



National Selection 2025

Counter-Strike 2 Rulebook

Version: 15.01.2025

PARTICIPATION

- A. All participants in the **[National Qualifier Name]** must be at least 16 years old. If national legislation requires, the minimum eligible age for player participation may be raised.
- B. Individuals who are not restricted by applicable laws, tournament organizer rules, or host regulations are eligible to participate in the competition.
- C. Tournament officials and staff are prohibited from participating in events they are directly overseeing.
- D. Only players with a valid Steam account, unless officially banned, are eligible to participate in the competition.
- E. All players must compete using their own Steam account. Using another player's Steam account is strictly prohibited.
- F. The total number of team members is limited to 8, including 5 players, 2 stand-ins, and 1 coach.

TEAM LEADER

Each team must designate a team leader, who can be an external e.g. team manager. The team leader is the link between the team and those responsible for the tournament and may not belong to another team regardless of the function in the same competition. Team leaders have the following responsibilities:

- A. Team representation requires maintaining communication with tournament officials, ensuring constant availability on-site, and providing notification in case of a brief absence.
- B. Representing the team in communications with other teams.
- C. Approve team decisions throughout the tournament.
- D. Ensure the entire team is informed of all essential details, such as the schedule, tournament format, and other relevant information.
- E. Clearly represents the opinions of the entire team.

After the tournament begins, changing the team leader is only allowed if the designated leader is no longer able to manage the team. Tournament officials must be notified immediately of any team leader change.

PREPARATION PROCESSES

Preparation time is the designated period before the start time (unless otherwise specified), set to a minimum of 30 minutes between matches. Teams should use this time to ensure they are fully prepared. During this period, players must complete the following tasks:

1. **ONLINE** (30 minutes):
 - a. During this period, players are free to use any method they deem necessary to prepare for the match.
 - b. If a player is substituted due to an emergency during the preparation time, the tournament organizers must be notified immediately.
 - c. The entire team must be present on the server at least 10 minutes before the official game starts.
 - d. To use a substitute for the match, officials must be notified at least 1 hour before the official game starts.
2. **OFFLINE** (30 minutes):
 - a. Any hardware and software that may be required must be approved by the tournament organizers prior to installation.
 - b. Players must connect all necessary personal technical equipment (keyboard, mouse, etc.) to their PC. Each player is responsible for the equipment they intend to use.
 - c. Ensure that all personal equipment is functioning properly.
 - d. Verify that the available sound system is functioning properly.
 - e. Ensure the sound quality is consistent and clear for all players.
 - f. Verify that the provided player's PC runs the game at the desired quality.
 - g. If a technical issue arises during the 'Preparation Time,' the player must immediately contact the tournament referee.
 - h. Join the assigned voice channel for the match.
 - i. Notify the tournament referee that the game is ready to begin, or use the 'ready' command available on the server.
 - j. Players must be on the game server and in their designated voice channels at least 5 minutes before the scheduled match start time.

STARTING TIME

The match start time is set by the tournament organizer. The minimum break between match series is 25 minutes. At the scheduled start time, all tournament officials and players must be ready. The tournament organizers are responsible for announcing the start times, while the team leader is responsible for ensuring the team is on time and prepared.

NUMBER OF PLAYERS

- A. Each match must start with five players per team (5v5). If a team fails to show up with the required number of players, the match will be considered a no-show.
- B. If a player disconnects during an ongoing round, the round will be completed. If the match is not over after that round, a technical pause must be called immediately, and the referee should be informed of the issue. If the player is unable to reconnect and no replacement is available, the team may choose to forfeit the series or continue with only 4 players.
- C. If a team has fewer than 4 players available to continue the match, the opposing team will be awarded a default win.

GAME OF RECORD (GoR)

A game of record (GoR) is defined as a game where all 10 players are loaded into the server and the match has officially started. Once a game reaches GoR status, no restarts will be permitted, and the game will be considered official. After achieving GoR, restarts are only allowed in exceptional circumstances and will require a renewed selection and ban phase. A game becomes a GoR when the following conditions are met:

- All 10 players are on the server, ready, and eligible to play.
- The map vote and side selection were completed correctly, and the selected map was loaded.
- Upon restarting the game, the score was reset to 0:0, and the match began.
- The freeze time set on the server has ended.

