CBGE
CONFEDERAÇÃO BRASILEIRA
DE GAMES E ESPORTS

REGULATION RULES

-Counter-Strike 2-

Global Esports Tour 2024
GET RIO 2024

This document describes the official rules that must be followed at the Global Esports Tour Rio 2024, which all participating players and teams have agreed to respect at the time of registration/participation. Failure to comply with these rules may result in penalties as described.

1. Introduction

1.1 From the agreement:

Participating players must comply with the rules described in this document. Any objection against any parameter in this document will be disregarded.

1.2 Changes to the regulation:

The administration of "GET RIO 24" reserves the right to change or remove the rules, without prior notice in cases of emergency or situations that may hinder the smooth running of the event. The new rules will be published on the event page with their update dates.

1.3 Administration of GET RIO 24:

GET RIO 24 administrators will be responsible for understanding and applying the rules. In the event of any errors in the application of the rules due to human error, the administration reserves the right to correct, either by reversing the results or applying the appropriate punishment even after the date of occurrence to maintain the standard of the event for all participants.

1.4 From the time zone:

Match times will be scheduled according to the Brasília/DF time zone.

1.5 Demos and Replays:

GET RIO 24 reserves the right to reproduce and/or upload all demos of the games played. If there are problems with the match demos, GET RIO 24 is committed to doing everything possible to recover them.

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1.6 From game backups:

If a match is interrupted for reasons beyond the participants' control (e.g. server or player failure), Administrators will restore the round using CS2's backup and restore feature.

If the problem occurs during freeze time, or before any damage has occurred and your opponent and/or tournament referee is notified immediately, the round will be reset.

If the issue occurs during a round and after damage has been taken or done and the outcome of the round can still be determined, the round will not be reset. Special exceptions may be made if the damage caused was considered insignificant or accidental by the teammate at the beginning of the round. In any unforeseen case, the round will only be backed up if the opposing team agrees.

If the issue occurs during the round, after damage has occurred and the outcome of the round cannot be determined (for example, due to server failure), the match will be reset to the start of the round.

If the issue occurs during the round, after damage has occurred and the outcome of the round is obvious (for example, a Team is holstering weapons with 10 seconds remaining), but cannot be continued due to, for example, a server crash, then the round can be awarded.

Matches will not be interrupted and/or rounds will not be restored or repeated in cases where it is clearly the participant's fault

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1.7 From Game Version:

GET2024 will use the latest available version of the Modality game client. If the latest available version is deemed unplayable due to bugs or extreme balance changes close to the GET2024 dates, an older version may be used

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if available for rollback. Any update during GET2024 may result in a rollback to the original version (if possible).

2. **Competition Format**:

2.1 Winner e Lower, Double Elimination:

The competition will be held in the "Double Elimination" format, which consists of two main phases: the Upper Bracket and the Lower Bracket.

- Upper Bracket: all games in BO1, except the final which will take place in BO3.
- Lower Bracket: all BO3 games.

2.2 Map Selection Process:

Before the teams enter the stage in each match, the map selection process will take place. The team with the best seed on the HLTV website, when the brackets are distributed, will decide whether or not to begin the map selection process in the Winner bracket matches and the first round of the Lower bracket. In other matches, the team that comes from the "Winner" bracket will have preference for the decision.

The map selection process must be carried out 10 minutes before the teams are scheduled to enter the arena. During the map selection process, only two members from each team will be able to participate. In this selection process, the first statement from the opponent to the GET RIO 24 Administrators will count as a ban or pick and cannot be reversed.

If the team is more than 10 minutes late after being invited by an Administrator to the announced map selection process, their remaining choices and/or bans will be randomized by the Administrator(s).

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In all cases, the time at which the map selection process is completed does not necessarily indicate the exact start time of the match. The map selection process may be completed (potentially significantly) sooner if so ordered by the GET2024 Administrator(s). Once completed, vetoes should not be made public before GET2024 does so. Each participant has a total of 5 minutes to make all their picks and bans. When the time is up, the remaining picks and/or bans will be randomized by the tournament administration

BO1 matches:

Team A bans a Map;

Team B bans a Map;

Team A bans a Map;

Team B bans a Map;

Team A bans a Map;

Team B bans a Map;

Map 7 is the only remaining Map.

Team A chooses its starting side

BO3:

Team A bans a Map;

Team B bans a Map;

Team A chooses Map 1;

Team B chooses side for Map 1;

Team B chooses Map 2;

Team A chooses the side for Map 2;

Team A bans a Map;

Team B bans a Map;

Map 3 is the only remaining Map.

