StarLadder CIS RMR

Official Rulebook and Regulations

I. Introduction

1. Acceptance of the Rules

The StarLadder CIS RMR (hereinafter Tournament) is an official competition with its own rules and regulations.

The StarLadder CIS RMR official rulebook and guidelines provided to team representatives valid throughout all activities during the tournament until the end.

Each participant or team representative must confirm that he read, understood and accepted all rules and regulations stated in this document.

2. Tournament participants

A Tournament official participant is a team or a player that is participating in a StarLadder CIS RMR competition. The teams and registered members are accountable for all penalties or rule violations registered member made during the tournament.

One participant cannot be a part of more than one organization at the same time if the other is not recognized by the tournament organizer or allowed by the main referee of the Tournament.

3. Regional distribution

A Tournament official region is limited to the CIS countries
List of the eligible countries:

CIS			
Armenia	Georgia	Moldova	Turkmenistan
Azerbaijan	Kazakhstan	Russian Federation	Ukraine
Belarus	Kyrgyzstan	Tajikistan	Uzbekistan

4. Penalties

a) Definition and rights

Penalties are given to the team members and team representatives for any violation of the rules within the tournament length. They may be classified as minor or major penalty points, disqualification from the match or the tournament. Participants will be informed about punishment by mail and will be given time to appeal on the decision. Communication regarding appeals should be between the license-holder or his assigned communication manager and the main referee of the tournament.

The tournament organizer has the rights on the deduction of prize earnings, disqualification and public statements about the decision made in the case of a rule violation.

b) Minor violation

Minor penalty points are given for minor incidents such as not providing required team data before a deadline, violation of rules of conduct or abusive language during participation in any phase of the tournament. Every minor penalty point will deduct prize earnings by 1%.

c) Major violation

Major violation penalty points are given for major incidents such as ignoring decisions of an administrator, failing to show up for the match, repeated Minor penalty points, rule breaking, ignoring of media activities and so on. Every major penalty point will deduct prize earnings by 5%.

d) Disqualification

Disqualification will happen only with the most crucial rule violations such as cheating, match-fixing, repeated failure to show up for the match, public image damage for the tournament organizer and so on.

The disqualified participants forfeit all prize money for the competition and get banned from participating in any StarLadder events for a period up to 1 year depending on the degree of violation.

5. Official matches

The term "Official matches" refers to matches that take place under the banner of StarLadder CIS RMR for any stage of the tournament.

6. Broadcast and the rights

Broadcast refers to official Live showing of any match during the tournament on any platform the organizer decides to do so, in any of the tournament stages.

Tournament organizer has the rights to allow official broadcasts for any person or partners they want.

Teams cannot refuse to play in a match officially broadcasted by the organizer or partners.

7. Data rights

Every participant allows the use of personal data by the tournament organizer. Specific rules on providing and using team data can be seen in the section ['6.f Personal Data rights'](#)

8. Tournament organizer

The StarLadder CIS RMR is organized by StarLadder and partners. StarLadder is operated by StarLadder Ltd.

Administration list

Name	Role	Contacts
Yehor "panda" Kolomiiets	Head referee	panda@starladder.tv
Aleksandr "non1ck" Isayevsky	Assistant of head referee	a.isaevsky@starladder.tv

II. General

1. Rules and Regulations changes

StarLadder reserves the right to remove, modify or change the rules without further notice on any stage of the tournament to save the sport integrity of the tournament. StarLadder also reserves the right to make decisions on cases not covered by the current rulebook to prevent any breaching on fair competition and sportsmanship.

2. Confidentiality

All dialogs between the tournament organizer representatives and players or team representatives, by any communication channels, are deemed strictly confidential. The publication of such material is prohibited without written confirmation from the StarLadder Head Referee.

To ensure an appropriate level of confidentiality, the Tournament organizer concludes non-disclosure agreements (NDA) with all its partners and contractors, and also complies with security requirements and rules in accordance with its internal policies and instructions.

3. General responsibilities, agreements

The StarLadder CIS RMR administration takes responsibility on hosting all the stages of the tournament and providing information on time via the official communication channels of tournament organizer and the official site of the competition: starladder.com
The tournament organizer is not responsible for any information provided on 3rd party websites or resources.

The tournament organizer is not responsible for any agreements between individuals or teams, which can conflict with StarLadder CIS RMR rulebook and regulations, and will not allow them to take place.

