



## Counter Strike Global Offensive Tournament Ruleset Logitech G Challenge 2018

- **Mode:** Online
- **Platform:** PC
- **Slots:** 128 teams
- **Format:** Bo1 up to RO8. BO3 from Quarter finals onwards. Single elimination.
- **Coordinación general:** [organizacion@logitechchallenge.com](mailto:organizacion@logitechchallenge.com)
- **Discord:** <https://discord.gg/zReHvQ6>
- **Dates:** (CHECK TIME CHART AT PAGE 7)

	TEAMS	FORMAT	SOUTH CONE	COLOMBIA	MEXICO
QUALIFIER ROUND 1	128	BO1	July 23-26	Jul 30 - Aug 2	Aug 6-9
QUALIFIER ROUND 2	64	BO1	July 27-28	Aug 3-4	Aug 10-11
QUALIFIER ROUND 3	32	BO1	July 28	Aug 4	Aug 11
QUALIFIER ROUND 4	16	BO1	July 29	Aug 5	Aug 12
QUARTER FINALS	8	BO3	July 29	Aug 5	Aug 12
SEMI FINALS - REGIONAL FINAL	4	BO3	Aug 26	Sept 9	Sept 16

**You must be a resident of any of these countries and over 18 years old to participate:**

SOUTH CONE REGION: Argentina - Chile - Paraguay - Perú - Uruguay

MEXICO

COLOMBIA

BRAZIL

Teams must be composed of 4 players of the same country (minimum) to represent its country/region. The trips to BGS must depart from the same city (direct flight to sao paulo, 4 tickets) and other 2 participants

can depart from other 2 cities with direct flights to Sao Paulo as well. Prize tickets are available for 5 players and 1 substitute/coach (6 total). Trips to the departure airport must be covered by the winners.

**This ruleset has been designed and modified to fit the typical rulesets used worldwide. If you have any doubts or suggestions please write to us in at <https://discord.gg/zReHvQ6>**

## Prizes:

**1st puesto (Champion):** Trip to BGS to compete in the grand final.

Premios gran final:

1st: USD 5.000

2nd: USD 2.000

3rd: USD 1.000

## South cone: 1st to 3rd place of each regional final win:

1st Place LOL and CS
1x A40 TR Headset + MixAmp M80
1x G613 Wireless Mechanical Gaming Keyboard
1x Logitech G903
Lightspeed Wireless Gaming Mouse
Brazil Trip
2nd Place LOL and CS
1x A40 TR Headset + MixAmp M80
1x G613 Wireless Mechanical Gaming Keyboard
1x Logitech G903
Lightspeed Wireless Gaming Mouse
3rd Place LOL and CS
1x G560 LIGHTSYNC Gaming Speakers

## Mexico and Colombia: 1st to 3rd place of each regional final win:

1st Place LOL and CS
1x A50 Wireless Headset + Base S.
1x G613 Wireless Mechanical Gaming Keyboard
1x Logitech G903
Lightspeed Wireless Gaming Mouse
Brazil Trip
2nd Place LOL and CS
1x A50 Wireless Headset + Base S.
1x G613 Wireless Mechanical Gaming Keyboard
1x Logitech G903
Lightspeed Wireless Gaming Mouse
3rd Place LOL and CS
1x G560 LIGHTSYNC Gaming Speakers

Prizes will be delivered within 45 days of the tournament closure. If international shipping is required, this could take a bit more. The organization is not responsible for any charges that may incur in claiming prizes in destination countries.

## General terms

By entering the competition all participants agree to the terms of this ruleset.

All the decisions made by the organizer, admins and referees are final and irrefutable.

Any conversations with the organization, referees or admins, written or oral, is confidential. Any divulgation of these comms is forbidden, unless explicitly allowed by the organization.

This ruleset can be updated by the organizer. Any changes will be reported to the signed up teams.

