

ESPORTS CHAMPIONSHIP SERIES
COUNTER-STRIKE: GLOBAL OFFENSIVE
SEASON 7 CHALLENGER CUP RULEBOOK



1. **GENERAL**

1.1 **General rules**

- (a) Players have to be ready to play 30 minutes before the scheduled match-time
- (b) If a team had another match prior to their ECS Challenger Cup match (in the ECS Challenger Cup or other tournaments), teams will be granted an additional 15 minutes.
- (c) All teams must have 2 substitute players available.
- (d) Players have to be ready on the server 10 minutes before the start of the match
- (e) Players have to use their correct nickname during the matches
- (f) Players must use team logos as avatar during the matches
- (g) Players have to keep a professional behaviour at all times
- (h) Only game-related chat messages are allowed during live gameplay

1.2 **Server settings**

- (a) A knife round is played before each map with the winning team choosing starting sides
- (b) Rounds: MR15
- (c) Round-time: 1:55 minutes
- (d) Freeze-time: 20 seconds
- (e) Buy-time: 20 seconds
- (f) C4 timer: 40 seconds
- (g) Overtime Money: \$10,000
- (h) Overtime Rounds: MR3
- (i) cl_show_team_equipment disabled

2. **THE COMPETITION**

2.1 **Format**

- (a) Sixteen (16) Teams per region (Europe and North America)
- (b) Teams play best-of-three matches in a Swiss-style format.
- (c) Round 1 seeding will be determined by HLTV standings as of 1 March 2019.

- (d) Round 2 seeding will be based on Round 1 results then by round differentials
- (e) Rounds 3, 4 and 5 seeding will first be determined by each Team's current win/loss ratio, then by their Buchholz score.
 - (i) Each team's Buchholz score will be determined by summing up their previous opponents' current win/loss ratio.
 - (ii) If there are ties in Buchholz scores, rank will then be determined by round differential.
- (f) After the conclusion of the Challenger Cup, Teams will be ranked from 1 – 16. Ranks will be determined first by Teams win/loss ratio, then by Buchholz score, then if necessary, by round differential.
- (g) ECS Challenger Teams participation in ECS Season 7 will be dependent on the availability of the ten (10) ECS teams for their respective regions. If there are no ECS teams available to fulfill the eight (8) team requirement for a Tournament Week, a Challenger Team or Teams will be selected.
 - (i) Priority for Challenger Teams participation in Season 7 of ECS will be determined by their rank post-Challenger Cup with the Team ranked 1st having highest priority and Team ranked 16th having lowest priority.

2.2 **Maps**

2.2.1 Map pool

- (a) de_cache
- (b) de_dust2
- (c) de_inferno
- (d) de_mirage
- (e) de_nuke
- (f) de_train
- (g) de_overpass

2.2.2 Map selection

- (a) Platform will assign randomly which team bans first
 - (i) Team A removes Map 1
 - (ii) Team B removes Map 2
 - (iii) Team A selects Map 3
 - (iv) Team B selects Map 4

- (v) Team A removes Map 5
- (vi) Team B removes Map 6
- (vii) Map 7 remains

2.3 **Roster**

- (a) Teams from Open Qualifiers must have at least 60% of the roster they have qualified with.
- (b) Invited teams must retain at least 60% of the roster they have fielded for their first Challenger Cup match.
- (c) Teams may not field any player registered with an active ECS team, whether that is in the main season or in the Challenger Cup.

2.4 **Changes to Squad List**

- (a) Changes to a Squad List may be made during the Challenger Cup, as long as at least 60% of the initial registered Squad List remains the same.
- (b) A Player who has represented a Team in ECS during the current ECS Season may not represent another active ECS Team during that Season.
- (c) There is an ongoing obligation on Teams to provide updated Squad Lists to the League in writing by email, within twenty-four (24) hours of such changes being made.
- (d) A Player shall be deemed to have been included, or removed, from a Team's Squad List on receipt of the Leagues' written confirmation.
- (e) Should a Team wish to include a new Player on the Squad List, and the Squad List contains its full allocation of seven (7) players, it will be required to remove a Player(s) from its Squad List accordingly.
- (f) At least two (2) hours before the scheduled Match start time (as set out in the relevant Fixture List, or if amended, the rescheduled Match start time), the Team Captain participating in the Match must deliver to the Referee the Team Sheet (either in person or by email) which shall be in a form as the League may determine from time to time, but in any event which shall contain details in respect of the following:
 - (i) the five (5) Starting Players participating in the Match and the two (2) Substitute Players;
 - (ii) the names and job titles of the Team Officials who will be present during the Match in question.
- (g) If a Player named on a Team Sheet delivered to the Referee sustains an injury or illness after such Team Sheet is delivered to the Referee, but before the scheduled Match start time (as set out in the relevant Fixture List, or if amended, the actual start time of the Match), he may be replaced by another Player named on the Roster provided the

