



DreamHack Masters Spring
Online Ruleset

CS:GO RULEBOOK - GENERAL PROVISIONS

STRUCTURE, APPLICABILITY

The Rulebook consists of (i) these general provisions (ii) all Tournament related rules stipulated in "Exhibit A – Tournament Rules", and (iii) all game related rules stipulated in "Exhibit B – Game Rules".

MODIFICATIONS OF THE RULEBOOK

The provisions of the Rulebook may be changed, deleted and complemented from time to time as follows:

Game related provisions

If not expressly stated otherwise, the provisions stipulated in "Exhibit B – Game Rules" may be changed, deleted and complemented at DreamHack's best and reasonable judgement as organizer and operator of the Tournament (under consideration of the legitimate interests of the Teams in a fair and sportsmanlike Tournament and its best economic development). For the avoidance of doubt: This also applies with regard to the implementation of new game related provisions into the Rulebook "Exhibit B – Game Rules".

VALIDITY OF THE RULEBOOK

If any provision of the Rulebook is invalid or impracticable in whole or in part this shall not affect the validity of the remaining part of this Rulebook. 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 Rulebook.

LOCAL LAWS

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way to stay as close as possible to the originally intended effect.

EXHIBIT A – Tournament RULES

GENERAL

Tournament Referees

DreamHack shall designate Tournament Referees which are responsible for the Tournament administration and the process of the gaming operation. DreamHack may change any Tournament Referees at any time in its own discretion. Each Team can contact the Tournament Referees via email. The current Tournament Referees are:

- Marcus Mod, Tournament Operations, mm@dreamhack.com
- Michal Slowinski, Tournament Referee

Confidentiality

The content of protests, support tickets, discussions or any other correspondence between Teams/Players and the Tournament Referees shall be deemed strictly confidential and may only be revealed to DreamHack and the Louvre Group and its representative bodies. The publication of such material is prohibited without a prior written approval.

Code of Conduct

All Teams and Players agree to behave in a sportsmanlike and respectful manner towards other Teams and Players, spectators, the press, the broadcast team, Tournament Referees and officials and the Executive Board, including without limitation in accordance with the provisions set out in the Code of Conduct. Being role models is the occupational hazard of a Team or a Player and each Team and Player shall behave accordingly.

Communication

The main official communication method of the Tournament is email. The Tournament will use the email that has been provided at the beginning of the season, and therefore this email address should always be kept updated and checked regularly so that no important announcements are missed.

Betting & Gambling

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 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 minimal ban of 1 year from all DreamHack competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

Tournament Specifications

Home Country/Region

A Player's home country is the country where his main place of residence is. The home region is the region that this country belongs to (see List of countries and their assigned Tournament regions as **Appendix 1**). For a Team, this is determined by the home region the majority of the Players belong to. If there is no such majority, a Team may have no home country or even no home region. In that case, the Team cannot take part in qualifiers restricted to a country or region. The Tournament Referees may grant an exception to this rule upon request, as long as the majority of the matches (>75%) is still played out of the respective region.

Time Zone

The respective times of the matches will be displayed on the DreamHack website under <https://DreamHack.com/masters>, all match times listed will be in Central European Summer Time. To be on the safe side, ask Tournament Referees if you are in doubt about the start time.

Nicknames

No sponsor tags are allowed in the nickname. Furthermore, nicknames are forbidden if they:

- are protected by third-party rights and the user has no written permission to use it;
- resemble or if they are identical to a brand or trademark, no matter whether it has been registered or not
- resemble or if they are identical to a real person other than themselves
- use names of Louvre Group or DreamHack products
- are nonsense

In addition to the above, any nicknames that are purely commercial (e.g. product names), defamatory, pejorative, offensive, vulgar, obscene, anti-Semitic, inciting hatred, or offending against good manners are forbidden. Using alternative spelling, gibberish or wrong spelling in order to avoid the requirements mentioned above is forbidden.

Teamnames

The team name may not have any extensions such as “CS team”, it may only consist of the team name. The team name can potentially include (or consist only of) a name sponsor, but only if that is officially the name of the team and being used consistently by the team across all platforms and competitions.

To prevent confusion, only names that are not already being used by another team in the same discipline are allowed. Sponsor names may appear on more than one team as long as the main part of the team name differs.

Sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature themes and products as well as political advertisement are not allowed in connection to DreamHack Masters Spring. The administration reserves the right to refuse other name sponsors outside these categories if their topics are controversial or not aligned with DreamHack principles.

Player Accounts

Every Player must have his game account registered with the Tournament. This is including but not limited to: SteamID for Counter-Strike: Global Offensive

Each Player shall ensure that he has an alternative CS:GO account available in the event of a VAC-Authentication Issue.

Changes to the Team Accounts

Any changes to the Team account must be pre-approved by the Tournament Referees. This includes but is not limited to:

- Adding or removing Players
- Changing the Team name
- Changing the Team logo

Any proposed changes to the Team name, logo, tag or Player nicknames must be requested at least 48 hours before the next scheduled match for the Team/Player at issue.

Additionally, if during a tournament, an organization drops or loses a majority of its Players and those Players, with the consent of the Tournament, reconstitute to continue in the Tournament for the remainder of the Tournament as a new Team, the Tournament shall have the option of requiring such new Team to finish the Season playing under the name "ex-[former team]" or to create a new Team name and logo.