4. Live broadcast

Any Tournament matches can be chosen to be broadcasted by the tournament organizer or partners. Live broadcasts will be organized on different platforms and will be distributed via different media sources.

a) Rights

All broadcasting rights of StarLadder CIS RMR are owned by the StarLadder Ltd. This includes but is not limited to: video streams (e.g. PoV streams), radio streams, GOTV, replays, demos or TV broadcasts.

b) Personal broadcasts

Players or casters are not allowed to broadcast their own or selected matches without prior approval of the tournament organizer.

c) Protection of the rights

The tournament organizer has the right to protect its own products created during or after the tournament from rebroadcast or unauthorized usage in post-production.

d) Agreement

Each participant or team member agrees that his personal data can be used in tournament promotion with advertising purposes, including but is not limited to, in the official or affiliated partners broadcast. Players cannot refuse to take part in the broadcasted match and cannot choose in what manner or style the broadcast is made, or withdraw his consent on his personal data processing during the Tournament.

5. Communication

Communication between tournament organizer and team representatives specified in the rules. The official communication resource is email if any other is not previously specified by the organizer in the email sent to players and team representatives.

a) Communication with the tournament organizer

Any communication with tournament organizer by email or other means are confidential and cannot be publicly shared. All emails sent to the organizer or by the organizer are recognized as official messages and cannot be shared to third parties. The tournament organizer has the right to not to react on messages which were sent by an unofficial source of communication.

b) Communication with players

Communication with players will be limited to the team official communication representative through the email registered in the team profile. All communication will be limited to email if other means are not specified by organizers in an email (e.g. moving the discussion to messengers or text servers).

6. Participation conditions

The following conditions must be met in order to participate in the StarLadder CIS RMR.

a) Age restrictions

All participants of StarLadder CIS RMR must be over 16 years old before the first match scheduled for the team. In case the participant is younger than 18 years old, he has to provide to the Tournament organizer filled by his parents/guardians form "Consent of parents / guardians to the participation of a minor player in the tournament".

b) Regional Limitations

Teams and players are limited to participate only in one region during the qualifications.

c) Home region

A player home region is the region with country, he holds a valid passport from, according to the regional distribution. If the player holds passports from more than one region - he will be

counted as representative of the region he participated during the first match of the tournament. This decision will be final during the whole tournament.

For the team, the home region is determined by the majority of the players registered in the roster. If there is no such majority, the team may have no home country or even no home region. In this case, the team cannot take part in qualifiers restricted to a country or region without prior approval from tournament administration.

Qualifiers and invites for StarLadder CIS RMR are usually based on the majority of the lineup registered to a country, region or subregion. A team is only allowed to take part in qualifiers for their respective home region which will be decided by the team's nationality. Exceptions from this rule are possible if the organizer can be convinced that there is a valid reason why the team would be unable to attend all required parts of the qualifier in their home region and why the team should be allowed to play the qualifier in the region suggested by the team. In the case the team wish to participate in another region, the team should confirm the possibility with the tournament organizer prior to registration, otherwise it will be disqualified from the tournament.

An example of a valid reason is:
- The team is staying in another region prior to start of the tournament, can validate that and will stay there for a prolonged time that spans over the time of the qualifier for the their home region, and it can be clearly shown that this condition has not been created to be able to take part in a qualifier of other region and they cannot return due to the COVID or other restrictions to the home region.

If such an exception has been granted, the respective region will be considered the team's home region for the entire event or (if that happens before the end of the event) until the conditions for the exception expire.

Example: The team's home region is 'Americas'. They are staying in CIS, can provide all proof of legal stay in the country they reside in and cannot return to the country due to the COVID restrictions. StarLadder considers this a valid reason to allow them to participate in CIS RMR tournament.

d) Majority of the lineup
The majority of the lineup present in the team match must have the home country in the region they are registered as participants during any stage of the tournament.

Example: 3 out of 5 players in a team need to be from the CIS country if the team is registered to the CIS qualifiers. Team cannot use a substitute from another region if starting roster no longer eligible to be counted as CIS based.

e) Physical player location
The tournament organizer reserve the right to ask any player, who is playing in regional qualification from a country which is not recognized as his home country or the region according to the regional distribution, about the reasons for this and has the right to not allow players to continue participating in the tournament without the valid reasons to do so. Valid reasons can be seen in '6.c Home Region'

f) Personal data rights

Each of the Teams who participate in the Tournament (collectively – "Participants") hereby declares, agrees and consents that:

- **Referred to IP rightsholder and Personal Data:**

For good and valuable consideration, by registering to participate in the Tournament every Team and each of their members, as well as Teams participated in the Tournament and each their members (collectively – "Participants") in connection with appearance in the Tournament hereby declares, agrees, confirms and gives a consent that:

(a) Each Team Member hereby grants to the Tournament Organizer permission and rights to broadcast live, as well as a recording of their participation in Tournament.