Team A chooses side for Map 3

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2.3 Match Settings:

The following game settings must be used during the GET2024 competitions.:

- Rounds: Best of 24 (mp_maxrounds 30)

- Round Time: 1 minute 55 seconds (mp_roundtime 1.92)

- Starting 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 of 6 (mp_overtime_maxrounds 6)

- Starting Money for Overtimes: $10,000 (mp_overtime_startmoney 10000)

- Round Restart Delay: 5 seconds (mp_round_restart_delay 5)

- Halftime Duration: 1 minute (mp_halftime_duration 60)

2.4 Overtime

In the event of a tie after all 24 rounds have been played, an overtime will be played in a best-of-6 mode (mp_maxrounds 6) with a starting money of $10,000 (mp_startmoney 10000). For the start of the overtime, teams will begin on the side they played on in the previous half, and during the halftime break, teams will switch sides. Teams will continue to play the overtime until there is a winner.

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2.5 Maps:

The CS2 competitions of GET2024 will be played on the current competitive map pool (Valve Active Duty Map Group), which consists of the following maps:

- · Inferno (de_inferno)

- · Mirage (de_mirage)

- · Nuke (de_nuke)

- · Overpass (de_overpass)

- · Vertigo (de_vertigo)

- · Ancient (de_ ancient)

- · Anubis(de_anubis)

2.6 Seeding:

The Teams will have their seed established in the pre-tournament. The Seed must remain the same until the end of the Tournament. In the double elimination phase, a Team will have its seed reinstated when it falls to the Lower Bracket. In this case, the Team that fell will have a higher seed than the Team that was already in the Lower Bracket.

2.7 Match Server:

The matches are played on servers provided by CBGE. Teams are required to check the entire game (including skins, loading bugs, etc.) and network components (server latency and jitter) before starting the match. Failure to do so, and letting the match begin, will mean that both Teams have accepted the current

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state and, if the map is ready, the match can continue/start under these conditions. All matches will be played on a server located in Brazil.

2.8 In game Chat:

It is not allowed to write about things that are not directly related to the game in the game chat. This is including, but not limited to, discussion of technical issues and any type of advertisement, under penalty of punishment.

2.9 Coaching:

Players can have their registered coach behind them during their official matches. During the match, the coach will be connected to the voice communication system and will only be able to speak to the players during tactical breaks and breaks.

Coaches must not communicate with (i.e. be seen, heard or felt) players by any means at any time, with the exception of warm-ups, half-times and tactical pauses. Therefore, for the best smoothness of the tournament, coaches must remain with their microphones raised during the tournament, lowering them only during moments when communication with the teams will be allowed.

Any coach who violates the communication restrictions described in this section will receive a warning from the GET RIO 24 Administrators. This warning remains in effect throughout GET2024, its Championships and Phases. If this rule is violated again, or the first instance is serious enough, the coach will be expelled from the playing area and will lose the right to coach for the remainder of the match.

The Admin team will pause the match during removal and this pause is considered the same as a technical pause for communication purposes. Teams may receive a preventive warning if they are considered repeat offenders. In the case of a preventive warning, the second incident will result in the coach's

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expulsion. Warnings are recorded by Administrators and may be reviewed for sanctions purposes. If the incident had a clear and relevant impact on the game, the consequences for the coach and/or team will therefore be more serious.

3. "PAUSE" use

The pause function can be used at any time, but will only take effect during the freezetime (immediately if used during the freezetime, otherwise at the beginning of the next freezetime). The Technical Pause and Tactical Pause functions should never be used simultaneously in the same action.

3.1 Technical Pause:

The Technical Pause will be triggered by typing "!tec" in the match chat. If used during freeze time, the match will be paused in the current round; otherwise, it will be paused at the beginning of the next round. Each team is allowed to use only one Technical Pause of up to 10 minutes per map.

3.2 Tactical Pause:

The Tactical Pause will be initiated by typing "!pause" in the match chat. If used during the freeze time, the match will be paused in the current round; otherwise, it will be paused at the beginning of the next round. Each team is allowed to use a maximum of 3 tactical pauses of 30 seconds each per map played. After reaching this limit, the "!pause" command will no longer be permitted in the same match.

3.3 Admin Pause :

The administrator can pause the game at their station or at a player's station when necessary. If for any reason the player's pause does not work, they must request the administrator to do so.

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4. <u>Player Settings</u>

4.1 Each player will receive an SSD that must be properly configured by them and returned to the GET RIO 24 administrators, on 04/17/2024.

4.2 Configuration files:

All configuration changes are allowed as long as they do not provide an unfair advantage against another player. A player may be penalized for incorrect settings in any configuration file, regardless of whether it is in use or even stored in the game's folder in question. The following commands are prohibited.

● cl_showpos 1 - The value needs to be set to 0.

4.3 Scripts

All scripts are illegal except for buy, toggle, demo, and jump scripts. A team may be penalized for having prohibited scripts in their configuration file, regardless of whether they are in use.

4.4 Graphic Drivers

Any modification or alteration of the game using external graphic solutions or other third-party programs is strictly prohibited and may be punished in accordance with the cheating paragraph.