Publisher Bans

The Tournament Referees reserve the right to refuse Players who have standing bans from the game publisher to take part in the Tournament. CSGO VAC bans are specifically honored, but only until 2 years after they have been issued.

If a player gets VAC-banned during the tournament it will result in disqualification for the team.

Mature Content

Sponsors or partners that are solely or widely known for pornographic, drug use or other adult/mature themes and products are not allowed in connection to DreamHack Tournaments.

PRIZE MONEY

Payment of Prize Money

Prize money will be determined by DreamHack. All prize money shall be paid out 90 days after completion of the Tournament finals.

More information regarding prize money policy can be found on <https://about.dreamhack.com/prize-money/>

Prize Money Distribution

The total prize money distributed in the tournament is \$300,000. It’s split between the four regions as listed below:.

Europe	North America	Asia	Oceania
1st \$54,000 2nd \$28,000 3rd \$20,000 4th \$16,000 5-6th \$10,000 7-8th \$5,000 9-12th \$3,000	1st \$40,000 2nd \$20,000 3rd \$15,000 4th \$10,000 5-6th \$5,000 7-8th \$2,500	1st \$10,000 2nd \$5,000 3rd \$3,000 4th \$2,000	1st \$10,000 2nd \$5,000 3rd \$3,000 4th \$2,000
Total - \$160,000	Total - \$100,000	Total - \$20,000	Total - \$20,000

Withholding of Prize Money

The Tournament Director or Executive Board reserves the right to withhold any pending payment of prize money if any infringements of the provisions set out in this Rulebook or in the Louvre Group Regulations have been discovered.

Transfer of Prize Money

The prize money will be advanced as a bank transfer. Failure to provide sufficient information for the payments will result in payments not being made. If a Team has

not collected its prize money before the end of the third year after the initial payment date, the prize money shall be forfeited.

More information regarding prize money can be found on <https://about.dreamhack.com/prize-money/>

MATCH PROCEDURES

Match Start / Punctuality

All matches of the Tournament should start as stated on the website under <https://dreamhack.com/masters>. Any changes of the time must be accepted by the Tournament Referees. All Teams and Players in a match should be on the server and ready to go at the latest fifteen (15) minutes before the start of the match.

Request a New Game Server

Teams must report game server issues no later than five (5) minutes before the scheduled start time of the match. Failure to do so will forfeit a Team's right to request a game server change at the Tournament referees discretion.

Determining the "Better Seed" for the Tournament Finals

Coin tosses are the last resort, so whenever a clear seeding is in place one Team shall be declared as the "better seed". This Team then has the choice about who starts in the map-veto/pick process.

- In offline group stages, the tournament seeding will be used to determine the "better seed".
- In offline playoffs, whenever one Team has his first match in the playoffs, the Team that had the better result in the preceding offline group stage shall be considered the "better seed".
- In online competition, the tournament seeding will be used to determine the "better seed". Coin toss will be used in case there is no tournament seeding.

Ranking during the Group Stage

Only the active ranking rule from this Rulebook is valid, not the ranking that is displayed on DreamHack, ESL or ESEA's websites.

EU Group Stage

The group stage is played with 16 teams in groups of four with best-of-three round-robin mode. Teams are ranked in order of their (bo3) win-loss difference. If a number of teams are tied by win-loss difference at the end of the group, their ranking order will be decided as described below.

NA Group Stage

The group stage is played with 8 teams in groups of four with best-of-three round-robin mode. Teams are ranked in order of their (bo3) win-loss difference. If a number of teams are tied by win-loss difference at the end of the group, their ranking order will be decided as described below.

Asia/OCE Group Stage

The group stage is played with 4 teams seeded directly into a double-elimination bracket. All matches are played best-of-three while the final is best-of-five with a 1-0 advantage to the team coming from upper-bracket.

Round score

When it comes to round scores, every overtime will be considered with the score of 16:15 for the winner. Actual OT scores only matter in the points 11. and 12.

If after any point from 1. to 10., the number of tied participants is reduced or divided into several groups of tied participants, the still tied participants will in each case be compared again starting with the first point.

1. Points amassed between the tied participants (direct match win > direct match loss)
2. Map difference between the tied participants (3:2 maps > 3:3 maps)
3. Number of map wins between the tied participants (3:3 maps > 2:2 maps)
4. Overall map difference
5. Overall number of map wins

6. Round score difference between the tied participants (23:21 > 23:22)

7. Number of round wins between the tied participants (24:22 > 23:21)

8. Overall round score difference (39:31 > 40:33)

9. Overall number of round wins (40:32 > 39:31)

If the above points bring no further differentiation (this can only occur in case of a three-way-tie or five-way-tie), overtimes will be played among the tied teams until no ties remain that are relevant for qualification or seeding.

Any other ties will not be resolved by overtimes, but prize money for the shared ranks will be split among the tied teams.

The match order of the overtimes will be determined before the start of the first one. The first match-up is randomly determined.

The next match-up will be chosen by the Tournament based on the nature of the tie and the importance of the ranks (e.g., if the tie happens in a group where only the first place matters and the tie is for ranks 1-3, the second match will be the one with the winner of the first match)

Overtimes will be played on the same map, which will be determined by veto. Order of the map veto process is ABCCBA, and the remaining map is played, it gets randomly determined which team is A/B/C. The sides are randomly determined in the first match, after that, each team has to start on the other side first (which determines the rest of the side choices).