In the event of technical issues with the server (e.g., server crash), a backup of the game may be loaded. If the game has been considered a Valid Game (GoR) as defined above and fewer than 3 rounds have been played, the GoR status will be revoked, and the game must be restarted at a 0:0 score. If more than 3 rounds have been played, the organizer must load the backup from the last freeze time before the server crashes, and the game will continue from that point.

All match settings are pre-configured on the server. Once the GoR status is valid, both teams accept all game settings on the server. Any incorrect settings must be reported to the tournament organizers immediately at the start of the game. Messages during or after the match will no longer be considered, and the game must be played with the current settings, even if they do not align with the rules until the match is completed.

GAME INTERRUPTIONS

In the event of a disconnect during the round due to factors beyond the player's control (e.g., server crash or player crash), the referee team will restore the affected round using the CS2 server backups. In certain situations, the referee team may decide to replay the round or the entire match, based on the following scenarios:

- If the incident occurs before any damage or gameplay has taken place, and the opponent or referee is immediately notified, the round will be restored using the backups.
- If the incident occurs after any damage or significant gameplay has occurred, but the round outcome cannot be determined (e.g., server crash), the match will be restored to the start of the affected round.
- If the incident occurs after any damage or significant gameplay, and the round outcome is clearly obvious (e.g., 3 seconds until bomb explosion with no player defusing), but the round cannot be completed due to a server crash or another major incident, the referee team reserves the right to award the round to the team most likely to win.
- If the incident occurs after any damage or significant gameplay, and the round outcome is clear (e.g., a single player drops while the rest of the team remains unaffected), the round will not be restored. The round will continue and be counted. However, the referee team reserves the right to order a round restoration in special cases where the damage dealt is considered insignificant. Special situations may include accidental team damage at the start of the round, even if the affected team dealt the damage.
- If the incident is clearly caused by a participant's fault (e.g., misbuy of a weapon or intentional disconnect), the round will not be stopped or restored.

PAUSE/BREAK/TIMEOUT

Players must immediately pause the game during the next freeze time if instructed by a tournament official. If the game settings permit, players also have the option to pause the game by using the pause command (which will activate the next freeze time). The following are the different types of breaks:

- A. Tournament Referee Pause:** Tournament officials have the authority to pause the game at any time at their discretion. This is typically done directly by the tournament organization on the server. Once the mandated break is over and both teams are ready, play will resume.
- B. Tactical break:** Each team is allowed 3 tactical timeouts per map, with each timeout providing a 30-second break for tactical discussions. The pause must be clearly indicated in the previous round as a tactical break and will be added to the freeze time of the following round. The game will then continue automatically after

the timeout. In the case of overtime, each team will receive 1 tactical break per overtime period. This will be repeated for each subsequent overtime. Any unused breaks from previous periods will be nullified.

Example:

Team 1 takes 2 tactical breaks during regular play. When OT1 starts, both teams are granted 1 tactical break each for that overtime. Team 1 does not take a tactical break in OT1. When OT2 begins, Team 1 still has only 1 tactical break available, as breaks from previous periods do not carry over.

- C. **Technical break:** This is only to be taken in an absolute emergency and must be clearly stated as a technical break in the previous round, with the reasons provided and in consultation with the tournament organization. The break will last until the issue is resolved, but no longer than 15 minutes.

TOURNAMENT FORMAT

The following tournament format and schedule will be applied throughout the tournament, depending on the different tournament phases:

1. Group Stage:

- Teams will be divided into [X] groups, each consisting of [Y] teams.
- Each group will follow a [round-robin / Swiss system], where every team plays against every other team in the group.
- The top [Z] teams from each group will advance to the next stage.

Tiebreakers: If a number of participants are tied by win-loss difference at the end of the group stage, their ranking order will be determined as follows. Only the matches played between the tied teams will be considered.

1. Head-to-head result, if not applicable;
2. The round score difference between the tied participants (23:21 > 23:22), if not applicable;
3. Number of round wins between the tied participants (24:22 > 23:21), if not applicable;
4. Overall round score difference (39:31 > 40:33), if not applicable;
5. Overall number of round wins (40:32 > 39:31).

