tournament's brand and image being negatively affected by the Player's reputation

2.5 Game Accounts & Clients

A Player can participate in the Tournament only with a registered game account (Steam account) and a game account on FACEIT.com. An unregistered Player will not be able to join a game server.

All Players must have FACEIT AC Client installed and enabled at all times during any match, as all matches will have a mandatory FACEIT Anti-Cheat Client requirement.

2.6 Registration & Tournament Fee

The Team must register itself and its players on the Tournament's website (see *External links, paragraph 6.7*). A Participation Fee listed on the Tournament website must be made before the designated registration period end. Only the Teams that have completed their transaction will be allowed to participate.

2.7 Team Profile, Team Names and Player Nicknames

Players may only register their own official nicknames without any additions, which will be showcased in case of the Match being featured on an official livestream. Sponsor/Clan tags, or other offensive symbols in the Clan tag or the Player nickname on servers are not allowed. Tournament Officials can request the Participants to remove their in-game clan tags without any prior reason, and the request must be respected.

FACEIT Team names must be named to the team's signed-up name without any additions, which will be showcased in case of the Match being featured on an official livestream.

FACEIT Team names must be named so the team names in the do not display the Player name instead of the Team name accordingly to the registered team names on the registration form (e.g., have a team name as "Liquid" instead of "team_Stewie2k" or "L1qu1d").

2.8 GDPR, Data transparency

By signing up a Team to the Tournament, the Team's Captain and all the Players agree to provide all the required data requested in the signup form and agree to the process of their data, explained below.

Pursuant to Article 5 of the GDPR, all provided data will be processed only by the Organization's appointed Representative and the Tournament Officials. We store no personal details, nor track demographics or interests. Ghetto eGames has an internal security policy that limits any employees from accessing and/or sharing any data.

The following data may be used for marketing purposes: Team's logo, Player's own-submitted profile picture, Player's full name, nickname, social links, country data, HLTV profiles. Player's full name, FACEIT, Steam, Discord info will be processed to validate participating Teams and Players for the active Tournament. All other data is to be completely terminated 30 days after the Tournament has been concluded. A participant has the right to withhold one's data with a reason by creating a request via eGames Email, or by contacting the Tournament Operations.

2.9 Live Interviews

All Teams must have decided which Player will represent one's Team by attending the Tournament broadcast's live interview. The Team must inform the Head Official about which interviewee will represent the Team - no later than two hours before the Matchup begins. The interviewee must have a webcam and a microphone available for the duration of the said interview.

2.10 TeamSpeak server

A TeamSpeak server with low-latency voice communication channels will be provided by the Organizer. **Ghetto eGames** shall be the responsible entity to provide, organize and structure the TeamSpeak server for the event. The requirement to join the TeamSpeak server is mandatory for all Teams. The Teams' communications in TeamSpeak may be recorded.

2.11 Team Brand Commercialization

Ghetto eGames has the right to use participant team names and logos for commercial purposes of their desire.

The recorded TeamSpeak communications are only processed by the Tournament Operations for purposes of investigation and may be used for marketing purposes. Any request to terminate the recording process shall not be approved.

2.12 Team Ownership

Team's active roster is the roster that Team used for their most recent Tournament match. In case of a substitute player being used at the most recent Tournament match, the Player he/she substituted for counts as part of the active roster.

In order to transfer ownership of a Team, Team's captain has to contact the Head Official.

Additionally, there is also an option to forcibly transfer the ownership of a Team without captain's consent. In order to do that, the rest of the Team's active roster (four players) must agree on a new owner (Captain) and contact the Head Official with this decision. Once Head Official has received a confirmation of this decision from all four (4) Players, the ownership of the Team is transferred to the new owner.

All Team ownership transfers are irreversible.

All of these ownership transfer situations are dealt with on a case-to-case basis with the final decision being made by the Head Official.

3. PRIZES

3.1 Types of prizes

Main prize of the Tournament is the cash prize. The Prize money for this event is set to 1,000€ (One thousand euros and zero cents).

3.2 Payment and receiving of prizes

The main prize of the Tournament is the cash prize, as well as prizes from the Organization and its partners. The Organization is responsible for handling the prizes and their delivery to the respective winners.

