

Supreme League Arena | Grand Opening CS:GO Tournament

Rulebook

2017

=====

This document outlines the rules and regulations pertaining to the Supreme League Arena | Grand Opening CS:GO Tournament 2017. Failing to adhere to these rules and regulations may result in disqualification and/or other penalization as determined by Supreme League management. Please note that Supreme League management has the authority to make final decisions that are not specifically delineated in these rule and regulations to preserve fair play and sportsmanship its sole discretion.

1.0 SUPREME LEAGUE ARENA | GRAND OPENING TOURNAMENT

Qualifier Round

Format : Round-robin

Dates : July 2017

Elimination Round

Format : Single Elimination Bracket

Dates : August 2017

Total Prizes : TBA

1st Place : 50 % of Prize pool

2nd Place : 15 % of Prize pool

3rd-4th Place : 7,5 % of Prize pool

5th-8th Place : 5 % of Prize pool

Each player participating in the Supreme League Grand Opening Tournament will be required to execute a Supreme League Grand Opening Tournament participant agreement and additional right release forms as may be required by Supreme League Management. Each Participant Agreement shall identify the designated organization/representative legal entity responsible for managing that Player's respective Team (the "Team Organization"), and such designated Team Organization shall be consistent for all members of a specific Team and may not be changed following the commencement of the Supreme League Grand Opening Tournament.

The Entire Prize pool in available prize money will be awarded solely to the eight [8] Teams participating in the Supreme League Grand Opening Tournament based on each Team's final position after completion of the finals pursuant to the payout structure set forth above, and there will be no additional prize money and/or any other participation fees paid to any Team or Player in connection with the Qualifier. Prize money will be paid within 90 days of the Finals. Prize money will be paid out to the Team's designated organization/representative entity unless, prior to the start of the tournament, the Team requests in writing (and Supreme League Management agrees in writing) that Supreme League Management pay the Players directly.

Any applicable withholding or other taxes on prize money paid out by Supreme League Management shall be the sole responsibility of the Team Organization/Players receiving payment. Each Team Organization/Player receiving payment of prize money from Supreme League Management, as applicable, may be required to complete certain tax-related documentation prior to payment as requested by Supreme League Management, and the payment of any prize money by Supreme League Management will not be made until such documentation has been completed and returned to Supreme League Management.

1.1 TEAMS

- Recca Esports and Mercenaries invited to the Supreme League Grand Opening Tournament
- Challenger Team will fill the remaining slots from the qualifier

2.0 SCHEDULE

2.1 QUALIFIER

2.2 MAIN EVENT

3.0 QUALIFIER AND MAIN EVENT FORMATS

The main event tournament will have eight (8) teams each consisting of 5 players and one coach/ reserve player (each a "Team") playing in a single-elimination as further outlined below. Those sixteen (8) Teams will consist of Recca Esports and Mercenaries with a current roster that includes three or more players who played together and six (6) Teams selected via the Qualifier described in Section 3.2 below (each a "Challenger Team").

3.1 ROSTER RULES

The rules for the Qualifier and Main Event Tournament are as follows:

- Teams qualifying for the Qualifier through a minor have 48 hours after their minor to register their starting lineup as well as a sixth person who will be their coach/reserve player. This registration is for the Main Event if the Team qualifies. No roster changes following registration of the Team roster for the Qualifier will be permitted.

- All Qualifier Teams must maintain a majority of the lineup it used in the minor (i.e. at least three (3) of the five (5) players from such prior competition) to keep its slot in the Qualifier.

- Any Player that participated in a minor cannot change to any other Team participating in the Qualifier or Main event in any capacity.

- Deadlines for roster registrations for Qualifier Teams:

 - » Midweek July 2017

- Teams receiving a direct invite to the Main event will have until Midweek July 2017 to register their starting lineup as well as the sixth person who will be their coach/reserve player. No roster changes following registration of the Team roster for the Qualifier will be permitted.

3.2 QUALIFIER

3.2.1 The Qualifier will consist of a tournament for all teams who already registered and approved using the round-robin format, with the top six (6) Teams advancing to compete as the “Challenger Teams” for the Main Event.

3.3 ROUND-ROBIN FORMAT

- Winner get 2 points
- Draw get 1 point
- Lose get 0 Point

Teams that placed in the 1st -6th in the final standings will be able to go to main event tournament as a Challenger Team to play against Recca Esports and Mercenaries.