None of the OTs can end as a draw, it then gets continued until a winner is determined. The result of a multi-OT match will always be counted as 4:3 for all ranking purposes.

If after any point from 10.-12. the number of tied teams is reduced or split up into different groups of tied teams, the tiebreaker process will be restarted from point 10.

10. Sort by win-loss difference in the tiebreaker overtimes. 11. Sort by round score difference in the tiebreaker OTs. 12. Sort by number of round wins in the tiebreaker OTs.

If there are still unsolved ties, replay the tiebreaker OTs.

In special cases, the Tournament Director can rule on a different way to determine the order in an unsolved tie (i.e. coin toss).

Storage and Keeping of Match Media

All match media (screenshots / demos / replays etc.) must be stored by the Team for a minimum of two (2) weeks after each completion of a match.

If there is a protest on the match, the records need to be stored by the Team for a minimum of two (2) weeks after the protest has been closed and resolved.

Interviews

For every game, one Player from each Team must be available for an interview.

Tournament System

Stages

The Tournament is split into the following stages:

1. Group Stage
2. Playoffs & Final

Group Stage.

Europe / North America

The first placed teams in each group advance to upper-bracket in the playoffs. Second and third placed teams advance to the lower-bracket in the playoffs. Fourth place teams are eliminated.

Oceania / Asia

The group stage/playoffs will be played with four teams directly seeded into a double-elimination bracket.

Playoffs

Europe / North America

The playoff bracket will consist of a double-elimination bracket played best-of-three.

Finals

All regions

The final will consist of two teams and will be played in best-of-five mode with a 1-0 advantage to the team coming from the upper-bracket.

MATCH PROTESTS

Definition

A protest is the official communication between the Teams and the Tournament Referees regarding any irregularities, infringements or other concerns in the Tournament. A protest may also be filed during a match for things like incorrect server settings and other related issues.

Contents of a Match Protest

The protest must contain detailed information about why the protest was filed, on which grounds it is filed and when the alleged incident happened. A protest may be declined by the Tournament Referees if proper documentation is not presented. A simple "they are cheaters" will not do.

Deadline for Match Protests

The latest time Teams are allowed to issue a match protest is the earliest of the three following:

- 72 hours after the scheduled starting time of the match
- only at offline events: the beginning of the next match for either of the two Teams (a minimum of 10 minutes has to be kept between two matches by all Teams)

- only at offline events: the end of the event day (departure of the Tournament Referees)

OFFLINE EVENT RULES

Punctuality

We expect every player to be at the tournament area as stated in the Tournaments info mails to setup (90 minutes prior to match), prepare and solve any technical problems that might occur. If you notice at any point you will be late on one of the days, please inform a Tournament Referee as soon as possible! Mitigating circumstances and attempts to inform DreamHack about the lateness and minimize the impact will be benevolently considered. The following penalties apply in the first case (repeat offences will be more severely punished):

- arriving between the requested time and 30 minutes before match start – warning,
- for every 5 minutes later arrival (29-25 / 24-20 / 19-15 / etc.) – one Minor Penalty.

If a participant is not ready to play at the latest 15 minutes after the scheduled time, the tournament administration can decide to award (partial) default losses or disqualify the participant.

Causing Delay

If the match gets delayed due to late arrival (e.g. because of technical problems that could have been discovered beforehand without the lateness) or because of general misbehavior:

- for every (partial) 5 minutes delay in the match start caused by this (1- 5 / 6-10 / 11-15 / etc) – three Minor Penalties.

Equipment

DreamHack just provides monitors and computers. Players must use the PC, monitor and chair provided by DreamHack.

DreamHack try to their greatest extent to provide backup hardware such as in-ears, headsets & keyboard. It is up to the Participants to bring their own equipment (in particular: Keyboard, Mouse, Mousepad, In-Ear headphones with long enough cables, PS2->USB adapters if needed). Our machines do not support PS2-keyboards!

All player equipment is subject to the approval of Tournament Referees. The Tournament Director reserves the right to deny the use of any equipment and/or device providing an unfair competitive advantage. Players might be asked to hand in their equipment for additional checks.

Config and Drivers

All participants have to send in their configs and drivers until a specific deadline set by the Tournament Referees before the event. If any player or team doesn't send in their configs and drivers they may have to manually setup their config on site and play with default drivers.

Clothing

The players and teams need to ensure that they are all in equal colored team attire, orderly long trousers and closed shoes (i.e. shorts or flip-flops are not allowed). Any kind of headwear is forbidden. Penalties will be awarded for minor violations of this rule, but in major cases (for example but not limited to offensive content, other team clothing etc.), players will not be allowed to start their matches before the problematic piece of clothing has been replaced. If possible and deemed appropriate by the Tournament Referees, DreamHack will provide suitable clothing for the participants that are not dressed according to the rule. The cost of provided clothing will then be subtracted from the prize money paid out to the participants. Any delay caused by change of clothing will be considered the players fault and penalised according to the rules of punctuality.

Tournament Referees

The instructions of Tournament Referees should always be obeyed and followed. Failure to do so may result in penalty points being awarded.

Player Brief

The player brief is a document that will be sent to the participants by mail before the tournament. It is meant as an extension to the rulebook for a specific offline event and equally binding.

Technical Checklist - Offline events

After completing their setup process the player will sign off on the Tournament Referees technical checklist. This process exists to ensure the integrity of the system used to compete before the match starts.

