

AYBOnline | BaseLAN 34

Counter Strike Global Offensive Tournament Rules

Date: May 17th to 19th
Admins: Josh Logozar, Chad Medicott
Format: Double Elimination: Best of 3
Team Size: 5

Schedule

Friday – 7:00 PM SIGN IN 8:00 PM Game One Saturday – 9:00 AM Sunday – 9:00 AM (FINALS)

RULES

Tournament Format

- **Mode:** Defuse
- **Game Settings**
 - Side selection will be decided by knife round
 - Starting cash = 800
 - First to 16 (best of 30) rounds
 - Pausing during buy time only
 - In-game voice enabled
- **OT Game Settings**
 - Best of 6 rounds
 - Starting cash = 10,000
 - Initial sides are based on teams in the last played round

MAPS

- Inferno
- Mirage
- Cache
- Overpass
- Dust2
- Nuke
- Train

• Server Configuration

- //Required Settings
- // ESL - www.eslgaming.com
- // CS:GO 3on3/5on5 Ladder Config
- // 14.01.2016
- extra_cash_on 0
- ammo_grenade_limit_default 1
- ammo_grenade_limit_flashbang 2
- ammo_grenade_limit_total 4
- bot_quota "0" // Determines the total number of bots in the game
- cash_player_bomb_defused 300
- cash_player_bomb_planted 300
- cash_player_damage_hostage -30
- cash_player_interact_with_hostage 150
- cash_player_killed_enemy_default 300
- cash_player_killed_enemy_factor 1
- cash_player_killed_hostage -1000
- cash_player_killed_teammate -300
- cash_player_rescued_hostage 1000
- cash_team_elimination_bomb_map 3250
- cash_team_hostage_alive 150
- cash_team_hostage_interaction 150
- cash_team_loser_bonus 1400
- cash_team_loser_bonus_consecutive_rounds 500
- cash_team_planted_bomb_but_defused 800
- cash_team_rescued_hostage 750
- cash_team_terrorist_win_bomb 3500
- cash_team_win_by_defusing_bomb 3500
- cash_team_win_by_hostage_rescue 3500
- cash_player_get_killed 0
- cash_player_respawn_amount 0
- cash_team_elimination_hostage_map_ct 2000
- cash_team_elimination_hostage_map_t 1000
- cash_team_win_by_time_running_out_bomb 3250
- cash_team_win_by_time_running_out_hostage 3250
- ff_damage_reduction_grenade 0.85 // How much to reduce damage done to teammates by a thrown grenade. Range is from 0 - 1 (with 1 being damage equal to what is done to an enemy)
- ff_damage_reduction_bullets 0.33 // How much to reduce damage done to teammates when shot. Range is from 0 - 1 (with 1 being damage equal to what is done to an enemy)
- ff_damage_reduction_other 0.4 // How much to reduce damage done to teammates by things other than bullets and grenades. Range is from 0 - 1 (with 1 being damage equal to what is done to an enemy)
- ff_damage_reduction_grenade_self 1 // How much to damage a player does to himself with his own grenade. Range is from 0 - 1 (with 1 being damage equal to what is done to an enemy)
- mp_afterroundmoney 0 // amount of money awarded to every player after each round
- mp_autokick 0 // Kick idle/team-killing players
- mp_autoteambalance 0
- mp_buytime 15 // How many seconds after round start players can buy items for.
- mp_c4timer 40 // How long from when the C4 is armed until it blows
- mp_death_drop_defuser 1 // Drop defuser on player death
- mp_death_drop_grenade 2 // Which grenade to drop on player death: 0=none, 1=best, 2=current or best
- mp_death_drop_gun 1 // Which gun to drop on player death: 0=none, 1=best, 2=current or best
- mp_defuser_allocation 0 // How to allocate defusers to CTs at start or round: 0=none, 1=random, 2=everyone
- mp_do_warmup_period 1 // Whether or not to do a warmup period at the start of a match.
- mp_forcecamera 1 // Restricts spectator modes for dead players
- mp_force_pick_time 160 // The amount of time a player has on the team screen to make a selection before being auto-teamed
- mp_free_armor 0 // Determines whether armor and helmet are given automatically.
- mp_freezetime 12 // How many seconds to keep players frozen when the round starts
- mp_friendlyfire 1 // Allows team members to injure other members of their team
- mp_halftime 1 // Determines whether or not the match has a team-swapping halftime event.
- mp_halftime_duration 15 // Number of seconds that halftime lasts
- mp_join_grace_time 30 // Number of seconds after round start to allow a player to join a game
- mp_limiteams 0 // Max # of players 1 team can have over another (0 disables check)
- mp_logdetail 3 // Logs attacks. Values are: 0=off, 1=enemy, 2=teammate, 3=both)
- mp_match_can_clinch 1 // Can a team clinch and end the match by being so far ahead that the other team has no way to catching up
- mp_match_end_restart 1 // At the end of the match, perform a restart instead of loading a new map

