

## A1 Adria League Weekly Student eChallenge

### RULEBOOK



This document outlines the rules that should at all times be followed when participating in an A1 Student esports Challenge competition. Failure to adhere to these rules may result in penalties as described.

If the document does not outline specific game rules, players are advised to consult the tournament page for guidance, and should they have any inquiries, they are encouraged to contact the administrators for clarification.

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

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# GENERAL

## 1. Definitions

### 1.1. Minor penalty points

Minor penalty points are given for minor incidents including, but not limited to, the failure to upload required match media, insufficient match statements, and inadequate information on a team account. Every minor penalty point deducts 1% (one percent) of the overall prize money received by the team or player in the tournament.

### 1.2. Major penalty points

Major penalty points are given for major incidents including, but not limited to, deliberately deceiving admins, failing to show up for the match, and repeated rule-breaking. Every major penalty point deducts 10% (ten percent) of the overall prize money received by the team or player in the tournament.

### 1.3. Tournament Administration

The administration team is responsible for tournament organization and, therefore, will be the main point of contact for any issue during the League. All communication with League administration will be conducted through the official A1 SeC Discord server. In case of any further questions, please contact:

- Andrija Lerner - Project Manager - [andrija@adria.gg](mailto:andrija@adria.gg)
- Toni Radman - A1 SeC Lead - [toni.radman@adria.gg](mailto:toni.radman@adria.gg)

## 2. Rules and behavior

### 2.1. Rule Changes

The League administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The League administration also reserves the right to make a judgment on cases that are not specifically supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

### 2.2. The validity of the rules

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

#### 2.2.1. Validity of the rulebook in related tournaments

This rulebook may apply to any project or competition related to A1 SeC if Tournament Organizer did not specify otherwise. Related projects to A1 Adria League can refer to: A1 Gaming Weekends, Reboot Infogamer and other

events related to them and are under the organization of A1 Adria League team.

### **2.3. Confidentiality**

All communications with tournament officials and administrators, regardless of the communication channel or nature (including protests, support tickets, discussions, etc.), are held in strict confidence. The publication of such material is prohibited without written consent from the League tournament directors. Breaking this rule will result in adding 1 Major Penalty Point to the team and player.

### **2.4. Code of conduct**

All Teams and Players agree to behave appropriately and respectfully towards other Teams and Players, spectators, the press, the broadcast team, League officials, and League administration. Being role models is the occupational hazard of being a Player or organizer, and we should behave accordingly. Any sort of harassment should be reported to the above-listed League 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 Teams and Players but every single person involved with or present at a stage of the league. Anyone breaking this code of conduct may be punished, including expulsion and possibly criminal prosecution.

### **2.5. Additional agreements**

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

### **2.6. Insults, harassments and unwanted behavior during the league**

All insults occurring in connection with the A1 SeC made by any member of the team (player, substitute, coach, manager, etc.) towards other participants of the league or league personnel will be punished. This primarily applies to insults during a match, but also on the Social media sites, insults via email or other means of communication will be punished if they can be linked to the A1 SeC and the evidence is clear.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties. Depending on the nature and severity of the insult, the penalty will be assigned to the player or the team in team leagues. In team competitions, players may also be barred from playing for one or more match weeks or even seasons.

Unsportsmanlike behavior and insults are strictly forbidden and may result in:

- Minor penalty points also affect the potential prize pool that the team might win = 1% per 1 minor penalty point)

- Major penalty points (also affect the potential prize pool that the team might win = 10% per 1 major penalty point)
- Disqualification from the ongoing cup (i.e., qualification or the group stage)
- Disqualification from the league
- Total disqualification and barrage (for the future season or stage)
- Permanent disqualification

## **2.7 Collusion**

Collusion is defined as any agreement among two (2) or more players and/or confederates to disadvantage opposing players. Collusion includes, but is not limited to, acts such as: Soft play, which is defined as any agreement among two (2) or more players to not damage, impede or otherwise play to a reasonable standard of competition in a game. Pre-arranging to split the prize money and/or any other form of compensation. Deliberately losing a game for compensation, or for any other reason, or attempting to induce another player to do so.

## **2.8. Bribery**

No Team Member may offer any gift or reward to a player, coach, manager, A1 Adria League Management, or person connected with or employed by another A1 Adria League team for services promised, rendered, or to be rendered in defeating or attempting to defeat a competing team.

## **2.9. Association with gambling**

No Team Member or A1 Adria League Management may take part, either directly or indirectly, in betting or gambling on any results of any A1 SeC game, match or tournament.

## **2.10. Ringing & Account Sharing**

Playing under another player's account or soliciting, inducing, encouraging or directing someone else to play under another player's account. Account sharing is a bannable offense. It will immediately result in the entire team being forfeited from their A1 SeC match and A1 Adria League Management bans players for the rest of the season.