After determining winners, the respective Teams are to be contacted by the Tournament Officials or the Organization via Discord for further details. In case Discord communications are lost, the Team Representatives shall be notified via E-mail they signed up upon Registering their Teams.

Cash prizes are paid within fourteen (14) days after the end of the Tournament and are paid to the bank account of the winning Team's Captain, or the bank account provided by the Team's Captain.

The Organization holds the right to withhold any payment or have pay-out delays if an undergoing investigation is taking place about suspected cheating or other Tournament Play offence.

3.3 Distribution

Prize money distribution if the prize pool of the Tournament is one thousand (1000.00) EUR

Prize distribution for the Showdown stage:

Place	Prize
1 st	100.00€

Prize distribution for the Finals stage:

Place	Prize
1 st	600.00€
2 nd	300.00€

4. MATCH PROCEDURES

4.1 Match Start & Punctuality

When the upcoming matches have been drawn, each Team will receive their match timeslots from the Tournament Officials, which will be seen on the published Schedule. All the information is to be available on the eGames Discord server under the designated Tournament's section.

All five (5) Team members, as well Coach(es) and Substitute(s) must have joined their own-made FACEIT Team in order to be able to join and play a match.

Once the timeslot for a match is due and map vetoes are complete, both Teams have exactly fifteen (15) minutes to begin the match on the server by typing the start command "*!ready*" via in-game text chat. Otherwise, a Tournament Official must be called to oversee the issue and may offer the late team extra ten (10) minutes to solve any issues. The non-attended Team's opponent is allowed to request an automatic victory (16-0) after an Official gives the extra join-time.

4.2 Rescheduling & Roster Changes

If a Team needs to change its roster during the Tournament, the Head Official must be notified of a change no later than two (2) hours before the scheduled match. If the Team decides to change its roster (incl. swapping a current Player with a new Player, or only adding a Participant at all) sooner than two (2) hours before the said match start, the Team receives one (1) Penalty Point.

4.3 Match Streaming

Players and/or Streamers, whose Team's Tournament games are not featured on any eGames stream channels, are allowed to stream their matches of their own Point-of-View or GOTV match on any social platform of own choice. The Tournament Operations must be notified if a certain match is being streamed. The broadcast delay for the livestream is required be set to **ninety (90) seconds**, so the opponents cannot use the livestream as an unfair advantage by "stream-sniping". Players are strictly prohibited to share game server IP addresses with anyone outside the game matchroom, except current match Players. Teams' official Observers/Casters must ask for permission to stream their matches to the Tournament Operations, and therefore shall ask for the GOTV Ips if the permission is granted.

If the server IP is shown/visible on the Team's Player's or representing Streamers' broadcast, the corresponding Team will receive a penalty (accordingly to Penalties and Fines, Paragraph 3). Tournament Officials are not responsible for, and Stream-sniping type reports of a match shall be declined, in which the Player and/or Streamer decides to ignore the required stream delay.

5. TOURNAMENT STRUCTURE

All Round-Robin Groups matchups are to be played in a Best-of-One (Bo1) series format where each Team plays against each and every team in their respective Group.

All Showdown matchups are to be played in a Best-of-One (Bo1) series format.

All Finals matchups are to be played in a Best-of-Three (Bo3) series format.

Each respective map must be played out until a winner of the said map has been determined.

5.1 Stage Structure & Seeding

First Stage (case 1) – Round-Robin Groups (20-40 Teams)

- The starting Teams will be placed into eight (8) Round-Robin Groups. Each group consists of minimum of four (4) Teams and a maximum of five (5) Teams.

First Stage (case 2) – Round-Robin Groups - (41-80 Teams)

- The starting Teams will be placed into sixteen (16) Round-Robin Groups. Each group consists of minimum of four (4) Teams and a maximum of five (5) Teams.

Additional Stage – Showdown

- After all Groups' matches have been finished, the two (2) Teams take the third and fourth place on the Leaderboard within their respective group shall qualify onto the next stage – Playoffs.
- The advancing Teams from Round-Robin Groups will take their place in the Showdown and compete for the main prize of the Tournament.
- Teams will be seeded into the bracket automatically by the Team's average FACEIT ELO levels.