Referee is informed of the proposed change by the Team Captain immediately, and an amended Team Sheet is delivered to the Referee as soon as is reasonably practicable. Any amendment to the Team Sheet shall be communicated to the Referee and the opposing Team.

- (h) Within two (2) hours of the end of the Match the Referee shall: (i) complete the Team Sheet delivered to him by inserting the result of such Match; and (ii) sign and return the Team Sheet to the relevant Teams and lodge it with the League (which may be done via an online process, as determined by the League).

2.5 Full Strength Teams

In every Match each participating Team shall field a full strength team (albeit Teams may play Substitute Players at any time); failure to do so may result in sanctions being imposed by the League.

2.6 Match Result Record

- (a) The League shall hold and amend the definitive list of results and both the First Phase Competition Table and the Finals Competition Table.
- (b) The Team Sheet shall be the only evidence acceptable to the League from a Team of the names of the Players (whether Starting Players or Substitute Players) in respect of the Match in question without prejudice to the right of the Team to produce supporting evidence in the event of any question being raised by the League, or a Participant involved in the Match in question.

2.7 Teams Ceasing to Play

If a Team ceases to be a member of the League during a Season, for any reason and by any means whatsoever, and prior to such Team's completion of all its Matches listed on the Fixture List for the Season, then any Competition Points allocated to any other Team as a result of any Match against such Team shall be disregarded for such Season.

2.8 Team Captains

- (a) Each Team shall appoint a Player or Team Official as Team Captain. Team Captains shall act as a point of contact between the Team and Match Officials. The role of the Team Captain shall involve, amongst other things, representing the Team and communicating with Match Officials on behalf of the Team; communicating with other Team Captains and Teams; acting as final authority on Team decisions; and communicating Competition information to the Team.
- (b) Teams shall not change a Team Captain whilst a Match is ongoing without the consent of the Referee.

3. FIXTURES AND MATCH MANAGEMENT

3.1 Arrangement of Fixtures and Scheduling:

- (a) Unless otherwise directed by the League, the Challenger Cup shall take the form of a double elimination bracket structure.
- (b) All Competition Days shall be arranged as soon as reasonably and the Fixture List shall be circulated to each of the Teams.
- (c) All Competition Days shall take place, and all Matches shall be played on the dates and at the times listed in the Fixture List save for: (i) where both Teams agree to rearrange the date and/or start time of a Match, and the League has given its written approval to such rearrangement; or (ii) where the League decides, in its sole discretion, in the interests of the Competition, to rearrange the date and/or start time of a Match. For the avoidance of doubt, the League may, at its sole discretion, in the interests of the Competition, re-order and/or otherwise modify the Fixture List and/or change the date or start time of a Match. In the event that the League modifies any element of the Fixture List, the League shall notify all Teams at its earliest convenience. Such decisions by the League shall be binding on all Teams.

3.2 Match start times

- (a) The League has the absolute right to amend and/or re-order the Match start time listed on the Fixture List.
- (b) The time at which a Match starts must, so far as possible, adhere to the time specified in the Fixture List and the Referee shall report to the League a delay of more than five (5) minutes.

3.3 Duration of Matches

- (a) All Matches shall take the form of best-of-three Map format, with MR15 rules applying.
- (b) All Maps shall be a "first to sixteen (16) Rounds" format: that is the first Team to win sixteen (16) Rounds shall win the Map in question.
- (c) In the event that both Teams are tied on fifteen (15) Rounds, an immediate period of Overtime shall be played until a winner of that Map is determined, with MR3 10K rules applying.

3.4 Abandoned Matches

- (a) If the Referee deems it necessary to abandon a Match for any reason then, irrespective of the number of Rounds or Maps played, or the status of the Match, the result and score of that Match may be determined by the Referee, in his absolute discretion. The League may also order the Match to be replayed, in which case the Match will take place on a date, and with a start time, determined by the League.