## **2.11. Non-Compliance**

No Team Member may refuse or fail to apply the instructions or decisions of A1 Adria League Management

## **2.12. Not arriving on time**

- If a team is late for 1-5 minutes, they will be penalized with 1 minor penalty point
- If a team is late for 6-10 minutes, they will be penalized with additional minor penalty point
- If a team is late for 11-15 minutes, they will be penalized with additional major penalty point and default loss will be given.

### **3. Conditions of participation in the league**

#### **3.1. Player Eligibility**

Players may be of any nationality or country of origin. However, all participants must be enrolled students at a university based in Croatia. Proof of enrollment must be submitted as verification prior to participation in the league. Participants can participate if they completed their studies in the previous academic year. All players must have 18 years.

#### **3.2. Team Composition**

Teams must be composed of students enrolled at universities based in Croatia. Team members are not required to attend the same university.

#### **3.3. Team and player names**

Team and Player names can't contain socially unacceptable and disrespectful words and must be changed at admin's request. If any team or player fails to comply, the admin team can disqualify them.

#### **3.4. Playing with wrong game accounts**

It is not allowed to play with a different game account than the one given in the Team license sheet before the league start. Depending on the stage of the tournament and the repetitiveness of the mistake, an incorrect game account may lead to a barrage for the player and a team, a rematch, or a default loss being given. If there is sufficient evidence that a player in question indeed played the match or if an admin of the A1 SeC explicitly allowed it beforehand, a protest for a barrage or rematch will not be admitted.

If a non-member of the current team's lineup is found to be playing for the team, the team will automatically gain the maximum amount of penalty points, will be disqualified from the tournament, and will be banned from all A1 SeC competitions for the next two seasons.

#### **3.5. Team captain**

The players may nominate one individual who can be a member of their roster (a Captain) or can be an external figure (a Manager), who will serve as their primary point of contact with the league administration. This person will be responsible for keeping the team in order and will be held answerable by the league administration for any irregularities in a team's behavior and performance. The point of contact will also be the individual responsible for submitting roster changes during the possible roster changing times.

If the starting players wish to change their point of contact, they may do so at any time by contacting the league administration via the official communication channel. To change a point of contact, the team must demonstrate that a clear majority of the roster approves of the change. The point of contact will be the individual to whom the prize form is submitted at the end of the season.

#### **3.6. Penalties and consequences for leaving the league**

##### **3.6.1. Leaving during any stage**

If a team disbands during the league, all players will be forbidden to play in the next season.

If a player (in leagues where only one player is competing individually) leaves the league during any stage he will be forbidden to play in the next season.

### **3.6.2. Replacement**

In case that team disbands, or the player leaves the league, administration reserves the right to replace the empty slot. The slot could be filled by:

- Organization of separate qualifier;
- Adding the second-best team or player (by the performance from the earlier stage(s));
- Inviting team or player without separate qualifier
- No actions will be taken due to other reasons (time/structure-wise - the replacement is not possible!)

It should be noted that the administration has the last word regarding the situation. The decision on this is situational.

## **4. Bans and cheating**

### **4.1. Ban for players**

If a participant gets disqualified from the A1 SeC during an ongoing stage for any reason, the participant will get banned until the end of the main event and possible for future events depending on the reason for disqualification.

### **4.2. Cheating**

When cheating is discovered, the team will be disqualified from the current season of the league, and the player will be banned from all A1 SeC competitions for two years.

The use of the following programs will result in a cheat ban: Multihacks, Wallhack, Aimbot, Colored Models, NoRecoil, NoFlash and Sound changes.

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

## **5. Match broadcasting**

### **5.1. Rights**

All broadcasting rights of the League are owned by the A1 Adria League. This includes but is not limited to: Video streams, TV broadcasts, CSTV, shout-cast streams, replays, demos or live score bots

### **5.2. POV streaming**

Players are allowed to stream their matches during the league only if that match is not being streamed on official A1 Adria League channels. Breaking this rule will result in penalty points.

## 6. Prize money

All prize money should ideally be paid out 90 days after all the A1AL tournaments have been completed (90 days after May 31st) . The player/team is responsible for filling out all payment information **maximum 15 days after the event is finished**. If a team or player is missing the proper payment information and makes no effort to fix this, the prize money will not be paid out until this is rectified. This will also prolong the 90 days window of prize payouts, as payments happen at specific periods in a year (after each season).

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 League. 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.

### 6.1 Withdrawal of prize

As long as the prize money for the League has not been paid out, the A1 SeC reserves the right to cancel any pending payment if any evidence of fraud or foul play has been discovered.