4.5 Oberlays

All types of overlays that display system usage metrics in any form in-game (e.g., Nvidia SLI screen, Rivatuner Overlay) are prohibited. Overlays that only display frames per second (FPS) are not prohibited and may be used.

4.6 Custom Data

Players are not allowed to use any form of custom game files during official matches. Only CS2 skins may be altered. Any other changes,

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including but not limited to, modification of sprites, HUDs, and scoreboards are strictly prohibited.

4.7 Device Drivers

Using device drivers to pre-install/pre-write illegal macros on player devices (keyboard, mouse, sound cards) is prohibited and may be punished in accordance with the cheating paragraph. Administrators reserve the right to request any piece of equipment used by players for inspection.

4.8 In-game nickname

Players may only use their own official nicknames - without any additions - during Championship matches and at GET2024. Every player who has officially registered their nickname with Valve for sponsored Championships is required to use the same nickname for all Championship matches.

4.9 Game Tag ingame:

Players are not allowed to use in-game tags that violate the Code of Conduct (General Regulations).

5. <u>Match Procedures</u>:
5.1 Match Intervals:

Teams will have at least 10 minutes break between matches and 8 minutes break between maps in best of three/five series. Exact timings will be communicated by the Administrators. If the match starts before the authorization of the Administrators, it will be restarted immediately.

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5.2 Number of Players

All matches must be started with five players per Team (5vs5). If a Team fails to field enough players, the match will be counted as a forfeit (W.O).

If a player disconnects during a match in progress, the ongoing round will be concluded. After that, the game must be paused until the player can return or be substituted as described in section "d" of this item.

If the original player is unable to return and no substitute can be brought in, the Team has the option to forfeit the series or continue with four players. If a Team has to play with fewer than four players, the opposing Team will receive a default win

5.3 Player Substitutions:

Only players who are part of the Team can be substituted. The opposing Team and the GET2024 Administrators must be informed in advance by the Administrators, within a timeframe to be determined by the Administrators before the matches.

6. Use of bugs and glitches:

Intentional use of any bugs, glitches or errors in the game is prohibited. It is at the administrator's discretion whether or not the use of such bugs had an effect on the match, and whether or not he will award the round, or revert to the opposing Team, or to force a rematch. The use of the following bugs is strictly prohibited,

    A. Moving through cut-out areas where movement is not intended by the map design is strictly prohibited (any walls, ceilings, floors, etc.).

    B. The bomb cannot be planted in a location where it cannot be deactivated. Planting the bomb in such a way that no one can hear the "beep" sound or planting sound is also prohibited.

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C. Standing on top of Teammates is generally permitted, it is only prohibited when such actions allow the player to peer over, under and/or through a solid object (e.g. wall, box, ceiling) that should not otherwise be permitted. according to the map design.

D. Pixel walking is prohibited. A player will be considered as a walking pixel if they sit or stand in an invisible pixel place on the map, where there is no visible edge. It is recommended to check with the Championship administration whether a particular bug or failure is considered illegal or not. The following bugs are explicitly allowed:

E. Defuse the bomb through walls and items etc.

Any bug not listed above will be evaluated by the GET RIO 24 administrators.

7. Team Composition

Teams participating in GET RIO 24 must be made up of a starting line-up of five players and optionally 1 reserve player, 1 coach and 1 manager.

7.1. Player changes

For the smooth running and stability of the competition, in addition to public understanding, all participating teams must maintain at least three players from their starting squad, from registration for the event until the last match played at GET RIO 24. In this case, number is not respected, the GET RIO administration will analyze the case, reserving the right to replace the invited team, if the tournament has not yet started.

The change of players from the starting squad by teams will be allowed until 04/15/2024, as long as the rules set out above are respected. In the

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event of a change of players from the teams' starting squad for the in-person event, GET RIO 24 will not be responsible for the new player's ticket costs if the team's tickets have already been purchased.

The coach may act as a completer and replace any player who is unable to play in a match.

8. <u>PRIZE</u>

After the final of the tournament, the teams participating in GET RIO 24 will receive a prize amount corresponding to their final position in the championship.

The value of any prize, whenever mentioned, will correspond to the gross value. In this sense, it will be the sole and exclusive responsibility of the winning team to collect taxes, as determined by Brazilian legislation.

The GET RIO 24 prize will be worth a total of U$200,000.00 (two hundred thousand dollars) to be distributed as follows:

- 1st Place: U$100,000.00 (one hundred thousand dollars);
- 2nd Place: U$50,000.00 (fifty thousand dollars);
- 3rd Place: U$15,000.00 (fifteen thousand dollars);
- 4th Place: U$10,000.00 (ten thousand dollars);
- 5th to 8th Place: U$5,000.00 (five thousand dollars).

8. <u>From the post-game interview</u>

After each match, it is mandatory for at least one player from the winning team to participate in a brief post-match interview, the average interview time will be 5 minutes. The player who will give the interview will be selected by the team itself and/or by the GET RIO 24 organization.

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