Without limiting the foregoing, each Team Member hereby grants Tournament Organizer a non-exclusive, free, worldwide, perpetual license (with right of sublicense) to copy, display, distribution, editing, publication, storage and other use and display of full name/nickname/player tag, photos, images, avatars, voice, video images, game character, game statistics and biographical information, as well as the creation of derivative works based on the above elements in any existing and future social networks, in connection with the broadcasts of the Tournament or any part of it, including for commercial purposes, with the aim of expanding the audience and promoting the tournament or its part, as well as for any other purpose.

(b) The Team and each of the Team's member give their written consent to collect, use, disclose and process their personal data in accordance with the Law of Cyprus, General Data Protection Regulations (GDPR), Regulations (EC) 2016/679) and other applicable international regulatory / local acts and directives in the field of personal data protection, which may include, but is not limited to: Name, sex, passport data, registration at the place of residence and actual address, citizenship, date and place of birth (day / month / year), TIN, data from state registers of business entities, qualification information, communication numbers, electronic identification data (IP-address, phone, e-mail, logins, nicknames), bank account details and payment/credit card details, photos, medical and other insurance policies and any other information which is or can be identified me in any form can be processed and used for the following purposes: (i) execution of contracts, agreements, etc.; (ii) marketing and promotions regarding goods and services offered by the Tournament Organizer and its associated entities; (iii) the processing the Personal Data is required for performance the services by the third parties for the Tournament Organizer if required for the Tournament Organizer's ordinary economic activities; (iv) other purposes under applicable law connected with obligatory, processing of the personal data by the Tournament Organizer, as well as to transfer the Personal data between entities which belong to the Tournament Organizer (sponsors, strategic partners, affiliates, agencies, licensors, licensees, successors and stewards, etc.) around the world, located in countries, which give the guarantee of protection of personal data on their territories in order to ensure the realization of civil and economic and legal relations, settlements, tax accounting, for contractual relations and communication with state authorities, counterparties and other third parties , for the purposes of carrying out economic activities as well as for other purposes which do not contradict the applicable legislation.

7. Players details and nicknames

By the request, players are required to send all needed information including but not limited to: full name, contact details, date of birth, address, email, phone number and photo.

The Player need to submit his nickname during the registration period and is no longer able to change it without pre-approve from the organizer side.

8. Game accounts

Each player needs to submit his steamID on the qualification platform or with the provided by organizer personal data collection method and cannot change the account during all phases of the tournament, until the end.

A player who was VAC-banned on any of his own accounts is not eligible to take part in the tournament.

The player understands that the organizer has the right to check any of his accounts and confirm that player eligible to take part in the tournament.

Any team on which a banned player has played during the period starting with the first Tournament game and ending with the end of the Tournaments, will be banned.

VAC-ban will only disqualify a player from the tournament if it was either received less than 5 calendar years prior, or it was received at any time after their first participation in the Valve-sponsored tournament.

9. Team accounts

a) Standards

For the open qualification the teams must create and submit a profile on the FACEIT.com platform.

For the further stages, team representative will be asked to provide all team data to the organizer, such as but not limited to team logo, team contacts, team information, player web-camera etc.

b) Team names

The team name may only be used for one participating team and be submitted before the roster deadline. If an organization has more than 1 roster, they have to determine, which roster will represent them before the start of the games.

A title sponsor may only be used in the name of one participating team and must be determined prior to the start of the games. The title sponsor may not switch teams even if the original choice is eliminated. The title sponsor cannot be key resellers or other companies, who interact with in-game skins or players inventory.

c) Changes in Team accounts

Any changes in Team accounts must be approved beforehand by StarLadder. In case of late notification before the actual start of the games, the organizer has the right to deny any changes in the Team account.

10. Slot holder

a) Definition

StarLadder CIS RMR slot will be owned by teams who meet the following criteria:
- were invited based on the RMR point's accumulated in the previous RMR tournaments and kept 3 out of 5 players who played in the last stage;
- have qualified through open qualifications.

If teams qualified based on the RMR point's failed to keep 3 out of 5 players in the starting roster, the slot will be transferred to an organizer reserve.

b) Duration
Slots will be given to the owners only for the duration of StarLadder CIS RMR.

c) Team Slot
Team slot in team competitions can be owned by the legal entity. A legal entity can only own one slot in the same competition.