In the case of a three-way tie, once each tie is resolved, the process will be repeated from the beginning for the remaining tied participants. For round scores, any overtime will be considered as a 13:12 win for the victor. In special cases, the referee may make a different decision to determine the ranking order in an unresolved tie (e.g., a coin toss).

2. Playoffs:

- The top [number] teams will proceed to the playoffs, which will be conducted in a [single-elimination / double-elimination] format.
- Matches will be played in a [best-of-X] series.

3. Grand Final:

- The winners of the playoffs will meet in the Grand Final, which will be a [best-of-X] match to determine the overall champion.

MAP POOL

The map pool will adhere to the official Active Duty Map pool as defined by Valve and may be updated before each tournament phase.

- Ancient
- Anubis
- Dust 2
- Inferno
- Mirage
- Nuke
- Train

VETO PROCESS

The veto process order is determined by the tournament stage and format. The following are the general rules applicable to the veto process:

- The map veto process must be concluded at least 45 minutes before the match start time.
- During the veto process, both teams must provide their officially registered team leader, who will be present alongside a dedicated referee. The team leader has the right to nominate another team member to participate in the veto process. The veto process cannot be organized without the presence of a tournament official.
- Once the veto process has been completed and the match has started, no protests regarding any procedures from the veto process before the match will be accepted.

Best-of-One (BO1) matches

The team that starts the veto process will be determined by a coin toss or randomly through a platform. Team A will begin the process, and the order of the ban/pick will proceed 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. The remaining map will be played.

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

Best-of-Three (BO3) matches

The team that starts the veto process will be determined by a coin toss or randomly through a platform. Team A will begin the process, and the order of the ban/pick will proceed as follows:

1. Team A bans the first map;
2. Team B bans second map;
3. Team A picks the first map and Team B decides the starting sides;
4. Team B picks the second map and Team A decides the starting sides;
5. Team A bans the third map;
6. Team B bans the fourth map;
7. The remaining map will be played in case of a tie after the first two maps.
8. Starting sides on the last map will be determined by a knife round.

MATCH SETTINGS

The following match settings will be applied for official matches:

- Buy time: 20 seconds (mp_buytime 20)
- Bomb timer: 40 seconds (mp_c4timer 40)
- Overtime rounds: Best out of 6 (mp_overtime_maxrounds 6)
- Rounds: Best out of 24 (mp_maxrounds 24)
- Round time: 1 minute 55 seconds (mp_roundtime 1.92)
- Start money: \$800 (mp_startmoney 800)
- Freeze time: 20 seconds (mp_freezetime 20)
- Overtime start money: \$12,500 (mp_overtime_startmoney 12500)
- Round restart delay: 5 seconds (mp_round_restart_delay 5)
- Break during half time: 20 seconds
- Break during half time in overtime: disabled
- Prohibited items: none (mp_items_prohibited "")

OVERTIMES

In the event of a draw after all 24 regulation rounds have been played, overtime will be played in a best-of-6 rounds format (mp_maxrounds 6) with \$12,500 starting money (mp_startmoney 12500). At the start of each overtime, teams will remain on the side they played during the previous half, with sides being swapped at half-time. Overtime will continue until a winner is determined.

IN-GAME CHAT

Usage of the in-game chat during the match is restricted to communication with the tournament administration only. Any form of advertisement or unrelated comments is prohibited before or after the match. Penalties may be applied if the in-game chat is used to annoy the opponent or disrupt the flow of play. Pre-match communication with opponents is only allowed in a respectful manner.

VOICE COMMUNICATIONS

- All voice communication between players must take place via the tournament organizer-specified software. If the VoIP program is not functioning, an alternative VoIP program may be used at the tournament organizer's discretion.
- Each team is permitted to have one individual (coach) present in the designated coaching spot on the game server during the match. Coaches are only allowed to communicate during the following game phases:
 - During the dedicated tactical pause.
 - In half-time break.
 - Between maps (in case of a Best-of-Three).