## Signup

Signup will be under <https://www.toornament.com> for the whole tournament. Captains will have to sign their team up and fill in the required information to participate.

Teams are composed of 5 players and 1 substitutes. (Within tournament: players 1 to 5 are main, 6 is the sub).

Within the signup form the captain must tick the "captain" option wherever applicable. In case this is not filled in, player 1 will be presumed to be captain of the team.

Within the required fields there's the DISCORD ID of the captain, this will be in charge of communicating the complaints, issues or whatever the team needs to inform within the tournament's discord.

Sign up links:

- **Cono Sur:** <https://www.toornament.com/tournaments/1556342919151599616/information>
- **Mexico:** <https://www.toornament.com/tournaments/1556449544876572672/information>
- **Colombia:** <https://www.toornament.com/tournaments/1556437575842848768/information>

After sending the signup form, it will remain in pending state until the data sent is verified by the tournament organizer. If everything is correct, signup will be confirmed. In case any problems are found with the information provided, signup will be rejected and the motive will be explained to you.

All submissions will be checked between 08:00hs ART until 01:00hs ART. Confirmation or rejection of applications can take up to two hours. They will be checked on a first come, first serve basis.

## Check-in

Check-in will be enabled 1 hour before the start of the tournament. Players will have 45 minutes to check-in within the tournament website.

- **Cono Sur:** <https://www.toornament.com/tournaments/1556342919151599616/information>
- **Mexico:** <https://www.toornament.com/tournaments/1556449544876572672/information>
- **Colombia:** <https://www.toornament.com/tournaments/1556437575842848768/information>

Captains must remain in the Discord channel at all times while the tournament takes place.

Once the tournament has started, all the participants that haven't checked in will be disqualified, without exceptions.

## Tournament format

### Qualifiers

**Game:** 1 match will be played (BO1) up to RO8. From that moment onwards (quarter finals) games will be BO3.

## Players and substitutes

5 players will be admitted with 2 substitutes per team.

### Map pool

- Inferno
- Train
- Dust 2
- Mirage
- Nuke
- Overpass
- Cache

### Playable maps (Up to RO8 inclusive)

Round 1: Dust 2

Round 2: Mirage

Round 3: Inferno

Round 4: Overpass

Round 5: Cache

**If the 128 slots aren't filled, the amount of rounds will diminish but the playable maps will stay the same.**

### Map veto (From quarter finals onwards, bo3)

The map veto will take place 30 minutes before the start of the match. Team captains are in charge of the map vote process. Captain designation is final and can't be changed afterwards. Teams will have a total of 3 minutes to make this choice.

### Map selection (From quarter finals onwards, bo3)

The team with the highest seed will be the first to ban. All teams pick side in the maps chosen by the opponent (only in bo3). In the last map (also in BO1) the team that picks side will be decided by a knife round.

Best of 3

Team A - 1 map ban

Team B - 1 map ban

Team A - 1 Map Selection

Team B - 1 Map Selection

Team A - 1 map ban

Team B - 1 map ban

Remaining map to be played if 3rd match is necessary.

# General Rules

## Delays and absences

If a team doesn't have its 5 players logged in to the server at the specified time they will lose by W.O. and the opponent team with its 5 logged in players will advance to the next stage. There will be no exceptions regarding delays and late logins. In case both teams don't have their 5 players, the game will be classified as N.S. (No show) and both teams will be disqualified.

## Amount of players

All matches must be played with complete teams of 5 players each (5vs5). If a team fails to gather their 5 players at the designated start time, the match will be terminated and the incomplete team will lose.

## In-game nickname

All players must keep the nickname they specified in the signup form with no exceptions. All players can include the team TAG in their name.

## In-game info

esl5on5.cfg will be used for the whole tournament

Game manager eBot will be used in the game server.

The match will start at the designated time, players will be asked to type in the command !ready and start the match.

The match can start earlier as long as both teams agree to it and write !ready.