Final Stage - Playoffs

- After all Groups' matches have been finished, the two (2) Teams who top the Leaderboard within their respective group shall qualify onto the next stage – Playoffs.
- The advancing Teams from Round-Robin Groups will take their place in the Playoffs and compete for the main prizes of the Tournament.
- Teams will be seeded into the bracket automatically by the Team's average FACEIT ELO levels.

Round-Robin Groups - Tiebreakers

In case two or more teams having the same number of points in order to find a winner, the following tiebreaker factors are taken into account:

- Match W/L (overall)
- Points (head-to-head)
- Match score difference (head-to-head)
- Match score difference (overall)
- Number of rounds won in all games.

5.2 Map Pool

The map pool reflects the Valve's Active-Duty maps:

- Vertigo
- Dust 2
- Inferno
- Mirage
- Nuke
- Overpass
- Ancient

5.3 Servers

All games will be played on Sweden servers.

5.4 Map Veto

Veto process is carried out in the FACEIT matchroom. The FACEIT matchroom system determines which Team starts the veto process first randomly.

In a **Best-Of-Three series**, both Teams remove one map, afterwards each Team picks one map. To decide the Decider Map (7th), both Teams remove one map again, resulting in the last chosen map to be played as the third map if needed.

On all picked maps, a knife-round is played to determine a Team's starting side.

Overtime is enabled to prevent a tie within the match. Overtime consists of 6 (six) extra rounds if a tie (15-15) has been made. The match counts as finished when the winner has been determined.

5.5 Pre-Match Map Veto

For all featured (Official broadcast-covered) matches, the pre-match map veto process must be done no later than thirty (30) minutes prior to the scheduled match start.

Only the Team's Captain or a selected Player from each Team can participate in the pre-match map veto process. During the map veto process, first statement coming from the team representative towards the Tournament Official will count as ban/pick, which cannot be reverted.

6. GAME-SPECIFIC RULES

6.1 Game Server and its settings

All eGames CS:GO matches are to be hosted on FACEIT default game servers.

In the FACEIT matchroom, a Player shall join the game server via **“GO TO SERVER”** button, which will launch the game and automatically join the server.

The Tournament Officials reserve the right to make changes to server settings.

- Start money - \$800
- Round time - 1 minute 55 seconds
- Freezetime - 20 seconds
- Bomb timer - 40 seconds
- Timeouts - 4 timeouts per map, 30 seconds each
- Overtime – Enabled, max 6 rounds, \$13,000 start money

6.2 Players

All matches, without exceptions, are to be played exactly with 5 Players on the Team as 5 versus 5. In case of a Player being unable to play a match due to a technical issue, after the issue is presented to a Tournament Official no later than thirty (30) minutes prior to match start, or between an active Best-of-Three series match, if the Team does not have a registered substitute, but has a registered Coach that is eligible to play, the said Coach is allowed to fill in the slot and play in as a Player.

6.3 POV Demos

All players must record their Point-of-View demos of each match and store them for the rest of the Tournament. In case of a filed Match Protest, the relevant POV demos must be provided after a request of Tournament Operations, depending on the cases.

To record the POV demo, all participating Players must type **record <demoname>** into the CS:GO developer's console while the match is in warmup or freezetime period.

6.4 Tactical timeouts and Game Pauses

Each Team is allowed to call a tactical timeout of thirty (30) seconds up to four (4) times per map using the in-game **Call a timeout** function.

If a Player has a problem that prevents him/her from playing, their Teammates can use the pause function by typing **!pause** in the in-game public chat which lasts up to five (5) minutes per map. A reason for each pause must be written in the In-Game chat to inform the opponents and officials.

Admin's-issued technical pauses, as well as round backups, are exceptional functions in FACEIT game servers that must be requested instantly to a Tournament Official when needed.

6.5 Graffiti

Players are prohibited from using in-game graffiti and sprays during the Tournament's Playoffs Stage. Players should ensure that the spray's 'hotkey' is unbound from their keyboard and mouse to prevent accidental use. Appropriate penalties may apply if this rule is broken.