## **GAME SPECIFIC RULES – COUNTER-STRIKE 2**

### **7.1. Anti-Cheat**

FaceIT AntiCheat is mandatory for all players to use for the full duration of all matches without exception. If a player cannot use FaceIT AntiCheat, then they will not be allowed to join the server and, therefore, take part in a match.

For matches that will not be played on FaceIT platform, MoSS AntiCheat is mandatory.

### **7.2. Tournament format**

Teams will compete in a BO1 single elimination qualifier with BO3 deciders. The top four teams from each qualifier continue to the group stage. Group stage is played out in a BO1 round robin format where the top 2 teams from each group continue to the playoffs. Playoffs are played in a single elimination BO3 format.

### **7.3. Match Procedure**

#### **7.3.1. Match settings**

The following match settings will be used for tournament matches:

- Rounds: Best out of 24 (mp\_maxrounds 24)
- 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: \$12,500 (mp\_overtime\_startmoney 12500)
- Round restart delay: 5 seconds (mp\_round\_restart\_delay 5)
- Prohibited items: none (mp\_items\_prohibited "")

#### **7.3.2. Map pool for every stage**

The map pool includes the following maps:

- de\_ancient
- de\_inferno
- de\_anubis
- de\_nuke
- de\_mirage
- de\_dust2
- de\_overpass

#### **7.3.3. Map veto - Best-of-One match**

In case of Best-of-One matches, both teams remove maps alternatively until one map is left which is the one to be played on. Map veto for all stages except

LAN finals will be randomly seeded. The team that did not have the last vote chooses the starting side.

#### **7.3.4. Map veto - Best-of-Three match**

In case of Best-of-Three matches, both teams remove one map each before picking the two maps that they will play. After that, they continue removing maps until one is left. Map veto for all stages except LAN finals will be randomly seeded. The team that did not have the last vote for each map chooses the starting side.

#### **7.3.5. Server change**

In matches played on FaceIT, team captains will proceed with server veto on the respected platform. Therefore, the admin team will NOT change servers unless it's a deciding match or a critical issue necessitates a change, with agreement from both teams.

For matches off the FaceIT platform, the admin team will designate the best available server. If the server is unsuitable, team captains, along with the admin team, will select an alternative.

Failure to cooperate will result in penalty points. If teams cannot agree, the admin team will determine the match location, regardless of circumstances.

#### **7.3.6. Match rehost**

For every match ONE rehost will be allowed if the following requirements are met:

- The team who received a default win hasn't started their next match already.
- There was a problem with the FaceIT platform or server.

The admin team will look into every request for rehost individually and try to help you with your situation. Please be patient and cooperative.

#### **7.3.7. Schedule**

The schedule will ideally be announced by the admin team as soon as the previous stage or playday comes to an end. Depending on the circumstances, the official schedule may experience delays, in which case the Admin team will announce it as soon as possible. However, it must be communicated no later than 4 days before the playday.

*\*In specific cases, depending on the nature of the issue, the schedule can be announced later.*

#### **7.3.8. Map voting time**

Map voting time is maximum 15 minutes for each match. Extending this period of time may result in default loss.

#### **7.3.9. Number of Players**

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

### **7.3.10. Dropping of Players**

If a player drops 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 admins' discretion.

### **7.3.11. Change of Players**

Players can be changed at any time (between maps), but the opposing team has to be informed in advance. If necessary, the game can be paused. This change may not take more than 5 minutes. After the waiting time the match can also be continued without the entire team and the player can join the running game.

### **7.3.12. Leaving the Server**

All matches must be played to the end. Failure to do so will result in being penalized. A match is considered complete when one team has reached 13 rounds on the final map.

### **7.3.13. Continuing a Disrupted Game**

If it's possible, the game always needs to be continued from the last available backup files.

If the rounds can't be restored, then the following methods should be used:

- If a match is interrupted (e.g. server crash) within the first 3 rounds of the game, then the match should be restarted.
- If the match is interrupted after the first three rounds of the game, then the match should be continued where it left off with this change 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.

### **7.3.14. Overtime**

In case of a draw after all 24 rounds have been played, an overtime will be played with mp\_maxrounds 6 and mp\_startmoney **12500**. For the start of the overtime teams will stay on the side which they played on during the previous half and sides will be swapped during halftime. Teams will continue to play overtime until a winner has been chosen.

### **7.3.15. Usage of pause function**

#### **7.3.15.1. Technical pause**

If a player has a problem that prevents him from playing, 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. Unpausing or pausing the game without any reason will lead to penalty points.

If a player has a problem which cannot be solved within the maximum of 15 minutes, then a substitute must be called in, or the game should be continued with the given problem.

To initiate a technical pause, teams can use the trigger word "**!tech**" in the in-game chat.

#### **7.3.15.2. Tactical pause**

During intense moments in a match, teams are granted tactical pauses to strategize and regroup. Each team is given 3 (three) tactical pauses, each lasting 30 seconds, to be used strategically during the game.