## In-game information

esl5on5.cfg config file will be used for the whole competition. If any match ends in a draw (15-15) there will be overtime with the next settings:

- mp\_maxrounds 6
- mp\_startmoney 16000

At the start of the overtime, teams will maintain their side and switch to the opposite side halfway through the overtime. The teams will play until a winner is decided.

## Disconnections

Teams will be given 10 minutes of technical pauses in case of disconnections or technical problems. Within those 10 minutes a substitute should join if necessary.

## Server Crashes

If a server should crash, the map will be restarted if less than 3 rounds were played. If 3 or more rounds were played, the score will be maintained and the match will resume with the server's backup files.

## DEMO/VOD

It's mandatory to record demos for the duration of the matches. Captains will have up to 1 day after the end of the match to upload the demos and link them to the tournament administrators in the discord channel. <https://www.wetransfer.com> can be used. Demo file name should follow the format "teamname\_playername\_opponentteamname";

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i.e.FuriousGaming\_FGJuanito\_IsurusGaming). The 5 demos must be zipped (.zip/.rar/.7zip) and maintain the file name structure mentioned "teamname\_playername\_opponentteamname".

## **BO 1 general rules (Rounds 1 to 5, up to quarter finals)**

### **Before the game**

Server info will be provided to the captains of each team 15 minutes before the match start. Those 15 minutes are also for warm up, after that time the match will start. If a team can't have its 5 players online at the appointed time it will lose by W.O.

## **BO3 general rules (Quarter finals onwards)**

### **Before the game (bo3)**

Captains are in charge to veto the map pool 30 minutes before the time specified for the match start. They will also be responsible for passing over the server information to their teammates. After the veto the players will have to join the server to start the warm up until the match start time. The team must be at the appointed time.

## Tournament schedule (Qualifier stage)

Approximate tournament length: 3-4 hours. If you can't stay during the whole tournament please consider having substitutes ready.

Counter Strike Global Offensive						
South Cone	Dates	Check in	Check In deadline	1st game start	Perú Time	Paraguay Time
Day 1 Round 1	23-Jul	17:00 ART	17:45 ART	18:00 ART	ART -2	ART -1
Day 2 Round 1	24-Jul	17:00 ART	17:45 ART	18:00 ART	ART -2	ART -1
Day 3 Round 1	25-Jul	17:00 ART	17:45 ART	18:00 ART	ART -2	ART -1
Day 4 Round 1	26-Jul	17:00 ART	17:45 ART	18:00 ART	ART -2	ART -1
Day 5 Round 2	27-Jul	17:00 ART	17:45 ART	18:00 ART	ART -2	ART -1
Day 6 Round 2	28-Jul	11:00 ART	11:45 ART	12:00 ART	ART -2	ART -1
Day 6 Round 3	28-Jul			End of Round 2	ART -2	ART -1
Day 7 Round 4	29-Jul	13:00 ART	13:45 ART	14:00 ART	ART -2	ART -1
Day 7 Round 5	29-Jul			End of Round 4	ART -2	ART -1
Semi Final - Final	26-Aug	12:00 ART	12:45 ART	13:00 ART	ART -2	ART -1
Colombia	Dates	Check in	Check In deadline	1st game start		
Day 1 Round 1	30-Jul	15:00 BGT	15:45 BGT	16:00 BGT	-	-
Day 2 Round 1	31-Jul	15:00 BGT	15:45 BGT	16:00 BGT	-	-
Day 3 Round 1	1-Aug	15:00 BGT	15:45 BGT	16:00 BGT	-	-
Day 4 Round 1	2-Aug	15:00 BGT	15:45 BGT	16:00 BGT	-	-
Day 5 Round 2	3-Aug	15:00 BGT	15:45 BGT	16:00 BGT	-	-
Day 6 Round 2	4-Aug	9:00 BGT	9:45 BGT	10:00 BGT	-	-
Day 6 Round 3	4-Aug			End of Round 2	-	-
Day 7 Round 4	5-Aug	11:00 BGT	11:45 BGT	12:00 BGT	-	-
Day 7 Round 5	5-Aug			End of Round 4	-	-
Semi Final - Final	8-Sep	10:00 BGT	10:45	11:00	-	-