Team Communication Tool

DreamHack will provide local TeamSpeak servers for all participants in team games to use as the main voice communication system. The communication on the voice server will be monitored by the Tournament Referees. DreamHack reserves the right to record all TeamSpeak communication during the event. No other communication tools are allowed.

Media Obligations

If the Tournament decides that one or more players need to be part of interviews (short pre/post match interviews and/or longer interview-sessions), a press conference or an autograph-, photograph- or video-session, then the players cannot deny this and must attend. Most events will have a mandatory media day, where participants will be photographed, filmed and interviewed by DreamHack for the event presentation. The participants will receive a media schedule beforehand to be informed about nature, duration and schedule of any activities of this kind that take more than 5 minutes.

Missing Media Obligations

Not fulfilling the media obligations will result in monetary fines. Their range depends on the details. The following fines are standard punishments for the most common cases:

- Not showing up complete and on time for the media day: \$4000 + 5% of the prize money winnings
- Appearing incomplete or too late for a signing session:
 - 1-30% of the lineup missing: \$600 + 0.75% of the prize money winnings
 - 31-50% of the lineup missing: \$800 + 1% of the prize money winnings
 - 51-70% of the lineup missing: \$1000 + 1.25% of the prize money winnings
 - 71-99% of the lineup missing: \$1200 + 1.5% of the prize money winnings
 - 100% of the lineup missing: \$2000 + 2.5% of the prize money winnings

- Appearing incomplete or too late for a press conference:
- 1-30% of the lineup missing: \$360 + 0.45% of the prize money winnings
- 31-50% of the lineup missing: \$480 + 0.6% of the prize money winnings
- 51-70% of the lineup missing: \$600 + 0.75% of the prize money winnings
- 71-99% of the lineup missing: \$720 + 0.9% of the prize money winnings
- 100% of the lineup missing: \$1200 + 1.5% of the prize money winnings

Similar punishments will be applied if other, comparable media obligations are missed. The fines can be reduced if the participant shows up with delay but still early enough to create the required content/have a reasonable session. The fines can be also/further reduced if the participant delivers proof of mitigating circumstances. The decision about that will be made by the Tournament Director in his sole discretion.

Stage Matches

Each participant is required to play his/their stage matches, if they reach them. This part is an integral component of the tournament and exceptions will not be allowed.

Gaming Areas

Food, Drinks, Smoking and Behavior

If nothing else has been announced, it is forbidden to bring or eat any food in the tournament areas. Smoking or vaping is also strictly prohibited. Players are allowed to have beverages, but only DreamHack branded water and/or sponsored drinks provided by DreamHack is allowed on the tables. All other drinks need to be placed below the tables with the brand label removed. A maximum of one (1) drink per player is allowed on the tables.

Exaggerated loud noise and offensive language are forbidden. Participants have to follow the hotel or venue rules in the practice areas. Any violations can be punished with penalty points.

Removable Media

It is strictly forbidden to connect or use any removable media on the tournament computers without prior examination and approval from the Tournament Referees.

Mobile Phones, Tablets, Cameras or Similar Devices

Participants are not allowed to bring any electronic devices, cameras or similar devices into the gaming area unless priorly permitted by the Tournament Director. Such devices have to be handed to Tournament Referees before starting to setup before the first match.

Participants are not allowed to take photos and/or make any recordings on stage and during the opening ceremonies.

Paper versions of documents for tactical purposes are allowed in reasonable sizes and numbers (e.g. a notebook).

Unused items

Items that are not immediately necessary (e.g. clothing that is not being worn, bags etc.) have to be stored out of sight as indicated by DreamHack.

Internet Access

Internet access on tournament computers is disabled for all participants.

Warm-Up Period

A warm-up period of 30 minutes is normally provided before a Tournament match, although this period may not be guaranteed.

Demos and Replays

All demos or replays must be made available if requested by the Tournament Referees.

Demo and Replay Rights

DreamHack reserves the right to play, and/or upload to the DreamHack site, all demos that are recorded in a DreamHack arrangement.

Photo and Other Media Rights

By participating, all players and other team members grant DreamHack the right to use any photographic, audio or video material on their website or for any other

promotional purpose. Additionally, each player has to sign two copies of a release form that he will receive beforehand for reading and have to sign before he starts his first match.

Winners Ceremony

Participants have to stay in the tournament area for the winners ceremony after the Grand Final.

DreamHack-provided Areas

Only marketing activities that have been authorized by the Tournament Director are allowed in any DreamHack-provided areas (e.g. tournament areas, practice rooms, hotel rooms etc.).

SANCTIONS

General

- This Rulebook contains specific sanctions, especially penalty points, for infringements of the provisions and rules outlined in the Rulebook. These sanctions are exhaustive. Any other infringements not specifically mentioned in the Rulebook shall be sanctioned in accordance with the Sanctions Regulations.
- Sanctions shall be determined by the Tournament Referees and the Louvre Group commissioner at their sole discretion to the best of their knowledge and judgement in an appropriate, proportionate and adequate manner. Notwithstanding the foregoing, decisions regarding severe infringements of the Louvre Group Regulations shall be delegated to Louvre Group's Members' Meeting.
- The Tournament Referees shall impose the sanction according to the nature of infringement, the individual culpability, profits generated through the violation, the severity level of the violation, number of previous violations and Team's and/or Player's subsequent behavior (e.g. whether Team cured a violation without undue delay).
- The Tournament Referees may increase the sanction as deemed appropriate if an infringement has been repeated. The Tournament Referees in cooperation with the Louvre Group commissioner may also reduce the sanction if the Team's or Player's misconduct is less severe and imposition of the sanction outlined in this Rulebook would be inappropriate.