If players are not represented by any legal entity - the slot will be given to the actual team, where the team leader or organizer will be the designated contact person for this team. This person will be responsible for keeping the team in order, and holding all questions regarding team account submitting and maintenance, but in such a case the right to the license can only be sustained if the majority of the players that actively played in the last stage(s) of the qualification stay on the team. The slot owner or representative is responsible for all actions and commitments of the team.

d) Teams ownership
Each organization and its legal entity can only acquire one slot per tournament (including its qualifiers). Therefore it is not allowed for a squad to participate in a StarLadder CIS RMR tournament or qualifier if:
- Another squad of the same organization has been invited or qualified for the main event.
- Another squad of the same organization has been invited or qualified to the closed qualifier.
- Another squad of the same organization has signed up for the same qualifier.

Such squads can be disqualified without prior notification from any stage of the tournament.

The players and teams are required to affirm that they have no business entanglement (including, but not limited to, shared management, shared ownership of entities, licensing, and loans) with any other participating team or its players. If you have an agreement or business arrangement that you think may be of concern, you required to report any existing conflicts of interest to the tournament organizer and Valve in writing prior to registration or accepting an invitation, under the understanding that this report will be made publicly available and that failure to report any conflict of interest may result in disqualification from the event and/or forfeiture of the proceeds.

Players and teams will be required to sign the Declaration of conflict of interests prior to the start of the tournament by set deadlines of the Tournament organizer in order to be eligible to participate in the tournament.

e) Transfer of a slot
Slot owner can ask to transfer a slot if they are keeping a roster majority and transferring it to another Legal entity or the majority of players before the roster deadline.

f) Withdrawal of a slot

StarLadder and Valve reserves the right to withdraw or deny slot ownership from any participant if owners breached within the guidelines and/or rulebook set out by the organizer. Valve reserves the same right as well as the right to remove any individual team member from the competition.

11. Teams sponsors

Team sponsors who can be identified as racist, pornographic, related to illegal drugs, adult/mature or non-ethical resources are not allowed to be presented on StarLadder events.

12. Roster changes

Teams are allowed to make a roster change only by following these criteria:
- During open qualifiers teams can only make a roster change after the qualifier finishes, and only if the team failed to qualify. Changes in the roster during the qualifier are prohibited;
- During the tournament the team can use reserve player registered as substitution as between the matches in cost of the 20% of earned RMR points in this tournament;
- No roster additions will be allowed from the moment team registered their roster in the tournament;

It is suggested that every RMR team has a reserve player registered in the roster that can act as a substitute to compensate for any player losses during the tournament.

Reserve players can step into the roster instead of the one of the players any time before the start of the match in the cost of the 20% of earned RMR points in this event, and with no cost can be sub out from the roster. If a team needs to sub a player once again, they will lose another 20% of the earned RMR points in this event.

a) Players addition

A player who starts the qualifier with one team is locked in that team for the whole duration of the team's participation in the tournament. In case the team considers the addition of any player to the roster, they need to be sure that the player meets the following criteria:

- A player that played in and qualified from an open qualifier is never allowed to participate in another open qualifier and he is not allowed to change to another team in the closed qualifier;

- A player that played in and qualified from a closed qualifier is never allowed to participate in another qualifier and change to another RMR participant;

- A player that played in the open qualifier but didn't qualify into the closed qualifier is allowed to change teams for another open qualifier (but only in the same region he played the first qualifier), or the invited participant.

b) Requirements

Before the team decides to add a player to the roster, StarLadder needs to be informed accord to communication channels with the following information:
- Nickname
- Full name

StarLadder has the right to deny the addition if a player does not meet the requirements for a Player addition.
Every participant is required to sign up in the provided by the tournament organizer form until the 5th of June (15:00 Kyiv time).

c) Roster submit deadline

For the all stages of the RMR, the roster submit deadline is on the 5th of June 2021 15:00 Kyiv time applies. During the qualifiers, players can be added to the roster any time before the check-in to a qualifier.

13. Prize money

All prize payments will be done 90 days after the event finished (additional 30 days after payment documents were provided and signed). Teams will be contacted by the organizer and will provide details for the payment.

14. Match start

a) Punctuality

Each team is required to be presented on the server/room/communication channel at least 15 minutes prior to the start of the match according to the schedule provided by the organizer. If the team is late for the scheduled time and didn't notify the organizer, they will receive penalty points.

b) Not showing up

If one or more players don't show up for the match on time, the organizer has the right to disqualify the team from the match after 10 minutes of waiting.

c) Match procedure

The match will be played on a server that was agreed between both teams until the last round. Before the match teams are required to submit map vetoes.

d) Match results

Results of the match are considered confirmed by both parties if there is no protest submitted right after finishing.