3.4 Playoffs will be played in single elimination, Best of Three (Bo3) bracket. Bracket will be determined on the final standings of the Qualifier round.

3.5 Maps

1. De_Cache
2. De_cbble
3. De_dust2
4. De_nuke
5. De_mirage
6. De_train
7. De_Overpass
8. De_inferno

3.6 MAP SELECTION

3.6.1 For all Best of One (Bo1) matches

- a. The higher seeded Team will determine if they are either Team A or Team B, if both Teams are from the same pool the winner of a coin flip will decide if they are either Team A or Team B.
- b. Team A bans 1 map
- c. Team B bans 1 map
- d. Team A bans 1 map
- e. Team B bans 1 map
- f. Team A bans 1 map

g. The final map is randomized from the two (2) remaining maps

h. Team B has side choice CT or T

3.6.2 For all Best of Three (Bo3) matches

a. The higher seeded team will determine if they are either Team A or Team B, if both Teams are from the same pool the winner of a coin flip will decide if they are either Team A or Team B.

b. Team A bans 1 map

c. Team B bans 1 map

d. Team A picks the map for game 1 and Team B has side choice

e. Team B picks the map for game 2 and Team A has side choice

f. Team B bans 1 map

g. Team A picks the third map and Team B has side choice

3.6.3 Semifinals will follow the same order where the QF1 and QF2 winners will face each other in the first semifinal match series, and QF3 + QF4 winners will face each other in the second semifinal match series. For draft purposes in semifinals team that was seeded in the earlier quarterfinal will have the first decision (so winner of QF1 will be first-seed in SF1, and winner of QF3 will be first-seed in SF2). For grand final draft winner of SF1 will be first-seed to make the first decision.

3.7 Settings

1. Round-time = 1:55 minutes
2. Freeze-time = 20 seconds
3. Buy-time = 20 seconds
4. C4 timer = 40 seconds
5. Overtime Money = \$10,000
6. Overtime Rounds = 3 rounds per half

4.1 GAMEPLAY RULES

4.1.1 Each game will consist of two (2) 15-round halves. A game will end if a Team reaches 16-round wins in the second half. If the score of a game is tied after 30 rounds, overtime will be played. Overtime consists of two (2) three-round halves. Players will start each overtime half with \$10,000. A game will end if a Team reaches four-round wins in the same overtime. If the score of an overtime is tied after six rounds, another overtime will be played.

4.1.2 Players will have at least 15 minutes before the start of a match and 10 minutes between each game of a match to setup and ensure their mouse, keyboard, earbuds, and headset are working properly. Fifteenminute time limits will begin after the conclusion of the preceding match at that station. Ten-minute time limits will begin at the conclusion of the preceding game. There will be a five-

minute break at half-time and all Players will wait for the tournament officials' word before starting the next half. All time limits will be strictly enforced.

4.1.3 Teams are not allowed to leave the stage without permission from tournament officials.

4.1.4 With one (1) minute of pre-game remaining, the tournament director will notify the teams that the game will be beginning shortly and to be prepared to start.

4.1.5 No warm-up or practice games are permitted once the match's first game has begun.

4.1.6 Players may not use the alias jump throw bind. Players are allowed to use the macro jump throw.

4.1.7 Clipping is not permitted. A player will be considered to be clipping if they boost their character through a solid object or manipulate their character in order to see over, under, and/or through a solid object.

4.1.8 Pixel walking is not permitted. A player will be considered to be pixel walking if they manipulate their character into sitting or standing on invisible map edges.

4.1.9 The bomb may not be planted in a location where it cannot be defused, in a location where it is not touching a solid object, or in a location where it is not making the normal "beeping" noise.

4.1.10 Players may not use objects to cover a bomb in such a way that it cannot be defused.

4.1.11 Players may not defuse a bomb through a solid object.

4.1.12 Players and coaches may not look at an opposing player's monitor or projected screen during a game.

4.1.13 Players, coaches and team representatives may not intentionally manipulate a teammate's mouse or keyboard during a game.

4.1.14 Only five (5) players and one (1) coach are allowed on stage at any given time during competition. Coach rule is specified in 4.1.17.

4.1.15 Breaking one of the gameplay rules 4.1.6-4.1.14 may result in a forfeit of the game.

4.1.16 Teams are allowed four (4) thirty (30) second timeouts per map. Only one timeout per round is allowed.

4.1.17 During a match, the coach may only communicate with the players during warmup, half-time, or during timeouts that the coach or player can call. The coach is allowed to have notes on paper during the match nothing else is allowed.