6.6 Leaving the Server

All rounds shall be played to the very end of the match. A match is considered complete when one team has reached 16 rounds during the regular time of the match or has won most rounds overtime. Appropriate penalties may apply if this rule is broken.

6.7 Player Models

All players are only allowed to use the default In-Game player models during the matches. The new Player agents (models) introduced in the recent operations (“Shattered Web”; “Broken Fang”; “Riptide”) must not be used as they may give an unfair advantage to the opponent. Although, if a Team is using the new player models and their opponents are fine with it, and if both Teams must agree on this before the match start, then the match can carry on and ignore this rule. For all featured (livestreamed) matches, use of in-Game player models is prohibited.

6.8 Server Crash and Player Drops

Server Crash

“Server Crash” – An unprecedented situation in which the game server crashes. If such situation occurs, a Tournament Official must be notified immediately, after which the Tournament Official must verify the Crash, and take control of the ongoing match and resolve the situation.

If the game server crashes, the match shall be rehosted onto another server by a Tournament Official, a server backup shall be loaded, loading the last match backup, starting from its buy round (Freezetime).

Player Drops

In case a Player has disconnected from the server due to a technical issue before any damage is taken from any Player in the match, the Players shall inform the opponents in-game and request a round restart, which shall be issued in case an Official identifies that a Player has indeed disconnected before any damage has been dealt and shall issue an admin’s pause as soon as the round backup has been loaded. If the said Player does not resolve the connection issue within 15 minutes, the Teams can agree to continue to play with an incomplete roster (e.g. 4v5), after communicating it with an Official via in-game chat, matchroom chat, or a tournament’s Discord text chat.

If a team has more than one dropped Player and the issue cannot be resolved within the first 15 minutes, the Team playing against the dropped Players shall initiate and are allowed reschedule the said match no later than 1 day after the initially scheduled match. In a worst-case scenario, if the Team with dropped players cannot attend the said reschedule, a forfeit loss will be issued for the match.

6.9 External Links

eGames Email: ghettoegames@gmail.com

eGames CS:GO Homepage: <https://www.ghetto.lv/esports/>

FACEIT Client: <https://www.faceit.com/en/>

FACEIT Anti-Cheat Client: <https://www.faceit.com/en/anti-cheat>

Toornament Website: <https://www.toornament.com>

Ghetto eGames Discord server: <https://discord.gg/Jp4Zsx2ENu> or <https://discord.me/ghettoegames/>

TeamSpeak server address shall be provided by the Tournament Officials directly.

7. SANCTIONS

7.1 General

It is forbidden to delay the Tournament in any way. (For ex.: disrupting any scheduled matches)

Glitches and pixel walks are not to be used as an advantage.

“Match Fixing”, or to agree with a Team or Player on a certain outcome of the match is strictly prohibited.

It is forbidden to give up or continue to play or lose very conspicuously with a very visible result. In this case, the opponent Team can receive a forfeit win (16-0) and can be prohibited to play in subsequent matches.

7.2 Match Protests

If a Team wishes to file a Match Protest regarding the result of a Match, then they have up to twenty (20) minutes to put forward their case by opening a Support Ticket via the Event Discord server as to why the result should not stand. The Team must provide as much evidence as possible to support their case and the case must be put forward to the Head Official on the Tournament’s Discord server. A simple “they are cheating” or “they were not recording POVs” reasoning will be rejected immediately. If no case has been opened within twenty (20) minutes after a Match end, the result will stand. If one team opens a match protest, the opposing team (which the match protest is issued against) can only open a match protest for review after the first match protest has been closed.

A match protest must be requested to the Tournament Operations within the same timeframe mentioned above after a match end. Players must provide report basis with the available GOTV demos of a match before asking the Tournament Operations for a POV demo request of their opponents.

Where such complaint relates to a Participant potentially breaching the Code of Conduct, a Match Protest request must be made to any Official. The final decision of any Match Protest outcome shall be announced by the Head Official to both Team Captains’ directly.

If a Tournament Official believes that a filed Match Protest is misleading and/or the final verdict from the Tournament Operations state that there is no such found evidence based on the given situation description, the Match Protest issuing Team and/or Participant may be given an appropriate penalty.