- mp_maxmoney 16000 // maximum amount of money allowed in a player's account
- mp_maxrounds 30 // max number of rounds to play before server changes maps
- mp_molotovusedelay 0 // Number of seconds to delay before the molotov can be used after acquiring it
- mp_playercashawards 1 // Players can earn money by performing in-game actions
- mp_playerid 0 // Controls what information player see in the status bar: 0 all names; 1 team names; 2 no names
- mp_playerid_delay 0.5 // Number of seconds to delay showing information in the status bar
- mp_playerid_hold 0.25 // Number of seconds to keep showing old information in the status bar
- mp_round_restart_delay 5 // Number of seconds to delay before restarting a round after a win
- mp_roundtime 1.92 // How many minutes each round takes.
- mp_roundtime_defuse 1.92 // How many minutes each round takes on defusal maps.
- mp_solid_teammates 1 // Determines whether teammates are solid or not.
- mp_startmoney 800 // amount of money each player gets when they reset
- mp_teamcashawards 1 // Teams can earn money by performing in-game actions
- mp_timelimit 0 // game time per map in minutes
- mp_tkpunish 0 // Will a TK'er be punished in the next round? {0=no, 1=yes}
- mp_warmuptime 1 // If true, there will be a warmup period/round at the start of each match to allow
- mp_weapons_allow_map_placed 1 // If this convar is set, when a match starts, the game will not delete weapons placed in the map.
- mp_weapons_allow_zeus 1 // Determines whether the Zeus is purchasable or not.
- mp_win_panel_display_time 15 // The amount of time to show the win panel between matches / halves
- spec_freeze_time 2.0 // Time spend frozen in observer freeze cam.
- spec_freeze_panel_extended_time 0 // Time spent with the freeze panel still up after observer freeze cam is done.
- spec_freeze_time_lock 2
- spec_freeze_deathanim_time 0
- sv_accelerate 5.5 // (def. "10") client notify replicated
- sv_stopspeed 80 //
- sv_allow_votes 0 // Allow voting?
- sv_allow_wait_command 0 // Allow or disallow the wait command on clients connected to this server.
- sv_alltalk 0 // Players can hear all other players' voice communication, no team restrictions
- sv_alternateticks 0 // If set, server only simulates entities on even numbered ticks.
- sv_cheats 0 // Allow cheats on server
- sv_clockcorrection_msecs 15 // The server tries to keep each player's m_nTickBase withing this many msecs of the server absolute tickcount
- sv_consistency 0 // Whether the server enforces file consistency for critical files
- sv_contact 0 // Contact email for server sysop
- sv_damage_print_enable 0 // Turn this off to disable the player's damage feed in the console after getting killed.
- sv_dc_friends_reqd 0 // Set this to 0 to allow direct connects to a game in progress even if no presents
- sv_deadtalk 0 // Dead players can speak (voice, text) to the living
- sv_forcepreload 0 // Force server side preloading.
- sv_friction 5.2 // World friction.
- sv_full_alltalk 0 // Any player (including Spectator team) can speak to any other player
- sv_gameinstructor_disable 1 // Force all clients to disable their game instructors.
- sv_ignoregrenaderadio 0 // Turn off Fire in the hole messages
- sv_kick_players_with_cooldown 0 // (0: do not kick; 1: kick Untrusted players; 2: kick players with any cooldown)
- sv_kick_ban_duration 0 // How long should a kick ban from the server should last (in minutes)
- sv_lan 0 // Server is a lan server (no heartbeat, no authentication, no non-class C addresses)
- sv_log_onefile 0 // Log server information to only one file.
- sv_logbans 1 // Log server bans in the server logs.
- sv_logecho 1 // Echo log information to the console.
- sv_logfile 1 // Log server information in the log file.
- sv_logflush 0 // Flush the log file to disk on each write (slow).
- sv_logdir logfiles // Folder in the game directory where server logs will be stored.
- sv_maxrate 0 // min. 0.000000 max. 30000.000000 replicated Max bandwidth rate allowed on server, 0 == unlimited