15. Match protest

a) Definition

A protest needs to be filed during a match for things like incorrect server settings, ineligible players on the server or other related issues. After the match, protests will be reviewed by the administration as soon as possible. A protest is the official communication between the parties and the admin. Team representatives are not allowed to share any of the dialog, decisions, people involved in the protests review, etc, without the permission of the organizer.

b) Deadline for protest

Protest can be submitted after the match within 10 minutes after it finishes. If the team protest about the result after the deadline, the organizer has the right to not to react to the protest.

c) Filling the protest

The protest must contain detailed info about why the protest was created. A protest may be declined if proper documentation is not presented. A simple „they are cheaters" will not apply and will be denied by the organizer.

d) Communication during the protest

Communication from the team is only allowed to be made by one representative chosen by the players (team manager or team captain). Teams must confirm that they will act like professionals and will not abuse opponents or referees during dialogs between all parties.

e) Decision on the protest

Decisions on the protests are final and cannot be arbitrated.

16. Media activities

Teams or their representatives are obligated to join remotely or on-site for any media activities scheduled by the organizer. Each team will be notified priorly of any media activities scheduled for them during the tournament.

17. Conflict of interests

All participants agree and confirm that they don't have any conflict of interest before the start of the first match on the tournament for them. In case a participant is not sure how to consider certain situations he should contact the tournament organizer beforehand and receive confirmation of his eligibility to take part in the tournament.

III. Tournament qualification process

1. Closed Qualifier

Four participants of the Closed Qualifier will be determined in online regional open qualifications, while another four teams will be directly invited by the Tournament Organizer.

2. Main Event

Qualification for the RMR Main Event is given to teams by following results:
- A team placed 1-5 in the RMR standings of a previous RMR tournaments is qualified for the Main Groupstage of the StarLadder CIS RMR;
- 1st-5th places of Closed Qualifier for StarLadder CIS RMR are qualified to the Main Groupstage;

3. Participant replacement

In the situation that the organizer requires replacement for a team invited to the Main Event, but lost the majority of the players or declined the invitation, the slot will be transferred to the next higher position in RMR standings.

In the situation that the organizer requires replacement for a team invited to the Closed Qualifier, but lost the majority of the players or declined the invitation, the slot will be transferred to the next higher position in RMR standings or to the Tournament Organizer reserve.

During other stages, the slot will be given to the next not qualified team in the qualifier, which was represented by the replaced team.

In case of two or more teams have tied results, the replacement slot will be given to the team eliminated by the replaced team in the qualifier, or the tie will be solved by the organizer on his discretion according to other criteria such as the world rankings position, better results in the qualifier group, etc.

IV. Tournament structure

1. Tournament stages

The tournament is divided into 3 stages.

a) Online qualifications
- Open qualifications

All open qualifications will be played online. Registration is free for every participant if they meet the requirements of the current rulebook and the regulations of the tournament. Winners specified in open qualifiers announcement will proceed to Closed Qualification.

b) Closed Qualification
Closed Qualification will be played online.

- Group Stage

Group Stage of the Closed Qualification will be played with two double elimination groups with 4 teams each, ending after the 2 best teams are determined. All matches will be 'Best of Three'. Winners of the winner bracket and loser bracket finals will proceed to the Main Event Groupstage.
- 5th place decider

Third best places from each group will be paired against each other to determine the last slot to the Main Event Groupstage. Match will be played in the 'Best of Three' format.

c) Main Event
- Main Event Groupstage

Ten teams will be divided into 2 groups with 5 teams each. They will play in a Round Robin format:

Each team will play vs each other team in "Best of Three" format. Winner of the match will get 3 points. Teams' final placement in the group based on the amount of points earned from

all the matches. In case if two or more Teams have the same number of points, the following rules shall be applied to break the tie:
  (1) Match result between these teams.
  (2) If (1) results in a tie, higher place is given to the team with the higher map difference between these teams.
  (3) If after (2) tie is not resolved, higher place is given to the team with the higher map difference between all teams in the group.
  (4) If after (3) tie is not resolved, higher place is given to the team with the higher round difference between these teams.
  (5) If after (4) tie is not resolved, higher place is given to the team with the higher round difference between all teams in the group.
  (6) If after (5) tie is not resolved, rematches will be played between these tied teams in "Best of One" format.
  ● If one of the teams placement is determined by one of the rules, but ties between others are still in place, such a teams will determine the placement starting from (1).