- As for the imposition of sanctions, the appeal and the scope of sanctions, Sec. 2 to 4 of the Sanctions Regulations apply.

Penalty Points

Punishments are given for rule violations within the Tournament. They may be either minor or major penalty points, default losses, player/team barrages or disqualification, dependent on the incident in question. Participants will be informed about the punishment by mail and will be given a time until which they can appeal the decision. Only the license-holder or his designated spokesperson are eligible to make appeals.

- Minor penalty points are given for minor incidents such as not uploading required match media, insufficient match statements, insufficient information on a team account or other related material, and so on. Every minor penalty point deducts one percent (1%) of the overall prize money received by the team or player in the competition it is given.

- Major penalty points are given for major incidents such as deliberately deceiving admins, failing to show up for matches, repeated rule breaking, and so on. Every major penalty point deducts ten percent (10%) of the overall prize money for that competition.

- Monetary fines are given for failure to fulfill obligations that are not directly related to the tournament, like press/media appointments, or planned sessions for fan interaction.

- Minor and major penalty points can be given cumulatively.

- Tournament bans and penalty points gathered in any other DreamHack or ESEA Tournament or tournament do not apply towards the Tournament except when the punishment has been awarded for cheating. Other misbehaves like ringing/faking or breach of the Code of Conduct can also be punished, depending on the severity of the misbehavior.

- Any deducted prize-money will be proportionally added to the remaining eligible Teams.

Breach of Etiquette

For an orderly and pleasant game it is essential that all Teams and Players have a

sporting and fair attitude. Breaches of this rule will be sanctioned. The most important and most common offences are listed below.

Insults

All insults occurring in connection with the Tournament will be punished with one (1) to six (6) minor penalty points. This primarily applies to insults during a match but also on the DreamHack (on all DreamHack gaming websites) or ESEA website under <https://play.esea.net> (forums, match comments, Player guest books, support and protest tickets, etc.). Insults on IRC, IM programs, E-mail or other means of communication will be punished if they can be linked to the Tournament.

Particularly severe abuse cases with radical statements or the threat of physical violence can result in significantly heavier penalties to be imposed under the regime of the Sanctions Regulations.

Depending on the nature and severity of the insult the penalty will be either assigned to the Team or to the Player.

Spamming

The excessive posting of senseless, harassing or offensive messages is regarded as spamming in the Tournament. Spamming on DreamHack and ESEA websites (forums, match comments, Player guest books, support and protest tickets, etc.) will be sanctioned with one (1) to six (6) minor penalty points.

Spamming In-game

Three (3) minor penalty points will be awarded if the chat function in-game is abused towards the goal of annoying the opponent, or generally stir the flow of the play. All chat functions are there to communicate efficiently with the opponent and the Tournament Referees.

Damaging or Soiling

Participants taking action that could or does result in damage or soiling of rooms, furniture, equipment or similar items will be fined. The fine will be based on the cost to restore the original state, handling efforts to fix the issue and damaged reputation with third parties or public.

Misconduct

The attempt to mislead Tournament Referees or other Players, using false information, or in any other way deceive other Players or Teams will be sanctioned as follows.

Faking Match media

Faking match media may result in one (1) to four (4) minor penalty points. When cheating is suspected, and the match media in question has been faked, six (6) minor penalty points will be awarded.

Ringer/Faker

Any Players involved in faking or ringing a Player will be banned for two (2) matches, also, one (1) major penalty point will be awarded for the Team per incident. This rule often happens in connection with the rule "Playing with a Disallowed Player", in that case the punishments are cumulated.

Playing with a Disallowed Player

Using a disallowed player results in one (1) major penalty point, and also the player will be barred for 2 matches before he is eligible to compete. Also, the opponent will be offered a rematch. If the administration decides there is not enough time for a rematch (this will always be the case in matches in continuous order, like all except the last round of a cup, but can happen in other cases as well), a default win will be given to the opponent.

Cheating

When cheating is discovered twelve (12) minor penalty points will be awarded to the Team. The Team will be disqualified from the current season of the Tournament and the Player will be banned from the Tournament for two (2) years.

The use of the following programs will result in a cheat ban: Multihacks, Wallhack, Aimbot, Colored Models, No-Recoil, No-Flash and Sound changes.

These are only examples, other programs or methods may be considered cheats as well.

Delaying the Match

Match starts are absolute unless changes have been confirmed by the Executive

Board. Not starting a match as scheduled will result in three (3) minor penalties. For every five (5) minutes the match start is being delayed further, the Team will receive additional three (3) minor penalty points. After 15 minutes the Team is considered as no show.

No show

If a Team is not ready to play 15 minutes after the official match starting time, the Team will be considered as no show and will receive a default loss. For each default loss a Team is awarded during the tournament, a total of \$ 750 will be deducted from their total annual earnings. Once a Team receives four default losses during a tournament, the Team will be disqualified from the Tournament.

Penalties and Consequences for Leaving the Tournament

Disqualification

If a Team gets disqualified from a Tournament (be it during or after that Tournament), the Team forfeits all prize money accumulated for the whole Tournament.

Leaving during an ongoing Stage of a Tournament

If a Team leaves the Tournament during an ongoing Stage, the Team forfeits all prize money accumulated for the whole Tournament.