3.5 **Late arrival and failure to arrive**

- (a) Scheduling is central to the efficient operation, commercial viability and integrity of the League, and the League takes breaches of Match scheduling (for example Teams committing Late Shows or No Shows) very seriously. The League is therefore entitled to impose fixed penalties in accordance with this Regulation, which will take immediate effect.
- (b) A Team will be deemed to have committed a "Late Show" if, after five (5) minutes following the scheduled Match start time, all five (5) Starting Players are not logged on to the server and ready to play the Match. Fixed penalties will be imposed at the discretion of the League and based on the length (in minutes) of the Late Show. Fixed Penalties may include, but may not be limited to, deductions from any potential Prize Money Pool:
 - (i) 5 minutes late: \$500 Prize Money deduction
 - (ii) 10 minutes late: \$1000 Prize Money deduction
 - (iii) 15 minutes late: \$1750 Prize Money deduction
 - (iv) 20 minutes late: \$3000 Prize Money deduction
 - (v) 25 minutes late: \$5000 Prize Money deduction
- (c) A Team will be deemed to have committed a "No Show" if, after thirty (30) minutes following the scheduled Match start time, all five (5) Players are not logged on to the server and (in respect of Arena Matches) all five (5) Players are not present at the Playing Area within the Arena and ready to play. Fixed Penalties will be imposed, at the discretion of the League and may include, but may not be limited to, deductions from potential Prize Money Pool, Participation Fees or the Team Revenue Share.
- (d) In relation to a Team committing multiple No Shows, across more than one (1) Season, the League may also terminate the Team's membership of the League.

3.6 **Match Forfeits**

- (a) If a Team wishes to forfeit a Match, for any reason, it must make a formal request to the Chief Official for permission to forfeit, who shall make a decision on such request at his sole discretion.
- (b) The Chief Official can choose to accept, or reject, the forfeit request, in accordance with whatever conditions he deems appropriate, bearing in mind the overriding requirement to protect the integrity of the Competition (such as in circumstances whereby the Match will be resumed at, or postponed to, a later date).
- (c) Should a Team fail to act in accordance with the process set out under this Regulation 3.6, or fail to act in accordance with any decision made by the Chief Official, the Chief Official may impose whatever sanctions or penalties it deems appropriate, taking into

account the circumstances, such as, but not limited to: fines; Prize Money Pool deductions; Participation Fees or Team Revenue Share deduction; loss of seeding for future Seasons; deduction of Competition Points; and/or overall disqualification from the Competition.

3.7 Game server location selection

- (a) Teams shall determine the most suitable game server location together, from the following locations:
 - (i) North America: Los Angeles (CA), Denver (CO), Dallas (TX), Chicago (IL)
 - (ii) Europe: Germany, Netherlands, Sweden, France
- (b) If no suitable game server location can be determined by the teams, the match will be played on two separate game servers.
 - (i) Each team veto one game server location, each team select one location. Each team's selected game server will be used on their home map.

3.8 Issues during a Match

- (a) If a Match is interrupted for reasons beyond the control of the Teams (for example, Player crash; server crash; network cuts) the League may decide to replay the Match according to the following terms and conditions:
 - (i) if a problem or issue takes place before the first kill of any Round, the Round will be replayed;
 - (ii) if a problem or issue takes place during a Round, and the outcome of that Round can be determined, the Round will not be replayed. If the outcome of the Round cannot be determined, the Round will be replayed unless the Chief Official reaches a different decision, which he may do in his absolute discretion. Teams are obliged to continue the Round if any issues or problems occur, until informed otherwise; and
 - (iii) if start money is applied and a Player is dropped, the Match Medic Tool is primarily used to determine the amount. If for whatever reason the Match Medic tool fails to determine the amount, the relevant Demo will be used.
- (b) Each Team is responsible for providing its Players with proper protection against DDOS, via multiple/dynamic internet connections and VPNs.
- (c) The Match Official shall, at its sole discretion, determine whether the Match should continue or be postponed and rescheduled if:
 - (i) a Player is the subject of two (2) DDOS attacks or technical issues in one (1) Match;

- (ii) a Player cannot solve the issues arising from a DDOS attack or technical issue within ten (10) minutes of the DDOS attack or technical issue; or
 - (iii) the Match becomes impossible to continue due to more than two (2) players being the subject of a DDOS attack or technical issues.
- (d) Each Team shall be allowed four (4) Tactical Pauses per Match. Notwithstanding the actual time of the duration of the Tactical Pause, the thirty (30) seconds will be deemed to have been used.
 - (i) To initiate a Tactical Pause, Players must do this through the vote system in the game's menu.
 - (ii) To initiate a Technical Pause, Players must do this by typing "!pause" in the in-game chat.
- (e) Each Player shall ensure that he has an alternative streaming account available in the event of a VAC-Authentication Issue.
- (f) If a coach has been disconnected from the Gameserver, the game must be paused in the next Freeze Time. Once the game is paused the coach can rejoin the Gameserver.

