

Virtual Genesis Technology (VGTech) Counter-Strike: Global Offensive Rules & Regulations

(updated 2/5/2019)

1. General

- 1.1. Participants must obey the [Steam Subscriber Agreement](#).
- 1.2. Participants must set official player and team names in the game client.
- 1.3. Representative of the team must check in on time.
- 1.4. Teams are required to have all 5 players in the server by the stipulated match time.
- 1.5. In an event of a dispute, participants must obey the decisions made by VGTech Admins.
- 1.6. Players, coaches, managers or any other team representatives are prohibited from making bets on the tournament matches.
- 1.7. Participants are not allowed to sabotage the match.
- 1.8. Do not insult the admins.
- 1.9. Participants are not allowed to broadcast the games they are playing.
- 1.10. Participants may only use the steam account registered for the tournament.
- 1.11. Coaches may not speak to their players when the game is live except during freeze time.
(exception refer to 5.1)

2. Punishments

- 2.1. Failure to comply with the rules and regulations will result in one or more of the punishments below:
 - 2.1.1. Match disqualification - Your team will be disqualified from the current or latest match played.
 - 2.1.2. Tournament disqualification - Your team will be disqualified from the current tournament.
 - 2.1.3. VGTech Player Ban - You will be banned from all Virtual Genesis Technology Servers and tournaments for a period of time.
 - 2.1.4. VGTech Team Ban - Your team/organization will be banned from all Virtual Genesis Technology Servers and tournaments for a period of time.
 - 2.1.5. Warning - You will be given a warning from a VGTech Admin.
 - 2.1.6. Protests have to be filled within 10 minutes after the match or they cannot be used to influence the result.

3. Server Rules

3.1. Game mode : Competitive Classic (game_mode 1 game_type 0)

3.2. Map Pool : de_inferno, de_train, de_mirage, de_nuke, de_vertigo, de_dust2, de_overpass

3.3. Map Veto

3.3.1. **Best of 1** - Veto process will be done in the server. Teams will alternate turns to ban a map until one map remains. Teams will knife for sides.

Team A (Ban)

Team B (Ban)

Team A (Ban)

Team B (Ban)

Team A (Ban)

Team B (Ban)

Last Map Played (Knife for sides)

3.3.2. **Best of 3** - Veto process will be done in the server. Team A will ban one map, Team B will ban one map. Team A will pick the 1st map while Team B picks the side, Team B will pick the 2nd map while Team A will pick the side, Team A and Team B will each ban one map each respectively. Remaining map will be the 3rd and decider map, teams will knife for sides.

Team A (Ban)

Team B (Ban)

Team A (Pick 1st Map) Team B (Pick Side)

Team B (Pick 2nd Map) Team A (Pick Side)

Team A (Ban)

Team B (Ban)

Last Map Is Decider Map (Knife for sides)

3.4. Server Settings

mp_buytime 20

mp_c4timer 40

mp_freezetime 18

mp_friendlyfire 1

mp_halftime_duration 180

mp_maxmoney 16000

mp_maxrounds 30

Mp_consecutive_loss_aversion 1

mp_overtime 1

Mp_overtime_startmoney 10000

mp_round_restart_delay 5

mp_roundtime_defuse 1.92

mp_startmoney 800

sv_coaching_enabled 0

sv_competitive_official_5v5 1

sv_damage_print_enable 0

sv_holiday_mode 0

3.5. Tactical Timeout : Four timeouts per team is allowed per match. Teams are allowed to use their tactical timeouts at the start of any round during the match. To call a tactical pause, go to your CS:GO menu and call a vote.

3.6. Technical Timeout : A technical timeout has unlimited time. It can be called by typing !pause in the game chat. This pause is STRICTLY used for technical problems only.

4. Prohibitions

- 4.1. Scripts and scripting. This includes single button jump throws and movement scripts.
- 4.2. Pixel walking and abusing models and props in maps the way it wasn't designed.
- 4.3. Silent C4.
- 4.4. Any 3rd party softwares excluding communication softwares (Teamspeak, Discord, Mumble, Skype), graphic drivers (NVidia, AMD, Intel) and official peripheral drivers.
- 4.5. Any form of hacking. This includes using any external assistance that gives an unfair advantage to you or your team.

5. Online Stage

- 5.1. Coaching is not allowed.
- 5.2. All other rules apply.

6. Offline Stage (LAN)

- 6.1. Participants may not leave the tournament area without first informing an admin.
- 6.2. If provided, players are required to wear tournament headphones and other noise-reducing peripherals provided by admin during the matches.
- 6.3. During the matches, players have to keep the stage tables clean from food, drinks, trash, etc. Please place your drinks underneath the table during an official match.
- 6.4. Installation of all drivers and configs must be made in the presence of an official admin. Any USB devices connected to the PC's for such a purpose may only contain the driver installation files, and config text file. Downloading of such files is strictly prohibited without authorization of an admin. Players can only launch Steam, CS:GO, and peripheral drivers on tournament computers.
- 6.5. Being under alcohol/drug influence during media and tournament days is strictly prohibited. Players caught in such state won't be allowed to play their matches, teams will be disqualified and won't have any prize money paid.
- 6.6. All other rules apply.

7. General Terms and Conditions

- 7.1. Please come prepared on time. If no transport / accommodation is provided , please arrange for own transport and accommodation to the venue.
- 7.2. Dress code : Long Pants (below the knee), Jersey / Non vulgar t-shirt , covered shoes
- 7.3. Admins have the final say.
- 7.4. These terms apply to the team management, friends, family and mutual relations partners accompanying the teams / players.
- 7.5. Once the team lineup has been finalized, no changes can be made except for emergencies.

8. Disclaimer

- 8.1. Participation is at your own risk.
- 8.2. Each participation is a binding contract to abide by the rules of the tournament.
- 8.3. VGTech reserves the rights to change the rules without prior notice.
- 8.4. Each PARTICIPANT must follow the instructions from ORGANIZERS, and authorities, such as the venue security personnel, police, fire department, etc.
- 8.5. Any losses on ground of personal items and such will not be redeemable by items of similar value or pinned the loss on the organizers at any given time or venue.

9. Thank You

- 9.1. Thank you for following the rules. Good luck and have fun.