The best 2 teams in each group after all rounds will proceed to the Main Event play-offs of the RMR Tournament, while 3rd places will be paired against each other to determine the 5th place of the tournament. All matches will be played in 'Best of Three' format.

  - Main Event Play-offs
Four teams will play in a Double Elimination bracket. All matches will be played in 'Best of Three' format while the final game will be played in 'Best of Five' format with 1-0 advantage for the Winner Bracket team.

V. Open Qualifiers stage rules

1. Platform
Open Qualifiers matches will be played on the FACEIT.com platform. All teams will need to submit the roster for online qualifiers on the platform. Matches on this platform will require installation of an anti-cheat. Banned players on FACEIT will not be allowed to take part in the tournament.

2. Anti-cheat
FACEIT.com has its own anti-cheat which requires beforehand installation.

VI. Main event and closed qualifiers stage rules

1. Punctuality
Each player is required to be presented on a specified server and video-chat on the time provided by the organizer in special tournament guides, sent to the team. Being late will result in penalty points awarded to the team. In case of force majeure situation, players need to notify the organizer about any possible delays.

If one or more players are not presented at least 10 minutes prior to the match on the server or in the video-chat, the organizer has the right to disqualify the team from the match.

2. Equipment

The organizer will provide the server and video-chat link to the teams. Players need to provide the video-feed of the webcamera. Players and teams are solely responsible for own equipment, internet connection and ddos protection during the event.
All equipment is subject of approval by the organizer. On any time the organizer can ask a team to change or modify their equipment.
The organizer is not responsible for any technical issues players experience on own end. Each player needs to ensure he has a spare setup or internet in case of emergency situations.

3. Clothing and restrictions

The players and teams need to ensure that they are all in equal colored and styled team attributes. The organizer has the right to not to allow matches to start before the problematic piece of clothing has been replaced.

4. Players guidelines

The organizer will provide special guidelines before the event start with specific rules and schedules. This guideline is considered as an official document, and everything written in them should be executed by the parties.

5. Voice servers

The organizer will require from the teams with access to the teams Teamspeak or other voice server during the matches. The organizer has the right to be present on this channel for monitoring purposes and allowed to record the voice channel communication.

6. Videofeed servers

The organizer will require from the teams webcamera video feed of each player. Guidelines will be provided before the event starts. In case if teams are located on the bootcamp organizer has the right to be provided with the overview videofeed of the room.

7. Media obligations

Before the start of the event, each team will need to provide players' photos and make pre-tournament interviews (if required).
During the event, teams are obligated to provide at least one person for the pre-match and after-match interview. Teams are obligated to attend at least one press conference scheduled with the team beforehand. Players cannot deny or restrict using the photos and video recording of them by the organizer on any stage of the event.
The participants will receive the media schedule beforehand to be informed about the nature, duration and times of any activities.

a) Missing or canceling of media obligations

Missing or canceling obligated activities that were confirmed beforehand by the team will result in penalty points for the team.

8. Event matches

a) Rules of conduct

During the event matches, all players should act with ethical principles towards viewers and opponents.

VII. Rule violations

1. Behaviour

Each player and team representative, staff and management agree to behave in a respectful manner to any person during the event. They understand that the organizer will need to react to any report about harassment on gender, age, size and other insults, and will be punished with the possibility of disqualification from the tournament.

2. Single or continuing violations

In case of a single violation, participants will be punished or get a warning according to the severity of the violation. If they continue to act unmannerly and disrespectful towards other people - they may be disqualified from the tournament.

3. Cheating

a) Software

Any software which is giving anyone advantage during the game, listed here but not limited to the ones below is prohibited:
- Sound modifier;
- Texture modifier;
- Aim assistance.

b) Ghosting

Players are not allowed to watch or be presented on any of the broadcasts of their own matches.

c) Information abuse

Communication with the coach or other persons during the match is prohibited.

4. Using alcohol or drugs

Players are prohibited to drink alcohol and use drugs during the tournament days. The organizer has the right to not to allow players to take part in the match if he is sure that the player is drunk or under the influence of drugs.

5. Betting

No players, team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the

tournament matches or the tournament in general. Any betting or gambling against your own organizations matches will lead to an immediate disqualification of the organization and a ban from all Valve and StarLadder competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

6. Results manipulation

Offering bribes or forcing other teams to manipulate results of a match will cause disqualification for all parties of the deal and ban from all StarLadder events in the future.