To initiate a tactical pause, teams can utilize the trigger word "**!tac**" in the in-game chat. This allows teams to take a moment to discuss tactics, adjust strategies, or address any pressing issues.

In the event of overtime, an additional tactical pause will be granted per overtime, still triggered by the command "**!tac**". This ensures teams have the opportunity to reassess their approach and make critical adjustments during extended gameplay.

### **7.4. Roster lock, changes and restrictions**

Once a player has participated in any matches of the league, they are prohibited from switching teams for the current stage and future stages of the tournament.

### **7.5. Player Settings, restrictions and obligations during the match**

#### **7.5.1. Forbidden Scripts**

In general, all scripts are illegal except for buy, toggle and demo scripts. Here are some examples for illegal 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)
- Bunny hop scripts

If you are not sure whether a script is allowed or not, contact the admin team before you play an official match.

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

Forbidden scripts will be penalized with two (2) minor penalties per value and player, but a team cannot get more than six (6) minor penalties per match. If three or more players have wrong settings, the team will get a default loss. Admins may under special circumstances decide on a default loss, even if fewer than three players have forbidden scripts.

#### **7.5.2. 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 any kind of overlay which will show the usage rate of the system in any way in the game (e.g. Nvidia SLI display, Riva tuner Overlay). Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

#### **7.5.3. Custom Data**

It is allowed to change only Steam skins. Any other changes to sprites, skins, scoreboards, and crosshairs are strictly forbidden. Furthermore, only the default official player models are allowed. If a player/team fails to comply with this rule, they will be penalized with (2) two to 5 (five) minor penalty points.

#### **7.5.4. Use of Bugs and Glitches**

The intentional use of any bugs, glitches or errors in the game are penalized with six (6) minor penalty points per incident, up to a maximum of eighteen (18) minor penalty points per match. Furthermore, it is up to the admins' discretion whether or not the use of said bugs had an effect on the match as well as 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. The usage of the following bugs is strictly forbidden and if any bug not listed here is used, it is up to the admins' discretion whether or not a punishment is necessary.

#### **7.5.5. 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 letting 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.

#### **7.5.6. Under the match**

Moving through any walls or ceilings is strictly forbidden as well as moving through the floor or anywhere else which was not intended to be a passage is strictly forbidden.

“Silentplanting“is strictly forbidden (planting the bomb in such a way that no one can hear the beeping).

To plant the bomb in a place which is impossible to reach is forbidden. 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 the map design.

Using flash bugs is strictly forbidden. Throwing grenades under walls is forbidden, although throwing grenades and flashes over walls is allowed.

“Map swimming” or “floating” is forbidden, “pixel walking” is forbidden (sitting or standing on the invisible edges on the map).

#### **7.5.7. General**

Generally, the use of any bugs in the game is strictly forbidden. (for example, spawn bugs). The following bugs are exceptions which are explicitly allowed:

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

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

#### **7.5.8. Demos**

It is mandatory for all players to record one point-of-view (POV) demo per map for the full duration of all matches without exceptions. A possible knife round is a part of the demo and must be recorded. Possible overtimes have to be recorded as well. In general, non-working demos will be treated as missing demos, although the final decision is up to the admin. If the demo is incomplete, the admin will decide whether or not it will be treated as a missing demo. If a protest has been opened for a match, all match media must be kept for at least 14 days until after the protest is closed. In case of a match abort, the aborting team loses any right for a demo. If the server crashes, no automatic replay will be available. In this case players have to upload demos per admin request.

#### **7.5.9. Requesting demos**

It's not possible to request player POV demos. Only the Admin team is allowed to request the POV demo of an accused player if they deem it required. Failure to provide the demo will be punished with 6 penalty points. The Admin team will nevertheless perform the analysis based on the GOTV demo.

#### **7.5.10. Uploading demos**

Demos must be compressed into an archive (.zip, .rar, .7z). Admin will inform and provide you with the information about where and when you have to upload your demo.

#### **7.5.11. Editing demos**

It is strictly forbidden to edit demos. If a replay has been manipulated, the admin team will decide what penalty is appropriate.

## 7.6. Accusation of cheating by timetable

If you want to accuse your opponent(s) of cheating, you need to hand in a timetable within 48 hours after the match has been finished. Timetables must be prepared based on the GOTV demo. All match demos will be public and available for players to download. You can contact the admin team if you encounter any issues.

A timetable should be handed in along with the opening of the protest so please make sure you have your timetable(s) ready when you open the protest. Nevertheless, the timetable can still be handed in later (as long as it is within the 48h deadline) in case you did not do that along with the opening of the protest.