Deletion of Matches

All matches involving Teams that have left a season of the Tournament before it ended will be deleted. In playoff brackets the most recent or the next upcoming match (depending on the situation) of the Team will be considered a default win for his opponent.

EXHIBIT B – GAME RULES

GAME VERSION

The tournament will use the latest available version of the game client. If the latest available version is considered unplayable due to bugs or extreme balance changes within close proximity by the Tournament Director, an older version might be used if it's available for rollback. Any update during the event will result in a rollback to the original version if deemed necessary by the Tournament Director (if possible).

ANTI-CHEAT

ESEA Client is mandatory for all players to use for the full duration of all matches played online. If a player cannot use ESEA Client then they are not allowed to take part in a match. Players are responsible for having their login credentials available to them at the time of the competition.

MAP SELECTION PROCEDURES

Map pool

The Tournament will use the current competitive map pool which consists of the following maps:

- Vertigo (de_vertigo)
- Dust2 (de_dust2)
- Inferno (de_inferno)
- Mirage (de_mirage)
- Nuke (de_nuke)
- Overpass (de_overpass)
- Train (de_train)

The map pool will always be the Active Duty map pool and therefore might be updated before each tournament.

Offline Stage

Only two selected people from each team can participate in the map selection process. During the map selection process, first statement coming from the team towards the tournament referee will count as ban or pick and it cannot be reverted. Each team has a total of 150 seconds to make all of their picks and bans, which can be split up on the single steps as teams prefer. When the time expires, the remaining picks and/or bans will be randomised by the tournament referee.

For Bo1 matches, the map selection process has to be done 20 minutes before the scheduled match starts. For Bo3 matches, the map selection process has to be done 30 minutes before the scheduled match starts. If there is a match being played immediately before the match in question, the latest time at which the map selection process has to be started is during the halftime of the potentially final map of the previous match. The time at which the map selection process is being done does not warrant the exact starting time of the match.

Map selection process can be done (potentially significantly) earlier if ordered by the Tournament Referees.

The map vetoes must not be made public before DreamHack has done so.

Best-of-One (Bo1) Matches

The better seeded team determines if they are either 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 two maps.
3. Team A removes two maps.
4. Team B removes one map.
5. Remaining map is being played.

The sides on the map are determined by a knife round.

Best-of-Three (Bo3) Matches

The better seeded team determines if they are either 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 one map.
4. Team B picks one map.
5. Team A removes one map.
6. Team B removes one map.
7. The remaining map is played as a decider, if required.

Every team decides sides on the map choice of their opponent. The sides on the last map are determined by a knife round.

Best-of-Five (Bo5) Matches

The better seeded team determines if they are either 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 one map.
4. Team B picks one map.
5. Team A picks one map.
6. Team B picks one map.
7. The remaining map is played as a decider, if required.

Every team decides sides on the map choice of their opponent. The sides on the last map are determined by a knife round.

MATCH SETTINGS

The following match settings need to be used during official Tournament matches:

Rounds: Best out of 30 (mp_maxrounds 30)

Round time: 1 minute 55 seconds (mp_roundtime 1.92)

Start money: \$800 (mp_startmoney 800)

Freeze time: 20 seconds (mp_freezetime 20)

Buy time: 20 seconds (mp_buytime 20)

Bomb timer: 40 seconds (mp_c4timer 40)

Overtime rounds: Best out of 6 (mp_overtime_maxrounds 6)

Overtime start money: \$16,000 (mp_overtime_startmoney 16000)

Round restart delay: 5 seconds (mp_round_restart_delay 5)

Break during half time: 2 minutes 30 seconds (mp_halftime_duration 150)

Break during half time in overtimes: disabled.

OVERTIMES

In case of a draw after all 30 rounds have been played, an overtime will be played in best out of 6 mode (mp_maxrounds 6) and with \$16,000 start money (mp_startmoney 16000). For the start of the overtime teams will stay on the side which they played the previous half on, during half-time sites will be swapped. Teams will continue to play overtimes until a winner has been found.

MATCH SERVER

Matches are played on the servers provided by DreamHack. Teams are required to check all the necessary game aspects (including skins, bugs on load etc.) and network components (latency and server variance) before starting the match. Failure to do so, and to let the match start, will mean that both teams have accepted the state the map is in, and the match might be continued under these conditions.

IN-GAME CHAT

It is not allowed to write about things that are not directly related to the match in the in-game chat. This is including but not limited to discussion of the technical issues

and any sort of advertisement.

COACHING

Online Competition

Teams are allowed to have one coach connected to the game server. After joining the server, the coaches need to type in game chat “.coach” to move to the coaching position. Coaches are allowed to communicate with their team through the duration of the matches, unless instructed otherwise by the tournament operations team.

Offline Competition

Teams are allowed to have one coach behind the team during the official matches. During the match, the coach will be connected to the voice communication system and will only be allowed to talk to the players during the tactical pauses and half times. Coach is not allowed to communicate in any other way (e.g. shouting) with players outside of the specified time windows.

Any coach found to be in breach of the communications restrictions outlined in this section will receive one (1) warning from the referees. This warning stays in place for the duration of the event. If the violation is repeated, the coach will be ousted from the game. The coach forfeits his or her right to coach for the remainder of the match. Teams may be given a preemptive warning in case they have been known to abuse the warnings. In case of a preemptive warning, the first incident will be punished immediately.