- sv_mincmdrate 30 // This sets the minimum value for cl_cmdrate. 0 == unlimited.
- sv_competitive_minspec 1 // Enable to force certain client convars to minimum/maximum values to help prevent competitive advantages.
- sv_competitive_official_5v5 1 // Enable to force the server to show 5v5 scoreboards and allows spectators to see characters through walls.
- sv_pausable 1 // Is the server pausable.
- sv_pure 1
- sv_pure_kick_clients 1 // If set to 1, the server will kick clients with mismatching files. Otherwise, it will issue a warning to the client.
- sv_pure_trace 0 // If set to 1, the server will print a message whenever a client is verifying a CR
- sv_spawn_afk_bomb_drop_time 30 // Players that spawn and don't move for longer than sv_spawn_afk_bomb_drop_time (default 15 seconds) will automatically drop the bomb.
- sv_steamgroup_exclusive 0 // If set, only members of Steam group will be able to join the server when it's empty, public people will be able to join the server only if it has players.
- sv_voiceenable 1
- sv_alltalk 0
- sv_auto_full_alltalk_during_warmup_half_end 0
- //GOTV (remove // from cvars to enable)
- tv_advertise_watchable 1 // Allow inside GOTV
- tv_allow_camera_man 0 // Auto director allows spectators to become camera man
- tv_allow_static_shots 1 // Auto director uses fixed level cameras for shots
- tv_autorecord 0 // Automatically records all games as GOTV demos if set to 1
- sv_minrate 20000 // Min bandwidth rate allowed on server, 0 == unlimited
- tv_chatgroupsize 0 // Set the default chat group size
- tv_chattimelimit 15 // Limits spectators to chat only every n seconds
- tv_debug 0 // GOTV debug info.
- tv_delay 120 // GOTV delay, 120 seconds or more required for CEVO
- tv_delaymapchange 1 // Delays map change until broadcast is complete
- tv_deltacache 2 // Enable delta entity bit stream cache
- tv_dispatchmode 1 // Dispatch clients to relay proxies: 0=never, 1=if appropriate, 2=always
- tv_enable 1 // Activates GOTV on server.
- tv_maxclients 10 // Maximum client number on GOTV server.
- tv_maxrate 64000 // Max GOTV spectator bandwidth rate allowed, 0 == unlimited
- tv_name "BL 30 - GOTV Match #1" // GOTV host name, can be altered for personal servers
- tv_nochat 1 // Don't receive chat messages from other GOTV spectators
- tv_overridemaster 0 // Overrides the GOTV master root address.
- tv_password baselan // GOTV password for relay proxies
- tv_relayvoice 0 // Relay voice data: 0=off, 1=on
- tv_snapshotrate 30 // Snapshots broadcasted per second
- tv_timeout 120 // GOTV connection timeout in seconds.
- tv_title "BL 30 - GOTV Match #1" // Set title for GOTV spectator UI, can be altered for personal servers
- tv_transmitall 1 // Required for GOTVs

Policies

Reporting Games

Players will be advised during the captains meeting prior to the tournament as to whether or not they are required to submit a screen shot of the match's final results. Report the game through LanHUB and notify the admin that the game has been completed so he or she can verify the information.

Screenshots must not be scaled up or down, and must clearly show the match results.

Each team is responsible for providing screenshots of their match's results. Failure to do so may result in an automatic forfeit of the match.

Teams caught editing screen shots to change the match results will be removed from the tournament.

Computer/Hardware Issues

AYBOnline is not responsible for any problems that may arise during tournament play in regards to computer hardware or software.

Players are required to bring a suitable platform to use for the entirety of the tournament.

In the event of a system crash, a disconnect, or any other external event that interrupts tournament gameplay, the Captain is to immediately pause the match (if possible) and call for an Admin. The team will be given FIVE (5) Minutes to resolve issues and resume gameplay.

Team Substitutions may be activated at this point, but are still subject to the 5-minute window to resolve the issue.

(see Section: Player Swapping and Substitutions)

If the issue cannot be resolved the match will be un-paused and played through, the player may rejoin into the progressing game if the issue is resolved if possible.

Tournament Organizers reserve the right to disqualify teams suspected of abusing this policy. Failure to contact an Admin after pausing a match will result in an automatic forfeit of the transgressing team.

Voluntary Disconnecting / Leaving

Players who voluntarily disconnect from a tournament match during gameplay automatically forfeit the match and a "Buy" is given to their opponent. AYBOnline will determine the severity of each situation and provide a suitable time frame to resolve it based on the severity determined.

Player Swapping and Substitutions

Teams may activate a substitute player in-between matches by informing the Tournament Organizer that **a)** a substitute is being activated, and **b)** which player on the current roster is being removed. Once a substitute player has been activated, this new player must play out the remainder of the tournament with the team. The player who was removed from the roster may not participate in any further games. Any substitutes used must be a paid attendee of BaseLAN 32. Failure to comply with any of the previously mentioned rules will result in the team being disqualified from the tournament.

Streaming

Streaming is not allowed during this event in any capacity. People caught streaming will be given one warning and asked to stop. Further attempts to stream will result in expulsion from the event.

Check-In

Check In is 10 minutes prior to start time of the tournament's match. If your opponent is 5 or more minutes late to the tournament start time or disconnects for more than 10 minutes, contact an Admin. If ruled that the opponent has been gone for that length of time, they shall be disqualified and a "Buy" will be issued for their spot.

Cheating

All players must conform to the rules and regulations they signed on the AYBOnline Waiver at sign in.

Any forms of ghosting, usage of broadcasting streams or software, or any other means to gain an advantage over an opponent will be considered cheating and result in a disqualification from the match and/or tournament.

Voice Client Applications are allowed but if an admin suspects that it is being used to gain an advantage over another team the suspected party will be asked to close/leave all voice client applications. This can include having persons in the client providing information to the team by any other means.

Any participants found to be cheating shall be disqualified and not eligible for any future tournaments and events.

If a player suspects another of possible cheating, take screenshot(s) of the incident in question, and contact an Admin immediately.