7.3 Code of Conduct

It is forbidden to humiliate or offend the Players of the Tournament in any way. (Text form, Voice form, via In-game communications, etc.) It is forbidden to talk about defaming Organization’s projects and the staff working within it. It is forbidden to show any form of disrespect.

Participants must not engage in harassment or hate speech in any form. This includes, but is not limited to:

- Hate speech, offensive behaviour, or verbal abuse related to sex, gender identity and expression, sexual orientation, race, ethnicity, disability, physical appearance, body size, age, or religion.
- Stalking or intimidation (physically or online).
- Spamming, raiding, hijacking, or inciting disruption of streams or social media.
- Posting or threatening to post other’ personally identifying information (“doxing”).
- Unwelcome sexual attention. This includes unwelcome sexualized comments, jokes, and sexual advances.
- Advocating for, or encouraging, any of the above behaviour.

7.4 Disqualification Procedures

The Tournament Operations, as well as the Organization reserves the right to disqualify a player for non-compliance with the Code of Conduct or any major breach of rules without prior notice. In an event of a player being disqualified, Player’s Team (the Player is participating in) is to be disqualified as well.

In cases where a Team shows no real effort to get a match completed or is even obviously blocking, the said Team shall be disqualified right after the said Match concludes. In hard cases this can affect both teams.

The Tournament Officials have the last word in any and all disputes and can make decisions outside the specified rules if required.

7.5 Ban History and Cheating

A player cannot participate in the Tournament if the said Player has received a Valve's Anti-Cheat (VAC) ban within the past five (5) years prior to signing up for the Tournament. If a Player has a global third-party ban (FACEIT and/or ESEA) and/or has received the VAC ban in less than five (5) years, the said Player is banned from participating in the Tournament without any exceptions. However, this rule can be overridden by the Head Official if the said Player has proven that the VAC ban is not on the player's CS:GO profile and/or removed, by providing solid proof for review. Each case shall be reviewed on a case-to-case basis.

Use of Aimbot, Colored Models (Skin Changers), Anti-Recoil, Multicheat, In-Game Sound modification applications and any other methods that could give an unfair advantage is strictly prohibited and will result in a Tournament and/or a Season ban.

PENALTIES AND FINES

1. Record

All penalty points and fines are distributed at the sole discretion of the Tournament Operations.

Payment of fines will be deducted from prize money and with Team(s) to settle with that Player(s) / Coach(es) in line with their own internal processes.

Player Penalty Points & Disqualification

Collection of six (6) points during the Tournament will result in a player's disqualification. In case a Player reaches the Penalty limit and is disqualified, that said player is permanently removed from the participation of the Team the player is in. If the said Team does not have any signed-up Substitutes, it cannot continue participating in the Tournament nor find a new player due to a player's disqualification.

2. Penalty examples

Example Offences and corresponding Penalties					
Offence Type	Min Penalty	Max Penalty 1st offence	Max Penalty Repeat offence	Min Fine, in EUR	Max Fine, in EUR
Conduct					
Minor Misconduct (e.g., unprofessional attitude, not listening to staff instructions, match disruption etc.)	Warning	2 points	N/A	€0	€100
Major misconduct (e.g., harassing staff, actively causing negative PR around the event, threatening/assaulting other Players, staff, fans, etc.)	4 points	Unlimited	N/A	€100	Up to 100% of prize money
Tournament Play					
Exploitation of a bug/pixel walks	Warning	2 points	Unlimited	€0	€50
Graffiti	Warning	2 points	2 points	€0	€50
Leaking the server's IP address	2 points	4 points	2 points	€0	€50
Changing Roster later than two (2) hours before the scheduled match	3 points	5 points	Unlimited	N/A	N/A
Misleading Match Protests	3 points	5 points	Unlimited	N/A	N/A
Minor Misconduct (e.g., unprofessional attitude, not listening to staff instructions, lateness for match times etc.)	Warning	2 points	N/A	€0	€100
Major misconduct (e.g., harassing staff, actively causing negative PR around the event, threatening/assaulting other Players, staff, fans, attempting to bribe staff etc.)	4 points	Unlimited	Unlimited	€100	Up to 100% of prize money