Warnings are logged by the Tournament Referees and may be reviewed for sanction purposes. If the first incident has clearly and relevantly impacted the game, the consequences for the coach and/or the team will be accordingly more severe.

USAGE OF PAUSE FUNCTION

The pause function can be used at any time but it will only come into effect during freeze time (immediately if used during freeze time, else at the beginning of the next freeze time).

Online Qualifiers

Teams are limited to two technical pauses and four tactical pauses per Bo1. A technical pause can last no longer than five minutes and each tactical pause can

last no longer than thirty seconds. To call a pause, teams have to type “.pause” on the server and then announce the reason for a pause immediately after he paused the match.

Offline Stage

Technical Pause

If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The technical pause function can be called by typing “.tech” or “.technical”. The player has to announce the reason before or immediately after he paused the match. During a technical pause, headsets have to stay on. Unless the Tournament Referees instructs the match participant otherwise any form of communication including but not limited to text and voice communication between players and coaches is forbidden during a technical pause.

Timeout

Each team is allowed to invoke 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 overtimes, but the unused timeouts can still be used in overtime.

Tournament Referee Pause

The Tournament Referee can pause the game from his station or from a player station, when it is required. If for some reason the player pausing does not work, they have to request the admin to do it.

PLAYER SETTINGS

Configuration Files

All configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. A player may be penalized for wrong settings in any config file, regardless if it is in use, or even stored in the game folder in question. The following commands are forbidden:

- cl_showpos 1 – the value needs to be set to 0.

Teams are required to contact the Tournament Referees if they are unsure on the validity of a command and its value. A team may be penalized for having forbidden commands in their configuration file, regardless if it was in use.

Scripts

All scripts are illegal except for buy, toggle, demo scripts. A team may be penalized for having forbidden scripts in their configuration file, regardless if it was in use.

Graphics drivers

Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating paragraph.

Overlays

All kinds of overlays which will show the usage rate of the system or other programs that may give a player unfair advantage in any way in-game (e.g. Monitor external crosshair, Rivatuner Overlay) is forbidden. Overlays which will show only the frames per second (FPS) are not forbidden and can be used.

Custom Data

Players are not allowed to use any form of custom game files during the official matches. Only CSGO skins are allowed to be changed, but the "Agent" player skins are forbidden. Any other changes, including but not limited to modification of sprites, HUDs, scoreboards, crosshairs are strictly disallowed.

Device Drivers

Using device drivers to pre-install / pre-script illegal macros on the player's devices (keyboard, mice, sound cards) is forbidden and may be punished under the cheating paragraph. Tournament Referees reserve the right to request any piece of gear used by the players for inspection.

In-Game nickname

Players are only allowed to use their own official nicknames - without any additions - during DreamHack matches. Every player that has officially registered his nickname with Valve for sponsored events is required to use the same nickname for all DreamHack matches.

In-Game item's nametag

Players are not allowed to use nametags on in-game items which violate the code of conduct.

MATCH PROCEDURES

Match Breaks

Teams will have at least 10 minutes of a break between matches and 8 minutes between maps in best-of-three and best-of-five matches. In best-of-five matches, teams will also get an extended break (at least 15 minutes) between map 3 and 4. The exact times will be communicated by the Tournament Referees. There will be a 2 minute break during halftime where players are expected to be ready at all times to go live.

Offline Map Breaks

Players are not expected to leave an official game in progress unless it is authorized by the match format or it has been expressly authorized by the tournament officials.

Players can not leave the stage during halftimes.

Number of Players

All matches have to be played with five players per team (5vs5), other constellations are not allowed. If a team fails to show up with enough players, the match will count as no-show.

Change of Players

Only players that are part of the team can be substituted in. The opposing team and Tournament Referees have to be informed beforehand.

Changes in online competition

During online competition, lineup changes can be made at any point of the match if there is a proper reason (i.e. connection problems). If necessary, the game can be paused for the change. The delay caused must not exceed 5 minutes and excessive changes/abuse of this rule are forbidden.

Other types of lineup changes are only allowed between maps. The player will not receive additional time to set up compared to the time it would have taken with the original player.

Changes in offline competition

During offline competition, lineup changes are only allowed in between maps. The player will not receive additional time to set up compared to the time it would have taken with the original player.

Match Interruptions

If a match is interrupted for reasons beyond the control of the participants (e.g. server or player crash), the Tournament Referees will restore the round using the CSGO's backup & restore feature, but in some scenarios may decide to replay the round or even a whole match.

- If the issue takes place during the first minute of the round, before any damage has occurred and the opponent or referee has been immediately notified, the round will be restored.
- If the issue takes place during a round and after the damage has been made and the outcome of the round can still be determined (e.g. a single player has dropped but others remain), then the round will not be replayed or restored. The round will continue to be played and will count. Special exceptions can be made if the damage dealt was ruled insignificant e.g. accidental teammate damage dealt at the start of the round or damage dealt to the opposing side by the team that was affected by the crash.
- If the issue takes place during the round, after damage has occurred and the outcome of the round cannot be determined (e.g. due to server crash), the match will be restored to the beginning of the round.
- If the issue takes place during the round, after damage has occurred and the outcome of the round is obvious (e.g. one team is saving with 10 seconds remaining), but it cannot be continued due to for example a server crash, then the round can be

awarded.

The matches will not be stopped and/or rounds will not be restored or replayed in cases where it is clearly a participant's fault (e.g. mis-buying a weapon).