7. Match-fixing

Asking or trying to manipulate the results of a match for betting purposes will be considered as match-fixing, and the involved parties will be disqualified.

8. Media behavior

Teams and their representatives should try to solve any issues with the organizer before making any social media statements that could damage the brand or tarnish the reputation of the organizer. In case if it is not possible and the organizer refused to take any actions, teams are allowed to post statements to social media.

9. Brand damage

In case if a team representative publicly aims on damage the reputation of StarLadder or any sponsors for the event, the organizer has the right to disqualify and ban all involved parties from future events and start court process to defend the brand's reputation.

VIII. Game Specific rules

1. Game version

During the tournament, the last official version of CS:GO will be used for the matches. Clients need to be updated for the latest patch. In case crucial bugs appeared in the latest version of CS:GO, the organizer will try to arrange reversing of the version to a previous patch, with the agreement from the teams.

2. Acceptance of data collection

Players and their representatives confirm that they allow the organizer to collect videofeed and stat's of the game.

3. Maps and veto process
a) Map pool
Active duty map group map pool will be used for the whole duration of the tournament.
- de_vertigo
- de_nuke
- de_mirage
- de_overpass

- de_dust2
- de_inferno
- de_ancient

b) Map selection
- Online-part

During online matches, the map selection will be done on the FACEIT.com platform in the match room right after it is created. Teams will have up to 15 minutes to finish the veto.

For Best of One matches the process will be:
The random team will be assigned as the Team A or Team B. Team A starts the process and the order of the ban / pick is as follows:
1. Team A removes one map.
2. Team B removes one map.
3. Team A removes one map.
4. Team B removes one map.
5. Team A removes one map.
6. Team B removes one map.
7. Remaining map is being played.
The sides on the map are determined by a knife round.

For Best of Three matches process will be:
The random team will be assigned as the Team A or Team B. Team A starts the process and the order of the ban / pick is as follows:
1. Team A removes one map.
2. Team B removes one map.
3. Team A picks the first-played map.
4. Team B picks the second-played map.
5. Team A removes one map.
6. Team B removes one map.
The remaining map is played as a decider if required.
The sides on the maps are determined by a knife round.

- Closed Qualifier and Main Event-part

During the Closed Qualifier and Main Event, teams will be asked to submit the map vetoes 30 minutes prior to the scheduled start of the match. Referees will gather representatives from both sides in the chat. Higher seeded team in the match decides who is starting the veto process. In case if in the match there is no Higher seeded team, Organizers will randomly determine who starts the veto.

The process of the map veto of Best of Three matches:
Team A starts the process and the order of the ban / pick is as follows:
1. Team A removes one map.
2. Team B removes one map.
3. Team A picks the first-played map, team B decides the sides on this map.
4. Team B picks the second-played map, team A decides the sides on this map.

5. Team B removes one map.

6. Team A removes one map.

Remaining map is being played as a decider, team B decides the sides on this map.

The process of the map veto of Best of Five matches:

Team from lower bracket starts the process and the order of the ban / pick is as follows:

1. Team A removes one map.

2. Team B removes one map.

3. Team A removes one map.

4. Team B picks the first-played map, team A decides the sides on this map.

5. Team A picks the second-played map, team B decides the sides on this map.

6. Team B picks the third-played map, team A decides the sides on this map.

Remaining map is being played as a decider, team B decides the sides on this map.

4. Match settings

Following settings will be applied in all matches of the tournament:
- Round duration: 1,55
- Max rounds: 30
- Freezetime: 20
- Buytime: 20
- c4 timer: 40
- Round restart delay: 5
- Halftime: up to 2 minutes

a) Overtime settings

Overtimes will be played in case of a 15-15 score after main rounds. Team will stay on the side they played the previous half.
- Max rounds: 6
- Starting money: 10000$
- Halftime duration: 0

5. Match server

All matches will be played on official servers provided by the tournament organizer. Participants are not allowed to share IP's or passwords from the servers to any third party representatives.

a) Online qualifiers

During the online qualifiers, players will choose servers on the FACEIT.com platform by vetoing one by one location.

b) Closed Qualifiers and Main Event

Organizer will provide a game server with competitive settings to all players. In case one of the teams experiences issues with the latency to the server, the organizer will provide other locations for check. In case if teams are not able to find an agreement on the server location, Russia (Moscow) location will be set as default for the whole match.

6. Game chat

All communication not connected to the match between teams are restricted to be sent in global chat.

7. Coaching

Coaches are not allowed to be presented on the server, in the gaming room (behind the players) or in the voice-chat with the team during the whole duration of the match.