### 7.6.1. Timetable example and explanation

The timetable has to contain following information:

- Nickname and FaceIT link of the player,
- Sort, description or name of the suspected cheat
- Download link and name of demo (e.g. 3on3int\_ct.dem)
- Specific times of the demo which look suspicious, along with a reason for each (e.g. why it cannot have been coincidence, luck, hearing or skill)

You can look at the specific times with the command “demoui” This time show you the period how long the current map has been played at the server and this time is the same for both players.

Here is an example of a detailed timetable:

*I have the suspicion that the player1 cheated against player2 because he was afraid to lose the match.*

*Player link: playerlink of the player*

*In game nick: XenoN*

*Cheat: wallhack, silent aim*

*Demo link: link to download the demo*

*Demo name: demoname.dem (name of the \*.dem in the \*.zip file)*

*Timetable:*

*1221 – I was walking the whole time from short to the ramp A and the player1 stays at the ramp not showing himself but he was following me through the wall*

*1434 – I'm throwing a flash grenade to the entry of the B and the player1 stands there, therefore he has to be blinded but he sees everything and kills me immediately when I come out of the door.*

*1501 – Whole team was rushing B tunnels, and he fired only 5 shots, all 5 were headshots*

*2021 – I'm running in the tunnels and the crosshair of player1 is locked at my head. Although I jump, his crosshair is still on my head.*

*Please take a look at the demo. Thank you.*

# GAME SPECIFIC RULES – VALORANT

## 8.1. Anti-Cheat

Vanguard AntiCheat is mandatory for all players for the full duration of every match, without exceptions. Any player who cannot use Vanguard AntiCheat will not be allowed to join the server and therefore cannot participate. The tournament will be hosted on Faceit.

## 8.2. Tournament Format

Teams will compete in a BO1 single elimination qualifier with BO3 deciders.. The top four teams from each qualifier advance to the group stage. The group stage is played as a BO1 round robin. The top 2 teams from each group advance to playoffs. Playoffs are played in a single elimination BO3 format.

## 8.3. Match Procedure

### 8.3.1. Match Settings

The following in-game settings will be used for all tournament matches:

- Rounds: First to 13
- Half switch: after 12 rounds
- Round time: 1 minute 40 seconds
- Spike timer: 45 seconds
- Freeze time: 15 seconds
- Overtime: Best out of 2 rounds (1 attack, 1 defense)
- Overtime start credits: 5000
- Regular start credits: 800
- Time to plant: 4 seconds
- Time to defuse: 7 seconds
- Items restricted: none

Overtime continues until a winner is determined. If an overtime block ends 1–1, another overtime block is played.

### 8.3.2. Map Pool

The map pool consists of the current official VCT map pool:

- Abyss
- Bind
- Breeze
- Corrode
- Pearl
- Haven
- Split

If Riot updates the competitive pool during the event, the admin team may adjust the list with prior notice.

### 8.3.3. Map Veto – Best-of-One (BO1)

For BO1 matches, teams alternate banning maps until one map remains. The remaining map will be played. Map veto for all online stages is randomly

seeded. The team that does not have the last ban chooses the starting side (attack/defense).

#### **8.3.4. Map Veto – Best-of-Three (BO3)**

For BO3 matches:

- Both teams remove one map each.
- Both teams pick one map each (these two maps will be played first).
- Teams continue removing maps until one is left.
- The remaining map becomes the decider.

For each map, the team that does not have the last vote chooses the starting side.

#### **8.3.5. Server Selection**

For FacelT-hosted matches, team captains perform server vetoes using the platform tools. Admins will not change servers unless:

- it is a deciding playoff match, or
- a critical server issue occurs and both teams agree.

For off-platform matches, admins will choose the most suitable server. If teams disagree, the admin decision is final. Failure to cooperate may result in penalty points.

#### **8.3.6. Match Rehost**

One (1) rehost is allowed per match if the following conditions are met:

- The team receiving the default win has not started their next match.
- The issue originated from FacelT, Riot servers, or verified platform errors.

Each rehost request will be evaluated individually. Players must remain cooperative.

#### **8.3.7. Schedule**

The schedule will be announced as soon as the previous stage or match day concludes. Delays may occur depending on circumstances, but the schedule must be published no later than 4 days before the next playday.\*

\*In special cases, admins may announce schedules later.

#### **8.3.8. Map Veto Time**

Teams have 15 minutes to complete the map veto process. Exceeding this limit may result in a default loss.

#### **8.3.9. Number of Players**

All matches must be played 5 vs 5. Any other configuration is not allowed. If a team fails to present 5 players, the match will be forfeited as a no-show.

#### **8.3.10. Player Disconnects**

If a player disconnects before the first kill of the first round of a half, the half will be restarted. If a player disconnects after the first kill, the match will continue until the round ends, after which it may be paused. If the player cannot return or be replaced within 10 minutes, the admin team may award a default loss at their discretion.

