



BaseLAN 2024 presents Counter-Strike 2

Tournament information and rules

Date: May 17 – 20, 2024
Admins: Arc (Bryan Watson) and Grey Fox (Matt Kondracki)
Format: Round Robin / Double Elimination
Team Size: 5

Schedule

Tournament Start Times

Saturday	Sunday	Monday
Check-in: 11:00am	Check-in: 9:30am	Check-in: 9:30am
Play Starts: 12:00pm	Play Starts: 10:00am	Play Starts: 10:00am

Tournament Format

- **Round Robin (Saturday)**
 - All matches will be best of one map.
 - Each team will play each other team one time.
 - Each map in the pool will be played once in rotation. Order will be random.
- **Double Elimination (Sunday)**
 - All matches will be best of three (BO3) maps series.
 - Seeds will be established using the round robin rankings.
 - Map order will be decided by vetoing through the FACEIT Client.
- **Finals (Monday)**
 - The final two teams will compete in a best of five (BO5) series.
 - Map order will be decided by vetoing through the FACEIT Client.
- Players are required to have a current [FACEIT](#) account in good standing to participate in the event.
 - First, create a FACEIT [here](#) then register your copy of CS2 by following the instructions [here](#).
- All players are required to run FACEIT Anti-Cheat all times during their matches.

Maps

- The tournament will use a set of 7 maps determined by a vote from the Team Captains (one map removed from the pool).
- Ancient, Anubis, Dust II, Inferno, Mirage, Nuke, Vertigo, Overpass

How to Join and Play in the Tournament

Please check the AYB Discord for FACEIT tournament instructions.

Game Settings

See [Tournament Rules](#) below.

Policies

Reporting Games

Game reporting will be handled automatically by FACEIT. Players can keep up to date with tournament

progress and standings via the tournament page on the FACEIT website.

Computer/Hardware Issues

- AYBOnline is not responsible for any problems that may arise during tournament play in regard to computer hardware or software, including any damages or lost data.
- 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 (!pause in game) and call for a Tournament Admin.
- 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 Admin reserve the right to disqualify players and/or 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 'Bye' 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 match by informing a Tournament Admin 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 the event. Failure to comply with any of the previously mentioned rules will result in the team being disqualified from the tournament.

Streaming

Streaming may be allowed, but requires permissions from a Tournament Admin. If the network is stable, teams may be allowed to have one player-per-team to stream.

Check-In

Check-in is 30 minutes prior to start time of a tournament's match. If your opponent is 10 or more minutes late to the tournament start time or disconnects for more than 10 minutes, contact a Tournament Admin. If ruled that the opponent has been gone for an excessive length of time, they shall be disqualified, and a 'Bye' will be issued for their spot.

Cheating

All players must run FACEIT Anti-Cheat at all times during their matches.

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 Tournament Admin immediately.

Tournament Rules

1. Universal Rules

- We reserve 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.
- Tournament Administrators also reserve the right to make judgment on cases that are not specifically supported, or detailed in these tournament rules, or even goes against these rules may be taken in extreme cases, to preserve fair play and sportsmanship.
- If any provision of the tournament rules shall be invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of these rules. In lieu of the invalid or impracticable provision an appropriate provision shall apply which is nearest to the intent of to what would have been the intention in keeping with the meaning and purpose of the tournament rules.
- All players and teams are to uphold the spirit of fair play at all times.
- Unsportsmanlike conduct of any type, including but not limited to racist or abusive remarks and attempts to circumvent or abuse any tournament policy as determined by AYBOnline is not tolerated and is subject to punishments including forfeits, expulsions, bans, or any other action deemed appropriate by AYBOnline.
- These are the rules which are valid for the tournament, it's participants and all matches played within the scope of the tournament. With their participation the participant states that they understand and accepts all rules.
- The content of disputes, discussions, or any other correspondence with the Tournament Administrators are deemed strictly confidential. The publication of such material is prohibited without a written consent from the Tournament Administrators.
- AYBOnline is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual players or teams.

2. Game Settings

- Freeze Time - 20 seconds
- Round Time - One minute and 55 seconds
- Regulation Max Rounds - 12
- Regulation Start Money - \$800
- Regulation Side Selection - Knife for sides
- The team with the most alive players at the end of the round picks their side
- In case of a draw, a team will be randomly selected to pick their side
- Overtime Max Rounds - 3
- Overtime Start Money - \$12,500
- Overtime Side Selection - In overtime, teams first play the side they last played in the previous half
- During best of 3s and best of 5s, teams will select sides on their opponents map pick and knife only in the final map of the series.

3. Map Vetoing

[How do the map veto work in league matches? – FACEIT](#)

4. Forfeit Wins & Losses

- If a team does not have at least 4 (four) players in the server "ready" after 10 minutes from

completing the vetoes and match being configured, then the opposing team may get a forfeit win automatically. Teams are responsible for making sure any custom agents are disabled in order to be able to ready up in a timely manner.