8. Pause rules

Players can call for the pause at any moment, and pause will start from next round's freezetime or, if the pause was called during freezetime, it will be immediate.

a) Online matches

During online matches, players can call the pause by typing .pause in chat. The server will be paused on freezetime. Each team has up to 5 minutes of pauses during the match.

b) Closed Qualification or Main event matches

During the Minors and Majors, each team is allowed to call a timeout (tactical pause) of 30 seconds up to four times per map. Timeouts can be called via the in-game vote system (ESC - Call Vote - Call Tactical Timeout). Teams are allowed to take all four timeouts at once by calling them all individually once the previous timeout expires. Teams will not be given additional timeouts in the overtime, but the unused timeouts can still be used in overtime.

- Technical pause

During the tournament, typing .pause in chat will call a technical pause.
Technical pauses are limited for 15 minutes per team in the match. Organizers reserve the right to prolong the technical pause on their sole discretion.

- Server-admin pause

The server admin can call a pause on the server at any time due to technical issues with broadcast or other problems related to production or rule violations.

9. Player settings
a) Modifying the client

Players are restricted to modify the CS:GO client with third party files (such as custom chat messages, radar modifications, etc).

c) In-game account

In-game account parts will be modified by the tournament organizer during most of the tournament stages.

- Nickname

For online qualifiers, the server will modify the nicknames of players according to the registered nickname on the platform FACEIT.com

During Closed Qualification and Main Event - the server will be modified according to the team data provided to the tournament organizer.
Players are restricted to use any additions to nicknames (e.g. <3, h8 etc.) except the addition of the sponsors part to the original nickname.

- Avatar

Players avatars will be modified to the team logo or personal photos during the tournament. Players are not allowed to use any avatars which violate the code of conduct.

- Skins modifications

Using any third party software for modifying skins in the client is restricted and can be banned by the anti-cheat.

- Skin nametag

Players are not allowed to use weapon nametags which violate codes of conduct or have sponsors/advertisements on it.

10. Match procedure

a) Breaks during/after the match

Teams will have at least 15 minutes of a break between matches and 10 minutes between maps in best-of-three.
The exact times will be communicated by the tournament administration depending on the logistic possibilities on the venue. Halftimes break will be specified later.

b) Number of players

Matches can officially start only when the 5 players from both sides join the server. In case of one or more players are not able to join the server, the team will forfeit the map if another is not allowed by the Tournament Organizer.

c) Server issues or match interruptions

- In case players were dropped before the first damage on the map, the round will be replayed after they rejoin the server. Administration keeps the right to override this rule if damage was "blind" and not "crucial" (e.g. grenade damage for up to 10 hp for the player)
- In case a player was dropped after the first damage on the map, a pause will be set during next freezetime, and the round won't be replayed.
- In case the server crashes before the first damage, the round will be replayed.
- In case the server crashes during a round, the server admin will try to simulate a situation on the map. If it's not possible, the decision if the round will be replayed or if it will be given to the leading team in the round is up to the main tournament referee.

d) Using of bugs or game glitches

Using of bugs or game glitches is prohibited. If a player discovers a new bug or glitch, he is obligated to immediately report it to head admin before using it.
The usage of the following bugs is strictly forbidden. If any bug is used which is not listed here it is up to the referee's discretion whether or not a punishment will be given.

- Moving through clipped areas where the movement by the design of the map is not possible is strictly forbidden (any walls, ceilings, floors, etc).
- The bomb may not be planted in a location where it cannot be defused. Planting the bomb in such a way that no one can hear the sound is forbidden.
- Standing on top of teammates is generally allowed, it is only forbidden when such actions allow the player to peek over, under and/or through a solid object (e.g. wall, box, ceiling) that should not be allowed according to map design.
- Pixel walking is forbidden. A player will be considered to be pixel walking if they sit or stand on invisible pixels on the map, where there is no visible edge or any texture he is staying on.
- Using the light of the objects (e.g. light of the c4) to watch through the walls on the certain locations.

We recommend checking with the tournament referees whether a certain bug or glitch is considered prohibited.

Prize pool of the tournament and RMR points will be distributed by the following order:

Placement	Prize pool	RMR Points
1	$40,000	2000
2	$15,000	1875
3	$12,000	1750
4	$10,000	1625
5	$7,000	1500
6	$5,000	
7-8	$3,000	
9-10	$2,500	

All prize payments will be done 90 days after the event finished (additional 30 days after payment documents were provided and signed). Teams will be contacted by the organizer and will provide details for the payment.