Mexico	Dates	Check in	Check In deadline	1st game start		
Day 1 Round 1	6-Aug	15:00 CDMX	15:45 CDMX	16:00 CDMX	-	-
Day 2 Round 1	7-Aug	15:00 CDMX	15:45 CDMX	16:00 CDMX	-	-
Day 3 Round 1	8-Aug	15:00 CDMX	15:45 CDMX	16:00 CDMX	-	-
Day 4 Round 1	9-Aug	15:00 CDMX	15:45 CDMX	16:00 CDMX	-	-
Day 5 Round 2	10-Aug	15:00 CDMX	15:45 CDMX	16:00 CDMX	-	-
Day 6 Round 2	11-Aug	9:00 CDMX	9:45 CDMX	10:00 CDMX	-	-
Day 6 Round 3	11-Aug			End of Round 2	-	-
Day 7 Round 4	12-Aug	11:00 CDMX	11:45 CDMX	12:00 CDMX	-	-
Day 7 Round 5	12-Aug			End of Round 4	-	-
Semi Final - Final	16-Sep	10:00 CDMX	10:45 CDMX	11:00 CDMX	-	-

## Fair play and rules violation

The following is a list of rules and unfair practices that could take place during the game. Any player caught in violation of these rules will be warned, suspended or penalized with a loss, under referee discretion.

The use of hacks is absolutely forbidden, in case we find out of any use of these, the involved team will be immediately disqualified from the current tournament and banned from any future ones. STEAM ID's of the involved team will also be reported directly to Bluehole Inc. Any games affected by hacks will be restarted.

Any complaints or reports about cheats or bugs exploits MUST be accompanied by video footage or replay files in which the incident can be checked. Any complaints not supported by video or replay files will be discarded.

- Intentionally letting an opponent take victory will be penalized severely.
- Detecting rule violations is the sole responsibility of the participants, and they must be reported to the tournament organization immediately.
- Players must not stop a match in course to complain about violations not related to the game in course.
- Rules violation within the game must be reported when they happen. They will be discarded if made afterwards.
- Tournament organization and referees could report violations to the ruleset in the name of participants.
- Unsportsmanlike competition or disrespectful behaviour towards another player or referee will be penalized.
- During the tournament, referees or tournament manager can determine which actions can be considered Unsportsmanlike.
- Any incitement, gesture or bad attitude within the game itself can be penalized by the referee.
- Penalizations are under the sole discretion of the referee.



### Use of bugs or glitches

The use of bugs or glitches is forbidden, in case of having proof of the use of any the responsible team will be disqualified.

- Silent planting
- Flashbang bugs
- Grenades thrown under walls is forbidden, over the walls is allowed
- Pixel walking
- Defusing without line of sight

### Equipment failure

• If a player computer failed during a match, the player can retry connecting to it. If the player can't get back the match will continue without said player.

### Misc

- Players can't refuse to be aired in the twitch.tv live stream.
- After each game, there will be a 5 minute break announced in the discord chat by the admins.
- Brackets may be adjusted by the organization when necessary.
- Referees can adjust the ruleset if necessary.
- This ruleset can be updated up to 3 days before the first match.

### FAQ:

¿What platform is the tournament played on? – **PC**

¿Which mode is it? - **Competitive**

¿Can i sign-up again if i don't qualify with my team? - **No, you can sign up only once.**

¿Can i play in more than 1 team? - **Participants are allowed to participate in 1 team per tournament.**

¿Can i live stream the matches ? - **Yes, with 10 minute delay and the text "Logitech G Challenge" in the title, plus what the streamer wants to add.**