- For the purpose of tiebreakers, a forfeit win shall count as a 13-0 victory for the team receiving the forfeit win.
- Teams must have 5 players in the lobby to start a match.
- If neither team is able to field five players, the teams should reschedule the match.
- In the event that neither team attends the match, the teams may be disqualified or given a forfeit at the discretion of the Tournament Administrators.
- Starting a match later than the scheduled time does not remove a team's right to pause the match for their designated pauses per half
- By starting a match, teams are passing on their right to claim a forfeit win if their opponent was late

5. Match Process

- Game Servers - all matches must be played on the assigned FACEIT game server.
- Steam ID - be sure your Steam ID in your FACEIT profile is consistent with the Steam ID you are using to compete with.
- Anti-cheat- all participants must be running the FACEIT Anti-cheat at all times during their matches or they will automatically be kicked by the server. Any attempt to circumvent the anti-cheat will result in a forfeit loss and expulsion from the event. You join your assigned match server through the server IP provided in the match room.
- A match cannot end with a draw. A winner and a loser are to be set for each match.
- Teams must start the second half within a timely manner. If a team does not ready up at half time then the other team should alert a Tournament Administrators.
- Teams are limited to 1 x 5 minute pause per each half and 1 pause per each overtime set. Teams may initiate these by writing "!pause" during freezetime. A pause will last 5 minutes and then both teams can unpaue the technical pause. The team who pauses may unpaue earlier if they wish although they will not receive the remaining additional time later on. Teams have Three (3) 30-second tactical timeouts per map. Teams may issue these by using the in-game "Call a timeout" feature only. After 30 seconds, the game will be automatically unpaused.
- All matches must be played to the end (where a winner and a loser have been found). A team leaving the match before a winner has been found will forfeit the remaining rounds. Leaving a match shall result in the remaining rounds being awarded to the opponents.

6. Demos

- TV Demos - TV demos are available for download and viewing on match room pages within five minutes of the conclusion of each match.

7. Exploits & Infractions

- Dispute Resolutions - all disputes must be filed with a Tournament Administrators immediately after the conclusion of the match along with the demo, specific infraction, and the round in which the infraction occurred. Disputes will be resolved by Tournament Administrators and all decisions are final.
- Exploit & Infraction Penalties - exploits and infractions will be dealt with on a case by case decision, but

standard resolution for the below infractions include overturning the round in which the infraction occurred (if the infraction had a direct impact on the outcome of that round) in addition to the subsequent three rounds in which half the infraction occurred. At the Tournament Administrator's discretion, the player who committed the offence can be disqualified.

- Rounds won by the team disputing in a standard infraction shall not be overturned. Additional rounds past the three rounds following the infraction will not be overturned in the event that the disputing team won those rounds. For example if the disputing team won the round of the infraction and the following three rounds there would be nothing to overturn.
- If a match is overturned it would still count toward the roster restrictions of the team who won the overturn.
- **Betting**
- Players should not "[pixelwalk](#)", ie use positions where they are standing on an invisible ledge and appear to be floating in the air. If a player uses a pixelwalk position which has an impact on the round: eg kills, damage, throws a flash for their teammate etc then it will be treated as standard infraction.
- In the event that a team has a bugged spawn, ie where they spawn outside of the designated area then they should immediately pause the match, alert their opponents, and contact a staff member via the contact admin feature on the website in order to have the match restored. Actively trying to use the bug to their advantage will be treated as a standard infraction.
- Players should not attempt to rotate players in and out of the server in order to abuse money mechanics.
- Silent Bomb Plants - all bomb plants must be done in a position in which it can be heard by the opposing team
- Illegal Bomb Plants - it is illegal to plant the bomb in a position that cannot be defused by the opposing team or in a position in which the bomb is floating and not touching the ground
- Joining opponents team - Players joining their opponent's team during a live round shall be treated as a standard infraction. Players joining their opponent's team during a pause shall be examined on a case by case basis looking at the frequency of occurrence, the length of the incident and the user's history of such incidents.
- Illegal Bomb Defuses - the bomb cannot be defused through any solid objects.
- Disrupting any map features with the use of items is not allowed (e.g. stopping the train on Overpass).
- Illegal Bomb Defuses - it is illegal to intentionally distort your hit boxes while defusing the bomb. Each dispute will be handled on a case by case basis, reviewing multiple aspects, including, but not limited to, the speed at which movement is made, the action of movement made, as well as the outcome of the exploiting action.
- Walking / Boosting Through Walls - walking or boosting through walls, floors, or roofs is not allowed.
- Map Exploits - Boosts that result in clipping are illegal. Clipping is when a player is either boosted through a solid layer, or when a player manipulates him/herself so that they can see over, under, and/or through any solid entity such as a wall or box.
- If any player or team wants to use a new position which is unknown to anyone else or just known to a small part of the community, it's strongly recommended to contact Tournament Administrators to check if that position is allowed before using it in any official match. Players and teams have to consider that it takes time to check new positions and therefore they have to contact Tournament Administrators in a reasonable timeframe before an official match.
- All matches will be played on the latest version of the map.

8. Server Crashes & Disconnects

- Server Crash - if a server crashes, contact a Tournament Administrator and they can use our Match Medic to restore the game to last completed round (match score, per player start money, equipment, weapons, etc.) Match Medics will be reviewed on a case by case basis and may be rescheduled to a later date and time.
- If a player disconnects, any player from the disconnected team may pause the round during the freeze time of the next round. The match will remain paused for five minutes, at which point the match can be un-paused and resumed by any member of the match. Teams are limited to 1 x 5 minute "Ipause" pause per each half and 1 x 5 minute "Ipause" pause per each overtime set. A pause can last no longer than 5 minutes. If there is an issue reconnecting to the server or the server itself, the pausing team must use the contact admin feature to contact staff to assess the situation. Teams are also allowed 3x tactical pauses per match.