#### **8.3.11. Player Substitutions**

Substitutions may occur between maps only. The opposing team must be informed. If needed, the match may be paused for up to 5 minutes. If the team delays longer than 5 minutes, the match may continue without the substitute; the player may join mid-game.

#### **8.3.12. Leaving the Server**

All matches must be played to completion. Leaving early may result in penalties. A match is considered finished when a team wins the final map (13+ rounds or OT).

#### **8.3.13. Continuing a Disrupted Match**

If possible, the match will continue from the latest available Riot server round data (tactical timeout, pause, or restore point).

If a restore is not possible:

- If the match is interrupted within the first 3 rounds, it will be restarted.
- If interruption occurs after 3 rounds, the match will resume with the same score, and players receive 9000 credits for the first resumed round.

#### **8.3.14. Overtime**

If the score is 12–12, overtime will be played:

- Overtime blocks consist of 2 rounds (attack + defense).
- Start credits: 5000.
- Teams stay on the same side for the first OT round, then swap.
- If the OT block ends 2–0, that team wins.
- If it ends 1–1, a new block begins.

Overtime continues until a winner is determined.

#### **8.3.15. Pause Function**

##### **8.3.15.1. Technical Pause**

Players may call a technical pause if an issue prevents them from playing. The pause must be activated at the start of a round (freeze time) and announced in chat. Trigger: `/tech` or `tech pause` in all-chat. Maximum technical pause time: 15 minutes. If the issue cannot be resolved within this time, a substitute must be used. Misuse of pauses may result in penalty points.

##### **8.3.15.2. Tactical Pause**

Each team receives 3 tactical timeouts, each lasting 60 seconds. Trigger: `/tac` in all-chat. During overtime, each team receives 1 additional tactical timeout per overtime block.

### **8.4. Roster Lock**

Once a player has played any match in the event, they cannot change teams for the remainder of the stage or tournament.

## **8.5. Player Settings and Restrictions**

### **8.5.1. Forbidden Scripts**

All scripts are illegal except:

- Buy binds
- Toggle binds
- Communication binds

Illegal scripts include:

- Recoil scripts
- Macro-assisted movement (bunny hop macros, counter-strafe macros)
- Auto-aim or aim-assist scripts
- Vision or sound manipulation scripts
- Anything adjusting the game beyond official settings

Use of forbidden scripts may result in penalties or disqualification.

### **8.5.2. Graphics Tools / Third-Party Software**

Any modification of the game using third-party tools is strictly prohibited. Overlays showing system usage (MSI Afterburner, RivaTuner, etc.) are forbidden. FPS-only overlays are allowed.

### **8.5.3. Custom Content**

Only the default in-game settings and Riot-approved skins may be used. Modified textures, crosshairs, models, or UI files are strictly forbidden.

### **8.5.4. Use of Bugs / Glitches**

Intentional abuse of bugs or unintended mechanics is strictly forbidden. Prohibited actions include:

- Pixel walking
- Silent spike plant
- Clipping through walls
- Accessing unintended map areas
- One-way abilities using unintended geometry
- Ability stacking exploits

Allowed exceptions:

- Boosting on teammates (legal if reachable by design)
- Lineups and ability usage intended by map geometry

Admins may award rounds, maps, or issue penalties based on severity.

### **8.5.5. Warm-Up Map Check**

Teams must check for map loading issues before the match starts. If the match begins, both teams accept the map state and may not protest later.

### **8.5.6. In-Match Rules**

Movement through unintended geometry, floating, swimming, or clipping is forbidden. Using abilities in a way that breaks map design is forbidden.

### **8.5.7. Match Media (Recordings)**

Each player must record a full POV recording of each map using any allowed recording method (ShadowPlay, OBS, Medal, etc.). Missing or non-functioning POV recordings may result in penalties. Recordings must be stored for at least 14 days after the match or protest resolution.

### **8.6. Cheating Reports & Evidence**

If a team wishes to accuse a player of cheating, a protest must be submitted within 48 hours of the match ending.

Must include:

- Player's Riot ID and profile
- Suspected cheat type
- POV or VOD timestamps
- Explanation of each suspicious moment
- Link to uploaded recordings

Admins will investigate using server VODs, POVs, and internal analysis tools.

# GAME SPECIFIC RULES – ROCKET LEAGUE

## 9.1. Team Composition (Roster)

The roster for this game consists of 3 players + a substitute if available. Teams are allowed to play only with players from the roster submitted by the coordinator to the Organizers of the competition. Competitors are only allowed to compete with the registered game account.

