



Counter-Strike: Global Offensive

1st Place: \$1,200.00

2nd Place: \$800.00

Register at <http://www.GamersforGiving.org>

Gamers for Giving 2017 will feature a double elimination 5 vs 5 Counter-Strike: Global Offensive tournament. The tournament will be open to all LAN attendees. A \$1,200.00 prize will be awarded to the team that finishes in first place. A \$800 prize will be awarded to the team that finishes in second place.

The CS: GO tournament is a BYOC event. Players will need to bring their own computers / laptops, as well as necessary peripherals to compete in the tournament. Gamers Outreach will provide tables, chairs, 2 electrical outlets, networking equipment and internet / LAN access to facilitate the tournament.

Please reference the LAN Event Information Page for a list of things you'll need to bring to the LAN (<http://gamersforgiving.org/lan-party/>).

In the event of a technical difficulty (power outage, equipment failure, act of God, etc) the tournament will take place online at a later time that is convenient for the majority of registered participants, or may be canceled, at the discretion of the tournament moderator.

Gamers Outreach reserves the right to change, modify, or adapt all rules as deemed appropriate in order to uphold and maintain a spirit of overall fairness and good sportsmanship. All players and teams are to uphold the spirit of fair play at all times.

Schedule:

The tournament will take place over the course of both Saturday and Sunday. The first half of the tournament will be played on Saturday. The second half will be played on Sunday.

Check-in / set up for the tournament will begin at 10:00 AM on Saturday, April 1st. The tournament will begin promptly at 1:30 PM. Part two of the tournament will begin on Sunday at 12:00 PM.

General Rules:

- 5 vs 5
- Round Robin / Double Elimination Tournament Format (see “Progression 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,
 - Ceilings, floors become transparent or penetrable.
 - “Fireboost” (i.e firing below a player to push him) is strictly illegal.
 - “Flashbugs” are forbidden.
 - 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.

Match Reporting:

Teams will be responsible for registering themselves at the PC Tournament Desk, located within the LAN party. Upon check-in, signs will be available to direct teams towards the PC tournament area for registration with the tournament moderator.

The tournament moderator will be responsible for providing teams with the necessary information to compete against the appropriate opponents. The team captains will be responsible for interacting with the tournament moderator. Captains from winning teams will be responsible for reporting match results to the tournament moderator.

Game Settings:

- Freeze Time - 15 seconds
- Round Time - One minute and 45 seconds
- Bomb Time – 35 Seconds
- Regulation Max Rounds - 15
- Regulation Start Money - \$800
- Regulation Side Selection – a coin flip between team captains will determine which team chooses to start as either CT or T upon joining the assigned game server.
- Overtime Max Rounds - 3
- Overtime Start Money - \$10,000
- Overtime Side Selection - in overtime, teams first play the side they last played in regulation.

Progression Format:

Teams will begin the tournament by competing in a randomly seeded round robin, best of one competition. An allotted number of high-placing teams from each portion of this competition will be seeded into a double elimination bracket. The duration of the round robin portion of the tournament, as well as the size of the double elimination bracket, will be determined on-site. The size of both segments of the tournament will be based on the number of registered teams. For example, if 20 teams register to participate, the round robin series will be broken up as so:

Group 1: 5 Teams

Group 2: 5 Teams

Group 3: 5 Teams

Group 4: 5 Teams

In this scenario, the top 4 teams from each group will advance to a 16 team double elimination bracket. The double elimination bracket will be seeded based on each team's performance in the round robin tournament. The double elimination bracket will NOT be a continuation of the round robin. Previous match history will not be taken into account in the double elimination bracket.

Players will continue to compete in a best-of-one format until there are only 8 teams remaining in the bracket. At this point in the tournament, the elimination format will shift to best-of-three, and teams will select maps based on a veto process.

Map Pool:

The following maps will be played in the order they are listed during the round robin / best-of-one portion of the tournament. This rotation will be repeated until the best-of-three portion of the competition.

- de_inferno
- de_dust2

- de_overpass
- de_cache
- de_mirage
- de_nuke

Questions / Feedback:

To submit a suggestion for the CS: GO tournament, email us via contact@gamersoutreach.org.