

FORTCON 2018 CSGO RULES

Compliance with all tournament regulations is a mandatory condition of participation in FortCON. It is your responsibility to be aware of and understand the regulations. If you have any questions in regards to regulations we ask you to contact us or our on-site Tournament Director.

The Tournament Director makes the final decision in any ruling. Any rule may be altered at any time at the discretion of the Tournament Director. Decisions that go against these rules may be taken to preserve fair play and sportsmanship. All decisions dictated by the Tournament Director are final.

By registering and participating in the event, each participant agrees to be bound by the rules of the event.

Event Communication

Discord will be used as the primary means of communication for this event. At Least one player on every team is required to be present in discord. Game times, results, and general information will be distributed by discord only.

Game Tourney Summary

The game tournament will feature a 5 vs 5 competition for up to 12 teams of 5 players. To determine seeds the 12 teams will be split into groups and they will take part in a round robin (BO1 pre-determined map) within their group. Once seeds have been determined the teams will be entered into a single elimination bracket and play a best of three maps each round.

General Rules

- 5 vs 5 with a max of 12 teams
- Round Robin / Single Elimination Tournament Format (see "Seed Format" below)
- The tournament will use the latest edition of CS:GO
- Use of any software modifying the game functionalities that creates an unfair advantage for players is strictly prohibited and will result in physical removal from the event.
- Disrespecting tournament officials, using insulting language or gestures, or refusal to follow tournament / event staff instructions will result in removal from the event.
- Forbidden in-game actions include:
 - Using pause during a round is forbidden (except for technical problems at the end of a round or during freeze time.)
 - Any form of script is forbidden, with the exclusion of buy scripts.
 - 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.
 - "Silent bombs" (i.e. the planting of a bomb which doesn't make a sound) are illegal.
 - Planting bombs so that they cannot be defused is illegal. This does not include plants where multiple players are needed to defuse.
 - Boosting with the help of team mates is allowed in general, but it is forbidden in places where the textures, walls, o Ceilings, floors become transparent or penetrable.
 - "Fireboost" (i.e firing below a player to push him) is strictly illegal.
 - "Flashbugs" are forbidden. o Throwing flash grenades under walls is not allowed, throwing grenades over walls or roofs is allowed.
 - "Mapswimming" or "Floating" is illegal.

- “Pixelwalking“ is illegal (Sitting or standing on invisible map edges).
- Binding “+duck“ to the mouse wheel is forbidden.
- Any custom (game) files.
- The group rounds will be a best of one, the single elimination rounds will be a best of 3. For the group rounds the map are pre-determined as below:
 - Round 1: de_mirage
 - Round 2: de_cache
 - Round 3: de_overpass
- For all stages we will use a knife round to determine sides for the rounds.
- For the bracket we will use the veto system as follows to ban and pick maps for the best of three:
 - In the case of tie, overtime will be played out.

Seed Format

Teams will begin the tournament by competing in a randomly seeded (2 groups of 4) round robin, best of one competition. A seed for the group will be determined upon how many games a team wins or loses in the round robin. Once seeds are determined the single elimination bracket will be created, the top team from Group A will play the Bottom team from Group B etc.

The group rounds will be a best of one, the single elimination rounds will be a best of 3. For the group rounds the map are pre-determined as below:

- Round 1: de_mirage
- Round 2: de_cache
- Round 3: de_overpass

Map Pool: Active Duty

- De_inferno
- De_Dust2
- De_Mirage
- De_Overpass
- De_Cache
- De_Nuke
- De_Train

Roster

A team roster will need to be provided prior to the start of the tournament. The roster will include the player's name, in-game name, FortCon seat number, and steam ID. Once submitted rosters are will be locked, no further changes will be allowed. Teams will be able to roster up to six players. A player must play a minimum of one map prior to sunday in order to participate in a finals game. In the event that a team is unable to field 5 players for a map, teams can play with a minimum for 4 players. In the event that there is a prize FortCON will not provide extra for rosters over five.

Timeouts / Stoppages

Each team will be allowed a single one minute timeout per game. There will be no stoppages of play for any reason other than FortCon staff discretion. No technical timeouts will be provided unless there is a network or power issue with FortCon equipment. In the event that there is a server failure the match may need to be replayed from the start regardless of where the score was left off.

Game Times

Each round will have a start time posted in discord. Teams will need to be in the server and ready by this time. A maximum grace period of 5 minutes will be given. After 5 minutes the opposing team with 5 players ready in the server will be awarded the win. There are other events going on at FortCON unfortunately we can not adjust game times to accommodate every situation.