## 9.2. Tournament format

Teams will compete in a BO3 single elimination qualifier with BO5 deciders. The top four teams from each qualifier advance to the group stage. The group stage is played as a BO5 round robin. The top 2 teams from each group advance to playoffs. Playoffs are played in a double elimination BO5 format with a BO7 finale.

## 9.3. Required Equipment

Competitors can play Rocket League on a personal computer (PC), PlayStation 4 or 5, or Nintendo Switch consoles. For PC, competitors are expected to have a Steam or Epic Games account to access Rocket League. Competitors are allowed to use their own controller as long as the controller does not provide an unfair competitive advantage, does not interfere with the game or competition, does not require any special configuration, wiring, or adapters to function, and is designed to work natively with the console it belongs to. The Organizer may, at their discretion, ban any controller and require competitors to use a selected controller.

## 9.4. Game Settings

The in-game mode used is “Custom game.” Teams will create their own private lobby and enter the appropriate password to access the server. On stream day, the admin will provide the private lobby name and password through the official Discord server.

All competitors must enable cross-play in the game settings to ensure the competition functions properly and maintains professional integrity.

The gameplay settings are as follows:

- **Game Mode:** Soccer
- **Maps:**
  - Mannfield, Forbidden Temple, DFH Stadium, Utopia Coliseum, AquaDome, Neo Tokyo, Champions Field, Beckwith Park, Urban Central, Wasteland, Starbase ARC, Farmstead, Salty Shores, Rivals Arena, Neon Fields, Deadeye Canyon, Sovereign Heights, Estadio Vida, Drift Woods, Futura Garden, Boostfield Mall & Parc de Paris
- **Format:** 3v3
- **Region:** Europe
- **Match Time:** 5 minutes
- **Overtime:** Yes

- **Overtime Type:** Golden Goal

#### 9.5. Disconnection

- If a player loses connection or experiences significant lag, a protest must be opened immediately for the staff team to review the situation and make a decision.
- Pausing the game is not allowed in online matches as the feature is unavailable.
- In live matches, **the admin has the ability to:**
  - Pause the game at any time.
  - Adjust the score if necessary.
  - Modify the match timer.
  - Restart the game from a kickoff after resuming play.

# GAME SPECIFIC RULES – LEAGUE OF LEGENDS

## 10.1. Tournament System

Teams will compete in a BO1 single elimination qualifier with BO3 deciders. The top four teams from each qualifier advance to the group stage. The group stage is played as a BO1 round robin. The top 2 teams from each group advance to playoffs. Playoffs are played in a single elimination BO3 format.

## 10.2. Teams, Players and Players accounts

### 10.2.1. Player

A player needs a registered Challengermode account and can only have one of them. A player is only allowed to play for one (1) team and has to join that team before the tournament starts. A player is only allowed to play as long as his account is not barraged, and he follows the rules.

### 10.2.2. Game account / Summoner name

Every player must have a League of Legends account on the EUNE server and link it to their Challengermode account. Once a player joins the tournament and links their LoL account, only they are permitted to play on that account. Account switching or using false accounts is strictly prohibited.

### 10.2.3. Team

A team can play in this tournament if it fits all the requirements which are mentioned on the tournament page. A team must consist of 5 players from Croatia (Rule 3.1) which have to join the team before the tournament starts. Each player has to have an active summoner name on the played server. If an admin asks a player to change his summoner name and the player refuses to do so, it can lead to a disqualification of the team (Rule 3.2). Should a team play with players whose accounts are barraged then penalty points will be given.

## 10.3. Before the match

All games must be played with the most up to date version of “League of Legends” by Riot Games.

### 10.3.1. Ban / Pick

#### Best of 1 (BO1)

Sides (Blue/Red) are pre-determined by the tournament schedule.

They are not randomly assigned before each match.

#### Best of 3 (BO3)

Game 1: The side is chosen by the team that wins the coin flip (or has the higher seed, depending on the tournament rules).

Game 2 and onwards: The losing team from the previous game chooses the side (Blue or Red) for the next game.

Note: The team starting on the left side will have the first ban and the first pick.

### **10.3.2. Ban and pick mode**

There are two banning phases. In the first banning phase, the left team starts banning first. In the first banning phase bans goes A B A B A B which results in 6 heroes banned, after that picking phase starts. The team who was banning first also has the advantage of first pick (left team). Picks goes until the third player picks his champion. After that banning phase 2 starts which results in 2 more champion bans which makes a total of 10 champions banned five from each team. After that picking phase is continued until every player finishes picking. It may be required of the team at any stage of the competition to use external sites to do pick and ban (e.g. prodraft).

### **10.3.3. Match sanctioning by the administration**

It is not allowed to start and play any matches without an admin present in the game, unless it is specifically permitted otherwise by the tournament administration. Ignoring this can result in penalties for both teams.

