

# Rules of Good Game Zagreb 2022

## Game

The game in question is: **Counter-Strike: Global Offensive**.

## Accounts

Players need to have an active account on [Steam](#) and have [Counter-Strike: Global Offensive](#) installed on the computer they wish to play from (online qualifier rounds). Offline will be played on pre-installed computers, but again players will need to login with their own Steam accounts.

## Stages

The tournament is played in two parts:

1. **Online part of the tournament - Groups**
  - a. played in a Best-of-1
2. **Offline part of the tournament - Double elimination**
  - a. all matches except Grand Finals are played in a Best-of-1
  - b. Grand Finals are played in a Best-of-3

## Roster

Teams consist of 5 players with one substitute.

## Game settings

- Map pool (Active Duty pool): **Inferno, Mirage, Nuke, Overpass, Dust II, Vertigo and Ancient**
- Game mode: **Bomb Defuse**
- Format: **5v5**
- Starting money: **\$3200**
- Number of rounds: **20**
- Knife round: **Yes**
- End of the game: **Team reaches 11 round wins**
- Overtime: **Yes**
- Number of overtime rounds: **4**
- End of overtime: **Team wins 3 rounds in overtime**
- Friendly fire: **Yes**

- Command !ready for start: **Yes**
- Freeze time: **20 seconds**
- Timeout: **Yes**
- Duration of timeout: **30 seconds**
- Number of timeouts per team: **4**
- Technical pause: **Yes**
- Duration of technical pause per team: **180 seconds**
- Dead talk: **No**

### Rule change

These Terms and Conditions of the tournament may be updated during the Competition if necessary to add greater clarity, correct errors, comply with changes in applicable law, or to resolve issues that arise after the first publication of the rules and the like. The goal of any updates will be to ensure fair competition for all competitors.

## **Online section**

### Groups and seeding

Teams will use *private servers* to play matches. Each team will be given IP and password to the server which they need to enter inside of the Counter-Strike: Global Offensive game console.

Every qualifier group at the online part of the competition will have 4 teams, and each team will play a total of 3 matches. Approximate time of one match is 20min. After the groups are finished, the order in each group will determine the seed (matching) of each team. That seed will be used in a draw for double-elimination that will be played in the Offline part of the event.

If two teams inside of the group have the same amount of wins, the order of teams is decided by:

1. round difference (rounds won-rounds lost)
2. the results of their personal matchup

If three teams inside of the group have the same amount of wins, the order of teams is decided by :

1. round difference (rounds won-rounds lost)
2. the results of their personal matchup - (if rule 1. rules out one team)

3. the best map each team played (rounds won-rounds lost) - (if rule 1. does not rule out any team)

### Schedule and time of playing

Teams will be given a schedule and time when they will play their matches. All info will be posted in the official Discord server. It is **required by team captains** to inform team members about rules and requirements.

### Pick and ban phase

Before the start of the match, teams will do a coin flip inside of a 🎲 coin-flip-room inside of the official Discord server.

In a Best-of-1 scenario teams will do this phase in this order:

- Team A bans,
- Team B bans,
- Team A bans,
- Team B bans,
- Team A bans,
- Team B bans,
- Decider

Sides are decided with a knife round at the beginning of the match.

### Equipment

For the online part of the tournament, the players will use their own setup (PC, monitor and peripherals).

## **Offline section**

### Schedule and time of playing

Teams will be given information where and when their matches are. Every matchup will have the time and room/stage in/on which is being held.

Team captains will need to report to the main stage 30 minutes before the start of the match. Failing to report to the main stage 20 minutes before match start will result in disqualification.

### Game servers

Offline matches will be played on private/local servers. Teams will be given server IP and password before the start of the match, so they can enter the server.

### Pick and ban phase

Before the start of the match, teams will do a coin flip on the main stage.

In a Best-of-1 scenario teams will do this phase in this order:

- Team A bans,
- Team B bans,
- Team A bans,
- Team B bans,
- Team A bans,
- Team B bans,
- Decider

In a Best-of-3 scenario teams will do this phase in this order:

- Team A bans,
- Team B bans,
- Team A picks,
- Team B picks,
- Team A bans,
- Team B bans,
- Decider

### Equipment

For the offline part of the tournament, players will be given computers and monitors. It is recommended for players to use their own peripherals (mouse, keyboard, headset) due to hygiene and comfort. If players are not bringing their own equipment, organizers will secure minimum viable sponsor related products. Volunteers will be there to assist them with removing the peripherals which the players won't use. No changes to computer settings are to be made. Players can ask volunteers or admins if they can download an additional program for the mouse (example: Logitech G Hub). Finally, players will use their own Steam accounts.

### Monitor and game settings

When seated, players can change and edit the following: Video resolution (on monitor and inside of the game), key bindings, in-game mouse sensitivity and crosshair type.

If a player changes the video resolution on monitor, he is obligated to revert the changes after the match is done.