Counter-Strike: Global Offensive Tournament Ruleset

General

The *Intramurals Participant Handbook* will govern all aspects of play not considered playing rules of the sport.

Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below. The Handbook is available at [und.edu/intramurals](http://und.edu/intramurals). Key Handbook items include:

- **Registration & Payment** – *Handbook pg. 7*
- **Captain Responsibilities** – *Handbook pg. 9*
- **Team Name Requirements** – *Handbook pg. 10*
- **Playoff Requirements** – *Handbook pg. 12*
- **Default/Forfeit Instructions and Consequences** – *Handbook pg. 14*
- **Participant Eligibility/ID Requirements** – *Handbook pg. 15*
- **Adding Players to Roster/Participation Limits** – *Handbook pg. 18*
- **Team/Participant Conduct** – *Handbook pg. 21*
- **Nexus Policies** – UND.edu/esports

Questions

- If you have any questions regarding rules, please feel free to contact @Majicas#0221 on discord.
Rules

• All games will be played remotely, with Valve Anti Cheat enabled.

• All games will be played on official Counter-Strike: Global Offensive servers to maintain authenticity.

• Games will be played with the default settings for competitive. If a game is played with non-default settings, the match will be replayed with corrections.

• Games will be played on the current competitive map pool. Map pick will be contingent on who wins a coin flip. CT/T side will also be contingent on a separate coinflip.

• Teams will be expected to talk in their designated voice channel on the Nexus discord. If any team member joins the opposing team’s discord channel at any point, the opposing team will automatically win the match.

• The winning team will be decided by which team achieves a score of 16. If a game is tied, overtime rounds will determine the winner.

Miscellaneous

• All officials’ calls are final!

• Both players must arrive to their scheduled match area no later than 5 minutes after their match is scheduled to start. Failure to arrive on time for a match will result in a player being awarded a match loss.

• It is considered the player’s responsibility to be aware of when and where their match is to take place, and allowances will not be made for any players in breach of this rule.