4.1.18 Teams are allowed to call technical timeouts if their equipment is malfunctioning but are forbidden to talk during those timeouts other than to Supreme League officials. Technical issues are specified in 4.2.14 and 4.2.15.

4.1.19 If a Player or staff member loses their connection to the server during the first minute of the game, no kills have been registered, and the bomb has not been planted, the game must be restarted from the beginning of the round.

4.1.20 If a Player disconnects from a round/game that will not be restarted, they will be allowed to rejoin the game, but their character will be considered dead in the round during which they disconnected. If all Players on a Team are disconnected from a game at the same time, and the game will not be restarted, the Team will forfeit the round.

4.1.21 If a staff member disconnects from a game that will not be restarted, but all Players remain in the game, the round must be completed.

4.1.22 The use of in-game changing scripts is strictly prohibited.

4.1.23 Only game-related chat is allowed during live gameplay.

4.2 EQUIPMENT RULES

4.2.1 Players must provide their own mouse, keyboard, mouse pad, and earbuds for use on stage as well as in their practice rooms.

4.2.2 For tournament matches, Players and Coaches must use the PC, monitor, tournament station headset, Team communication software, and network equipment provided by Supreme League Official. If a Player finds that an issue has occurred with any of this equipment, such Players should pause the game and notify a tournament official immediately. Players are exclusively responsible for ensuring proper function of the audio equipment prior to the start of all games.

4.2.3 If a tournament official is able to confirm that an issue has occurred, they will determine whether the game should be restarted, the game win should be awarded to a Team, or the conditions under which the game should be resumed. Restarted and resumed games will use the match medic system. Use of the match medic system must be approved by the tournament director.

4.2.4 All Player equipment is subject to the approval of Supreme League Official and designated tournament officials. Supreme League Official reserves the right to deny the use of any equipment, device or other facilitative object suspected of providing an unfair competitive advantage. Supreme League Official also reserves the right to inspect all equipment.

4.2.5 Players must submit all configuration and driver requests to minsik.ko@img.com by 5:00 PM ET on the January 6th 2017.

4.2.6 Mice and keyboards must utilize standard USB interfaces. Players may not use PS2 interface equipment.

4.2.7 Players competing in a tournament match must wear their earbuds in their ears for the duration of all games. Players and Coaches competing in a tournament match must wear the Supreme League Official -provided headset over their ears for the duration of all games.

4.2.8 Players may not use third party applications, programs, or download any software onto tournament computers without approval from a tournament official.

4.2.9 Players may not use a USB flash drive or other storage devices.

4.2.10 Players may not alter game files or modify drivers.

4.2.11 During a game, Players may not have applications, browsers, or streams open other than the CS:GO client and any necessary drivers.

4.2.12 Players who break equipment rules 4.2.6-4.2.11 above, may be given a warning or may be subject to forfeit the game. After the first warning, each subsequent warning that a Team receives will result in a forfeit of the game.

4.2.13 Supreme League Official will attempt to help Players with technical issues related to their mouse, keyboard, or earbuds, but will not allow such issues to delay the tournament.

4.2.14 If a Player's equipment is malfunctioning they will have five (5) minutes to replace the malfunctioning 12 equipment before they will be forced to use an Supreme League Official -provided equipment.

4.2.15 All Players (including substitutes) will be required to turn in all keyboard/mice they will be using for the week during Media Day.

4.2.16 Equipment that is provided by Supreme League Official for use in the Player practice rooms must remain in Player practice rooms at all times.

4.3 GENERAL RULES

4.3.1 The Supreme League will not qualify, nor allow in any qualifying event, any player who has been VACbanned in CS:GO. Any player who is VAC banned on any of their accounts will be immediately disqualified from participation in the Tournament. Any team on which a banned player has played during the period starting with the LAN Qualifier and ending with the end of the Tournament, will be banned ("banned team"), including forfeiture of any tournament prize payouts otherwise payable to such team. Valve also reserves the right to disqualify any player, team, broadcaster, commentator or producer in its sole discretion, and Supreme League will immediately disqualify such person or team upon notice from Valve. Any Tournament winnings by such player or such banned team will be forfeit. No player from a banned team will be eligible to compete in the Tournament with any other team.

4.3.2 Players/Teams that are disqualified prior to the start of a game will not be allowed to play in the game. Players/Teams that are disqualified during a game must disconnect from the game. Players/Teams that are disqualified will not receive any benefits (prize, etc.) for their ranking in the tournament. Such Players/Teams may also be subject to a ban from a future tournament(s).