### **10.3.4. The Tournament Code**

The Tournament Code will be created by Challengermode platform in cooperation with Riot Games. It automates Challengermode tournaments by creating a match lobby with the right settings for a tournament match and reports the match statistics to the Challengermode servers. The Tournament Code is mandatory in all European Cups, Leagues and Tournaments, if it's provided. If there are unexpected problems, the Tournament Code is allowed to not be used and players will create a Custom lobby. Teams have to use Classic Mode Custom Games on Summoners Rift with "Tournament Mode", which includes the automated ban/pick process. A match that has begun without the use of a Tournament Code counts as an agreement and later complaints are not accepted.

### **10.3.5. Server**

Unless specified otherwise, the client and Server used for all matches has to be EUNE (Europe Nordic & East).

## **10.4. Game preparation**

### **10.4.1. Technical difficulties**

Connectivity issues or Hardware failures can lead to a disqualification by an A1AL Admin team.

### **10.4.2. Communication**

Agreements between teams need to be done in the match chat. In case this is done in the in-game lobby please always upload a screenshot of it.

### **10.4.3. Change of Players**

Player substitutions are allowed only between matches or between rounds of a match. A player can only be replaced by a registered substitute.

#### **10.4.4. Game settings**

Before the game starts, please make sure that all game settings (map, game mode etc.) are set correctly (in case no tournament code is available).

### **10.5. During the match**

#### **10.5.1. Player disconnect**

After the disconnect of a player the game will continue. He has to return as soon as possible back to the game and continue playing.

#### **10.5.2. Pause**

Any player has the option of pausing (/pause) and unpausing (/unpause) the game via chat commands.

#### **10.5.3. Reasons for pause**

Pause may be invoked by either a tournament admin or a player when there are technical issues that could put a team at a disadvantage. Tournament admins can order the pause of a match for any reason. Tournament admins are allowed to execute a pause command on any player station. Players can pause the match at any time but must signal a tournament admin immediately after the pause to identify the reason. If the situation clearly requires the game to be paused and any player is aware of it, he is supposed to invoke it as quickly as possible. Below are examples of accepted reasons for a player issued pause, but an acceptable reason is at the sole discretion of a tournament admin:

After any player has disconnected from the game due to any form of network disconnect or computer crash. (e.g., "Player has disconnected" message appears on screen.)

Hardware malfunctions (e.g., monitor, peripheral, etc.)

Physical disruption of the player (e.g., fan interference, table or chair breakage)

The game will not resume until clearance from an admin is issued and all players are notified and are ready at their stations. If a player pauses or unpauses the game without permission or reason deemed valid by tournament admins, it will be considered unfair play. Penalties will be applied by the tournament director.

#### **10.5.4. Pause duration**

In any case a pause should never take longer than ten minutes, but it may not be ended before the admins signals to.

#### **10.5.5. Game Restart**

A game can be restarted only at the discretion of the tournament director. Below are examples of acceptable reasons for a game restart, but an acceptable reason is at the sole discretion of the tournament director.

If a player notices that their runes or GUI settings have not applied correctly between the game lobby and match, they can pause the game to adjust these

settings. If the settings cannot be correctly adjusted, then the game must be restarted if the pause was initiated before Game of Record occurred.

If an admin determines that technical difficulties will not allow for the game to resume as normal (including a team's ability to be in proper position for certain game events such as minion spawn).

If the game experiences a critical bug at any point during the match that significantly alters game stats or gameplay mechanics.

If an admin determines that there are environmental conditions that are not conducive to fairness (e.g. noise, weather, venue, player conditions).

#### **10.5.6. Game of Record**

A game of record ("GoR") refers to a game where all ten players have loaded, and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GoR status, the period ends in which incidental restarts may be permitted and a game will be considered as "official" from that point onward. After the establishment of GoR, game restarts will be allowed only under limited conditions. Examples of conditions which establish GoR:

Any attack or ability is landed on minions, jungle creeps, structures or enemy champions.

Line of sight is established between players on opposing teams. EXCEPTION: GoR is not established if line of sight is established through use of the Summoner spell "Clairvoyance" within the opponent's base.

Setting foot, establishing vision or targeting a skill shot ability in the opponent's jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle. Game timer reaches two minutes (2:00).

#### **10.5.7. Completion of the match**

The match as a whole has to be finished. It is not allowed to disrupt a match between maps without the permission of the tournament administration. If a player refuses to start the remaining map/maps he will be counted as not having shown up and receive the according penalties for a no-show.

#### **10.5.8. Match media after the match**

Screenshots are only needed if no tournament code for the game exists. A screenshot needs to be taken at the end of the game and uploaded to the match chat on the Challengermode website. The screenshot needs to clearly show the evidence of which team won. Manipulating screenshots can lead to a penalization, in case champions, items or stats are hidden or a wrong score is shown.