PLAYER SETTINGS

1. Configuration files

Configuration changes are allowed as long as they do not provide an unfair advantage that could be considered cheating. Players or teams may incur penalties for using prohibited settings in any configuration file, regardless of whether they are actively in use or simply stored within the game folder. The following commands are prohibited:

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

Participants must reach out to the tournament administration if they are uncertain about the validity or value of a command.

2. Scripts

All scripts are prohibited, except for those related to buying, toggling (e.g., on/off, 0/1, bindX/bindY), and quick weapon or grenade switching. Participants may face penalties for using forbidden scripts in any configuration file, regardless of whether they are active or stored within the game folder.

Examples of allowed scripts:

Weapon & grenade quick switching:

- alias "+flash" "slot3"

- alias "-flash" "slot7"
- bind "c" "+flash"

Crosshair size toggle:

- alias "+crosshairchange" "cl_crosshairsz 1000"
- alias "-crosshairchange" "cl_crosshairsz 2"
- bind "p" "+crosshairchange"

3. Graphics drivers

Any modifications or alterations to the game through external graphics solutions or third-party programs are strictly forbidden and may result in penalties for cheating.

4. Overlays

Any type of overlay that displays system usage in-game (e.g., Discord overlay, Rivatuner Overlay) is prohibited. However, overlays that only show frames per second (FPS) are allowed and can be used.

5. Custom files

Players are prohibited from using any custom game files during official matches. While CS2 skins can be changed, 'Agent' player skins are not allowed. Any other modifications, including but not limited to changes to sprites, radars, HUDs, and scoreboards, are strictly forbidden.

6. Device drivers

Using device drivers to pre-install or pre-script illegal macros on participants' devices (such as keyboards, mice, or sound cards) is prohibited and may result in penalties for cheating.

7. In-game item nametags

Participants are prohibited from using name tags that violate the code of conduct on in-game items.

8. Usage of SOCD

The use of Snap Tap, Rappy Snappy, SOCD, or any similar assistants that produce the same result is prohibited.

USAGE OF BUGS AND GLITCHES

Intentionally exploiting any bugs, glitches, or errors in the game is prohibited. It is at the discretion of the tournament administration to determine whether the use of such bugs impacted the match, whether rounds or the match will be awarded to the opposing team, or if a rematch will be enforced. The following bugs are strictly forbidden. For any unlisted bugs, the referee will decide if a penalty is warranted:

- Moving through clipped areas where movement is not intended by the map's design (such as walls, ceilings, floors, etc.) is prohibited.

- The bomb must not be planted in a location where it cannot be defused.
- Pixel walking. Pixel walking is when a player stands or sits on invisible pixels on the map, where no visible edge is present, and is considered prohibited.

It is advised to consult with the referee to determine whether a specific bug or glitch is considered illegal.

The following bugs are explicitly allowed:

- Defusing the bomb through walls, objects, or other similar obstacles is allowed.
- Covering the bomb with objects on the map or graffiti spray is allowed.
- Using graffiti spray to track the bomb timer is allowed.
- Silent drops are allowed.
- Using tubes for 'surfing' is allowed.
- Molotovs that spread across terrain are allowed.
- Performing 'infinite' grenade distance throws is allowed.

Tournament referees reserve the right to add additional bugs to the list of explicitly allowed bugs, either retroactively or otherwise.

Participants intending to use a new position that is not commonly known are strongly encouraged to contact the tournament administration to confirm its legality before using it in any official match. Participants should be aware that reviewing new positions takes time, so they must reach out to the tournament administration within a reasonable timeframe prior to an official match.

VAC BANS

Any participant in the tournament who receives a ban from the publisher's anti-cheat system (Valve Anti-Cheat) or any other anti-cheat used on the tournament platform (such as FACEIT Anti-Cheat, ESEA, Challengermode) will be disqualified retroactively, beginning with their first match. CS VAC bans are specifically recognized, but only up to 2 years after they are issued.

