

Last Update: May, 2017
CME.GG Administration Team

These rules have been added specifically for tournament purposes. All general CME.GG CS:GO rules are still valid throughout the tournament. You can view them here: <http://www.challengeme.gg/csgo-rules>

Please note: Depending on the tournament, there may be rule changes. If this is the case, it'll be displayed on the tournament entry page.

The following ruleset can be downloaded here: <http://cme.gg/s/02/rules>
Tournaments Discord Server - <https://discord.gg/nFcjaeX>

PARTICIPATION

- All participants must join the CME.GG tournament lobby which will be issued by the automated system. If your teammates fail to join, you will be disqualified
- Participants must then complete map veto and join the dedicated server, provided by CME.GG
- Participants must have their AC-ENABLED during the entire tournament. You can download our Anti-Cheat here: <https://www.challengeme.gg/download-client>

SIGN UP

Participants are able to sign up for any tournament with open sign up, via our sign up system. An admin is then able to approve your participation. Team captains will receive confirmation of their participation via email. There is the possibility that your sign up request will be rejected. You will also be notified of this.

TEAM SUBSTITUTES

If you require a player change, please report to our Tournaments Discord Server. This can be done up until 30 minutes prior to the tournament starting. **After this time, no further player swaps are allowed.**

MATCHES

	5v5	4v4	3v3	2v2	1v1
Max Rounds per half	15	15	8	8	8
Round time	1:55 minutes				
Freeze time	12 seconds	12 seconds	12 seconds	disabled	disabled
Buytime	15 seconds	15 seconds	15 seconds	-	-
C4 Timer	40 seconds	40 seconds	40 seconds	-	-

Overtime Rounds	3 Rounds per half				
Overtime Money	\$10,000	\$10,000	\$10,000	-	-
Knife round	ON	ON	OFF	OFF	OFF

LOBBY/INVITE

Lobby invites will be issued 10 (5v5, 4v4) or 3 (1v1,2v2,3v3) minutes before the map veto starts and will be visible on the dashboard. Upon the lobby countdown completing with all players in, team captains will begin the map veto process. The system will randomly choose which team goes first. The map veto process is completed on our website and has the following rules.

The rotation for best-of-one is: B/B/B/B/B/B - The last map will be selected to play.

The rotation for best-of-three is: B/B/P/P/B/B - The last map will be selected as the deciding map, if necessary.

The rotation for best-of-five is: B/B/P/P/P/P - The last map will be selected as the deciding map, if necessary.

LIVE MATCH

Knife Round will determine which team gets to choose starting side. After winning the Knife Round, any member of the winning team can type either ".stay" or ".switch". The match will then briefly restart and continue as normal. Teams have 30 seconds to decide which side to start. This is currently not displayed in game.

Pausing is allowed by team captains by entering ".pause". Pauses may only take place once per half, for each team. Anyone besides team captains found pausing or abusing this function could face disqualification. Examples of technical issues requiring a pause is server lag, which a team captain can then report to an admin, player crash etc. Pauses will have a 5 minute timer and can be resumed by entering ".unpause". This must be done by both team captains in order to unpause.

Players must stay on the server post match and await to be kicked out by CME.GG. This usually takes only 1-2 seconds.

DISCONNECT/LAG

Once the match starts, there will be no restarts. Any issues in lobby or during warm up can be reported to an admin. Otherwise, any issues during the match will have to be dealt with by competitors. An admin is able to overrule this under specific circumstances.

GAME PROTECTION

Every Tournament is protected by our ChallengeMe.GG Client, VAC and server side anti cheat. The admin team is always able to turn the ChallengeMe.GG Client protection off under certain circumstances. This decision is made only by admins. After every tournament players are checked in terms of Tournaments Rules and Terms of Service validation.

The following actions are strictly prohibited during a game and can result in your account being suspended:

The following commands are forbidden:
Mat_hdr_enabled

The following start parameters are forbidden:
+mat_hdr_enabled 0/1
+mat_hdr_leven 0/1/2

Any form of external script is forbidden.

Using bugs which change the game principle (i.e. spawn bugs) is illegal.

Moving through walls, floors and roofs is strictly forbidden. This also includes skywalking.

Planting the bomb so that it cannot be defused is illegal.

"Flash bugs" are forbidden

"Map swimming" or "Floating" is illegal.

"Pixelwalking" is illegal (sitting or standing on invisible map edges).

Using 16 bit graphics.

HE/Flash/smoke throw script is forbidden.

Any use of forbidden 3rd party software that is not allowed by the game publisher or exploits will result in a permanent ban from CME.GG and disqualify the offender's team from the tournament.

AGREEMENTS

Players are able to agree on certain terms before a match, such as waiting five minutes for a final player. An admin must confirm such agreements before the match starts.

An admin is able to overrule any decision made but will of course be aiming for quality matches and fairplay.

SERVERS & GOTV

Servers will have secure passwords that are only accessible to participants, admins, broadcasters or any other approved spectators.

RECEIVING THE PRIZE

After validation of Tournaments Rules and Terms of Service, the player can receive their prize according to the specific tournament prize pool.