Use of Bugs and Glitches

The intentional use of any bugs, glitches, or errors in the game is forbidden. It is up to the Tournament Referees whether or not the use of said bugs had an effect on the match, and whether or not he will award rounds, or the match to the opposing team, or to force a rematch. The usage of the following bugs is strictly forbidden, if any bug is used which is not listed here it is up to the Tournament Referees discretion whether or not a punishment is necessary.

- Moving through clipped areas where the movement is not intended by the design of the map 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 beeping sound or the planting sound is also 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.

It is recommended to check with Tournament Referees whether or not a certain bug or glitch is considered illegal.

The following bugs are explicitly allowed:

- Defusing the bomb through walls and items etc.
- So called "surfing" on tubes

The Tournament Director reserves the right, also retroactively, to add more bugs to the list of explicitly allowed bugs.

New Positions

If any player or team wants to use a new position which is not commonly known, it's

strongly recommended to contact Tournament Referees 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 Referees in a reasonable time frame before an official match.

Joining the wrong team

Joining the wrong team on the server is forbidden and may be penalized with one (1) minor penalty point.

APPENDIX 1

List of countries/territories and their assigned Tournament regions.

If a country/territory is not listed below or if a Team is uncertain about which country/territory is his, ask the Tournament Referees.

<u>Europe</u>	<u>North America</u>	<u>South America</u>	<u>CIS</u>
Albania	Antigua and Barbuda	Argentina	Armenia
Andorra	Barbados	Bolivia	Azerbaijan
Austria	Bahamas	(Plurinational State of),	Belarus
Belgium	Belize	Brazil	Georgia
Bosnia and Herzegovina	Canada	Chile	Kazakhstan
Bulgaria	Colombia	Falkland Islands	Kyrgyzstan
Croatia			Republic of Moldova

<p>Cyprus Czech Republic Denmark Estonia Finland France Germany Hungary Iceland Greece Ireland Italy Latvia Liechtenstein Lithuania Luxembourg Malta Monaco Montenegro Netherlands Norway Poland Portugal Romania San Marino Serbia Slovakia Slovenia Spain Sweden Switzerland Turkey The former Yugoslav Republic of Macedonia, United Kingdom of Great Britain and Northern Ireland</p>	<p>Costa Rica Cuba Dominica Dominican Republic Ecuador El Salvador French Guiana Grenada Guatemala Guyana Haiti Honduras Jamaica Mexico Nicaragua Panama Peru Saint Kitts and Nevis Saint Lucia Saint Vincent and the Grenadines Suriname Trinidad and Tobago United States of America Venezuela, Bolivarian Republic of North America</p>	<p>(Islas Malvinas), Paraguay Uruguay</p>	<p>Russian Federation Tajikistan Turkmenistan Ukraine Uzbekistan</p>
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<p><u>Oceania</u> Australia Fiji Kiribati Marshall</p>	<p><u>East Asia</u> Democratic People's Republic of Korea,</p>	<p><u>Southeast Asia</u> Bangladesh Bhutan Brunei Darussalam Cambodia</p>	<p><u>Middle East</u> Afghanistan Bahrain Iran (Islamic</p>
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<p>Islands Micronesia (Federated States of)</p> <p>Nauru</p> <p>New Zealand</p> <p>Palau</p> <p>Papua New Guinea</p> <p>Samoa</p> <p>Solomon Islands</p> <p>Tonga</p> <p>Tuvalu</p> <p>Vanuatu</p>	<p>Japan</p> <p>Mongolia</p> <p>Republic of Korea, Chinese Taipei</p>	<p>India</p> <p>Indonesia</p> <p>Lao People's Democratic Republic,</p> <p>Malaysia</p> <p>Maldives</p> <p>Myanmar</p> <p>Nepal</p> <p>Philippines</p> <p>Singapore</p> <p>Sri Lanka</p> <p>Thailand</p> <p>Timor-Leste</p> <p>Vietnam</p>	<p>Republic of),</p> <p>Iraq</p> <p>Israel</p> <p>Jordan</p> <p>Kuwait</p> <p>Lebanon</p> <p>Oman</p> <p>Qatar</p> <p>Pakistan</p> <p>Saudi Arabia</p> <p>Syrian Arab Republic,</p> <p>United Arab Emirates,</p> <p>Yemen</p>
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<p><u>Greater China</u></p> <p>Greater China</p>	<p><u>Africa</u></p> <p>Algeria</p> <p>Angola</p> <p>Benin</p> <p>Botswana</p> <p>Burkina Faso</p> <p>Burundi</p> <p>Cap Verde</p> <p>Cameroon</p> <p>Central African Republic</p> <p>Chad</p> <p>Comoros</p> <p>Congo</p> <p>Côte D'Ivoire</p> <p>Democratic Republic of the Congo</p> <p>Djibouti</p> <p>Egypt</p>
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	Equatorial Guinea Eritrea Eswatini Ethiopia Gabon Gambia (Republic of The) Ghana Guinea Guinea Bissau Kenya Lesotho Liberia Libya Madagascar Malawi Mali Mauritania Mauritius Morocco Mozambique Namibia Niger Nigeria Rwanda Sao Tome and Principe Senegal Seychelles Sierra Leone Somalia South Africa South Sudan Sudan Africa Togo Tunisia Uganda United Republic of Tanzania Zambia Zimbabwe
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