FORBIDDEN BEHAVIOR

If a player on a team engages in misconduct or inappropriate behavior during a team event, the referee may take disciplinary action against the team. This can include a caution, warning, forfeit, or expulsion. Examples of misconduct include:

- a. All participants must show respect towards referees and fellow competitors. Insults, dissent towards officials, and any unfair or disrespectful behavior towards others will not be tolerated and will result in penalties.
- b. Each team and participant must strive to win every game at all stages of the competition. Deliberately losing, betting on tournament results, or intentionally

- manipulating outcomes in any way that could be considered match-fixing for any reason is strictly prohibited and will result in disqualification from the tournament.
- c. If a player on a team is found to be manipulating the game client beyond the available in-game settings or using third-party tools to do so, the team may be disqualified.
 - d. Causing intentional delays to the match start time.
 - e. Players must participate in the match using their own ID and accounts as specified in their registration details, as well as their own account on the tournament platform (if applicable). Using accounts other than those registered (smurfing), allowing ineligible players to participate, or impersonating a registered player is strictly prohibited.
 - f. Using in-game IDs that contain offensive, political, or otherwise inappropriate content.
 - g. Stream sniping is strictly prohibited and will lead to severe penalties. This includes watching a live stream of a game or using any other means (e.g., live score websites) to gather information about an ongoing match, or receiving such information from external sources.
- Cheating of any kind is strictly prohibited within the tournament. This includes, but is not limited to, the use of macros, alterations to game files, third-party software that provides an unfair advantage, hardware cheats, collusion, or any other methods aimed at gaining an unfair advantage. Any participant found cheating will be immediately disqualified and banned from participating in tournaments for at least two (2) years.

PENALTIES

This rulebook follows the IESF penalty structure, which consists of four (4) levels: caution, warning, forfeiture, and expulsion. A penalty automatically progresses to the next level after two prior infractions (e.g., 2 cautions result in a warning). Failure to comply with the rules may lead to a penalty at one of these levels, depending on the severity of the infraction and the referee's discretion.

1. Caution

A caution is given for the following infractions:

- Disregarding instructions from the officials (referees).
- Disrespect or disagreement with referees/officials.
- Unauthorized pauses (arbitrarily interrupting or resuming a game, or failing to continue play after a regular pause).
- Unacceptable use of all-chat.
- One or more participants not being present on the game server 5 minutes prior to the scheduled match start time.

2. Warning

A warning is given for the following infractions:

- Receiving two (2) cautions.
- Communicating with the team coach during gameplay.

3. Forfeiture

A forfeiture is given for the following infractions:

- Receiving two (2) warnings.
- Failure to show up (a delay of 15 minutes or more from the scheduled game start time).
- Inappropriate conduct, whether verbal or written, toward tournament officials or referees.
- Stream sniping.

4. Expulsion

An expulsion is given for the following infractions:

- Receiving two (2) forfeitures.
- Severe insults directed at a person (referee, official, or opposing team) via all-chat, using discriminatory or hateful language targeting a specific group (e.g., race, religion, gender, or disability).
- Manipulating the outcome of a match (Match-fixing).
- Offering or accepting bribes.
- Placing bets on the outcome of the tournament.
- Threatening officials, viewers, or other players.
- Cheating.
- Committing fraud (e.g., using a false identity, exploiting bugs to gain an advantage).

These examples serve as a guideline for referees and may vary depending on the situation. Ultimately, it is the referee's responsibility to make the fairest decision, ensuring the protection of all participants and the smooth conduct of the competition.

MATCH-FIXING

Teams are expected to perform at their best in every match. Any agreement between participants from different teams to not compete at a reasonable standard is prohibited. Deliberately losing a match or inciting others to do so is forbidden.

CHEATING

Any modification or manipulation of the game client, as well as the use of cheating software or devices, is prohibited.

CONFIDENTIALITY

Sharing any communication between a team member and the tournament organizer without prior approval is prohibited. Violation of this may result in an official ban from future competitions.

CHANGE OF RULES

This regulation applies to the **[National Qualifier Name]** and may be amended under the following circumstances:

- Rules are subject to change after the release of new patches.
- Upon discovery of other reasonable factors.
- Official head referee decision.
- Additional rules were added by the official local organizer.

Referees have the authority to address any cases not explicitly covered in this rulebook, and their jurisdiction extends to the entire tournament. Any changes made will be effective immediately upon communication with the participants.