4.3.3 All Player and Coach apparel (including, without limitation, hats or other forms of headwear) must be approved by Supreme League. Supreme League reserves the right to require the removal of unapproved apparel as well as the right to disqualify a Player/Team for wearing unapproved apparel.

4.3.4 Teams must have at least four (4) Players present in order to start a game. A Team will forfeit game 1 if they do not have at least four (4) Players present by five (5) minutes prior to a match's scheduled start time (grace period). If a Team has forfeited game 1, they will forfeit a Bo3 series if they do not have at least four (4) Players present by 15 minutes prior to the match's scheduled start time. Teams that played a previous game(s) in a match will forfeit games 2 and 3 if they don't have at least four (4) Players present by 10 minutes after the conclusion of the previous game (grace period). Teams with four (4) Players present will be forced to start a game at the end of a grace period. Players are permitted to join games that are in progress, but Players are not permitted to add a character to a game

for a Player who is absent. Bots are not permitted in any game. If Teams that are scheduled to play each other both forfeit a game or match, a coin toss will determine the game/match win. If a match can't begin at its scheduled start time, the grace period will begin at the conclusion of the station's preceding match.

4.3.5 If a match has not been completed, Players may ask their referee for permission to leave their 13 respective station. Referees may set a time limit by the end of which the Player must return to their station or they may deny the Player's request. Teams may forfeit a game(s), or be forced to play a game(s) shorthanded, if a Player(s) hasn't returned by the end of the referee's set time limit. Teams may forfeit a game(s), or be forced to play a game(s) shorthanded, if a Player(s) leaves their station without their referee's permission, or is otherwise unable to play.

4.3.6 In order to dispute game results, Players/Teams must notify the referee that they would like to protest the game before a new game has begun. In order to dispute match results, Players/Teams must notify their referee that they would like to protest the match before the match results have been submitted.

4.3.7 Requests made pertaining to general rules 4 and 5 will be decided upon by the Tournament Director.

4.3.8 Language used in Team communication will be governed by the Supreme League Conduct Rules.

4.3.9 Coaches are not allowed to leave the stage during an official game, but they are allowed to leave the stage during halftime.

4.3.10 In-Game Player names, Player avatars and Team names must be pre-approved by Supreme League. Player and Team name have to be clean and without a sponsor. Player avatars must consist of a Player picture provided by Supreme League or an approved Team and/or Team Organization logo.

4.3.11 All Players and Coaches will turn in their cell phones and all other electronic devices to the referees while being on stage, to be returned once they leave the stage.

4.3.12 Only Players playing in the match and one more person (i.e. Coach/manager) will be allowed on the stage at the time of a game.

4.3.13 Players are not allowed to hang jackets or other objects over the chairs, in front of cameras, or anywhere else that is deemed by tournament officials to be obstructing the broadcast or fair play of the tournament. Same rules apply to hats or hoodies covering the headphones.

4.3.14 Photography and/or audiovisual recording of any kind inside Supreme League events is permitted with the prior written consent of Supreme League. Players and/or Team Organizations may not use the names, trademarks or logos of Supreme League and/or its affiliated entities for any commercial purpose (including for publicity or public relations), without the prior written consent of Supreme League in each instance.

4.3.15 Supreme League has permission to use Team and/or Team Organization logos, Player pictures and videos for use on stage material, live-streaming, television broadcasts of Supreme League and related events, online use, including but not limited to, social media posts and videos, and for the

advertising/promotion of the Supreme League television and/or online broadcasts, (e.g., institutional promotion), and in connection therewith, Supreme League corporate partners and sponsors.

4.3.16 Teams are required to be available for photo and video shooting on the Media Day preceding their match days. Exact details of the photo and video shooting schedule will be delivered to Teams prior to their arrival.

4.3.17 Players, Coaches and/or other Team representatives shall not, at any time during Supreme League competitions, mention or “plug” any commercial product, service, venture or entity (including the name of an individual’s employer) (collectively, “Commercial Products/Services”), including, without limitation, by using equipment, apparel, and/or other items featuring the name/logo of such Commercial Product/Service, without pre-approval from tournament officials in each instance. Tournament officials reserve the right to require Teams/Players to take reasonable steps to obscure (e.g., tape over) any visible manufacture names/ logos on any Team/Player supplied equipment.

4.3.18 Supreme League Management has the final ruling on all tournament matters.