3.9 Issues after a Match

- (a) If a Team considers that it is victim of rule violations or a breach of the Regulations during a Match, the Team, or any of its Players, must play the Match to a finish (they must not under any circumstances stop the Match). Once the Match is over, the Team Captain may make an official request to the Chief Official to open an investigation. The Team Captain may provide relevant information and evidence to the Chief Official in order to assist with the investigation, after the conclusion of which the Chief Official will make a binding determination.
- (b) Teams which make unjustified, repetitive and vexatious use of the right provided for under this Regulation 3.9 may be liable to be sanctioned by the League.

Players may be required to provide short interviews immediately after the conclusion of a Match, as well as comply with requests during the duration of the Competition to provide interviews at their earliest convenience.

4. MATCH OFFICIALS

4.1 Selection

As soon as practicable before a Match, the League shall notify the relevant Teams of the Match Officials appointed for such Match.

4.2 **Finality of decision making**

Decisions made by Match Officials are final and binding on all Players, Teams, Team Officials and other Participants.

4.3 **Responsibilities**

- (a) Match Officials are responsible for judgments and calls on Match related issues which take place immediately before, during and immediately following a Match. These responsibilities include, but are not limited to:
 - (i) reviewing the Team's Team Sheets and list of Starting Players and Substitute Players;
 - (ii) complying with its obligations under the Regulations in relation to lodging the Team Sheet with the League after a Match;
 - (iii) starting and closing the Match;
 - (iv) monitoring the behaviour of Players and Team Officials; and
 - (v) issuing appropriate in-Match solutions, sanctions and penalties.
- (b) Match Officials shall, at all times, conduct themselves in an appropriate, professional and impartial manner, as befitting the Competition and the League. For the avoidance of doubt, Match Officials shall show no prejudice towards any Participant, or any other stakeholder associated with the League, the Teams or the Competition.

4.4 **Payments to Match Officials**

No Team, Team Official, Player, or any other person acting on their, or its behalf, shall make, or offer to make, any payment whatsoever to a Match Official, whether in cash or in kind, and whether by way of fee, allowance or reimbursement of expenses, except as may from time to time be approved or determined by the League.

5. **DISCIPLINE**

5.1 **Disciplinary Action for In-Match Misconduct**

- (a) The following actions are strictly prohibited during a Match and will result in a Round Loss sanction to be determined at the discretion of the League, and an in-Match misconduct warning (an "In-Match Misconduct Warning").
 - (i) A Team, Team Official, Player refuses to follow the instructions of Match Officials;
 - (ii) A Team, Team Official, or Player shows dissent by words or actions towards any other Participant;

- (iii) A Team, Team Official, or Player uses insulting language and/or gestures towards any other Participant;
 - (iv) A Team, Team Official or Player commits unsporting behaviour;
 - (v) A Player has an In-Game skin name containing a website or profanity.
- (b) A Team may receive a sanction, such as Round deduction, Competition Points deduction, forfeit Match losses, or disqualification, if one (1) of its Players:
- (i) receives more than one (1) In-Match Misconduct Warning;
 - (ii) is guilty of unfair proceedings;
 - (iii) uses any unlawful or unfair proceedings;
 - (iv) misleads or 'duplicates' any Match Official; or
 - (v) uses invisible ledges or textures without prior approval of a Match Official.

6. **BETTING, INSIDE INFORMATION, MATCH FIXING AND CHEATING**

6.1 **General**

- (a) This Regulation covers four (4) main areas: betting; the use of inside information; match fixing; and cheating.
- (b) The reason the League imposes this Regulation is to ensure that in every Match, the Teams and Players are playing to the best of their ability, without any conflicting objectives.
- (c) It is also very important for the reputation of the League that Participants are not involved in betting or betting related activities.
- (d) Furthermore, by the very nature of their position, certain Participants (for example Players and Team Officials) are sometimes privy to information that could enable them to make money (or enable others to make money) through betting activity or cheating. Again, this type of activity is detrimental to the image and reputation of the League and the Competition and is strictly prohibited.

6.2 **Betting**

- (a) This Regulation 6.2 betting applies to all Participants, and covers the full range of bets and wagering, including in-play betting.
- (b) Participants are not allowed to place any bet on any Match in the Competition, or in relation to the Competition in any context, whether involving their Team or any other Team, nor are Participants allowed to place a bet on any other CS:GO esports league, competition, tournament, event or match;

- (c) Participants are prohibited from asking, or instructing, any person, or entity, to place any bet referred to in this Regulation 6;
- (d) This Regulation includes all bets relating to, but not limited to, the following:
 - (i) The result of a particular Match, Matches or the Competition itself;
 - (ii) Any events in the progress of a Match or Matches, or the Competition itself;
 - (iii) Any other events involving the Team, or other Teams.
- (e) All Players and Team Officials registered with, or contracted to, a Team, and the League (whether they are Starting Players or Substitute Players) are deemed to participate in every Match played by that Team for the purposes of this Regulation. For the avoidance of doubt, even if a Player is injured, ill or suspended, he is still not permitted to place any of the above bets.

6.3 **Inside Information**

- (a) Inside information is information that a person becomes aware of through his involvement with a Team, the League or the Competition which is not publicly available. For example, a Player may find out that the Team is about to appoint a new Team Official before this news is made public. This is inside information, and the Player is not allowed to use, or facilitate the use of, it for betting purposes.
- (b) Participants are not allowed to use inside information to place a bet, or to instruct someone else to place a bet, on their behalf;
- (c) Participants are not allowed to pass inside information on to another person or entity, which that person or entity then uses for betting;
- (d) Participants may be in breach of the Regulations if they pass inside information on to another person or entity, even if they did not know that person or entity was going to, or intending to, use it to bet. If a Participant could have reasonably known that that person or entity would use the information for betting then they may still be in breach of this Regulation.
- (e) The passing and provision of inside information can take place by any means of communication, including, but not limited to, emails and social networking sites.

6.4 **Match Fixing**

- (a) Match fixing is the arranging or influencing (or attempting to arrange or influence) in advance the outcome of a Match, or events within the Match, usually for the purpose of making money, often from betting.
- (b) Participants are not allowed to accept from, or offer to, any person or entity (whether they are Participants or otherwise) any

bribes/gifts/rewards of any nature in relation to seeking to influence the outcome, result of, conduct of, a Match or the Competition;

- (c) Participants are under a strict obligation to immediately report to the League any approach, or any offer of a bribe/gift/ reward made to them, or any other Participant, related to seeking to influence the outcome, result, or conduct of a Match or the Competition. Failure to do so will be considered a breach of this Regulation and will in itself result in sanctions being imposed.

6.5 Cheating

- (a) Cheating is the creating (or attempting to create) an unfair playing field or gaining an unfair advantage over other Teams or Players by any means contrary to the rules of the Game in question, any of the Regulations or the spirit of esports and traditional sporting endeavour. For the avoidance of doubt, this shall include any unauthorised use of any third party tools without the prior consent of the League.
- (b) Any Player who has received a ban from the Valve Anti-Cheat, FACEIT Anti-Cheat or is on the Valve Blacklist is not allowed to participate in the Competition.
- (c) All Players shall act in accordance with the League's guidelines relating to cheating, including the Anti-Doping Policy which the League and the Teams will work together to agree, and any other policies relating to doping, as applicable from time to time.

6.6 In-Game Exploits and In-Game Changing Scripts

- (a) A Player shall only use an In-Game Exploit following the prior consent by a Match Official, and the League. The League's decision on use of an In-Game Exploit shall be final.
 - (i) If a Player uses an In-Game Exploit without prior consent, all Rounds which the In-Game Exploit was used will be rewarded to the Team's opponent.
- (b) The use of In-Game Changing Scripts is strictly prohibited.
 - (i) Usage of In-Game Changing Scripts may be punished with a forfeit Match loss or disqualification.

6.7 Monitoring

- (a) Participants should also be aware that there is a great deal of monitoring of the betting markets. The League, for example, works closely with specialist companies who are constantly reviewing data and betting patterns from betting operators. These organisations are aware of this Regulation and the Regulations as a whole, on betting and advise the League of issues that arise in the cash, telephone and online betting markets.