Rising Stars Championships

Counter-Strike : Global Offensive tournaments

Rules and regulations

The administration team welcomes you and invites you to take the time to read this document to familiarize yourself with the way the tournament works.

It is good to clarify that it is not necessary that the team as a whole read this document, but the captains of the teams are obliged to read it so that the season takes place in a fun and fair environment for everyone who is participating.

In the eventuality there would be changes to this document, the captains of the teams will be notified one week prior to the entry into force of the amendment of the regulations and will have this time to express their views.

We wish you a great season as well as lots of fun and victories.

Patrick Gagné – Founder

Benoit Lavallée – Co-Founder

Karine Beaulieu – Co-Founder

Table of contents

1. Introduction

The Rising Stars Championships welcomes you to one of its tournaments. Please read the rules carefully and if any questions arise, feel free to ask to the host of your tournament who will answer them as best he can.

***All players, coaches, managers and members of support teams must have accepted the rules of this document to be eligible. In order to participate, any person must comply with the rules of this document. It is considered that all members accept the terms and conditions when they sign up. ***

Note: Every time the word host is used in the document, it refers to the RSC or any other organisations sanctioned by the RSC to host the events.

2. Players and teams

2.1 Eligibility of players and teams

2.1.1 Teams

Each player, including the captain, must provide a valid Game account when he registers on the website. His captain must then invite him to the team. This must be done before the start of the qualifications to allow his invitation in custom games and to verify his identity.

2.1.2 Players

- Players under 16 years old are not allowed. Playing a game with an ineligible player exposes the offending team a penalty.
- Players can belong to only one team.

- A player cannot be a substitute for another team in the tournament.
- Players must have respectful names, every player name that are judged disrespectful by the administration will be denied, either during registration or during the season.

2.2 Name and team logo

The official team names are those submitted during registration. Any use of a registered trademark shall be approved by the owner of said trademark. If a change must be made, an administrator of the RSC will contact the relevant team. The name or logo of the teams that include content deemed racist, sexist or socially unacceptable will be changed without notice or simply denied. For more information on the names of the teams, please contact us at info@rschampionships.com

Any sponsor that represent pornographic or sexual content, tobacco, cigarettes, Ecigs, weapons, gold selling website or other services providing an advantage outside the norm ("elo boosting") or any other sponsor is considered as harmful to the reputation of the Rising Stars Championships and will be automatically refused.

2.3 Registration costs

The cost is to be decided by the organisation that host the tournament.

2.4 List of players

To participate in a tournament, a team must have 5 to 10 eligible players. No changes to the rosters are allowed once the tournament has begun. RSC reserves the right to allow or deny any changes to the team rosters.

3. General rules

3.1 Structure of the tournament

The structure of the tournament is chosen by the organisation who host the tournament.

3.1.1 Planning of the games for the first two weeks

The numbered rounds must be done within 2(two) weeks. All matches of the numbered rounds must be done and reported by 8pm on the 14th day. The teams that won't have reported them on the designated platform will be disqualified from the tournament.

Your captain must first plan your game with the captain of the opposing team. The game can then be played as it is agreed upon by the captains of each team.

This can be changed based on the needs of the host. It is only a guideline.

3.1.2 Planning of the games after the first two weeks

After the numbered rounds are done, the games are to be played at the time chosen by the organisation hosting the tournaments if they choose to do so.

3.1.3 Report of the games

The duty of the captain of the team is to report the score of your games on the designated platform, we ask you to be consistent on this issue and to do so at the end

of your match. It is also your duty to verify that the report is made and the score is right. In case of disparity between what was reported and reality, a sanction could be applied to the team of captain who has made the report.

3.2 Breaks

The host of the game must immediately pause the game when a team ask in chat. The requesting team must announce the reason for the interruption. Each team has **10 minutes** break by matches.

Before you resume the game, both teams must confirm that they are ready to continue in the chat. If the 10-minute period has elapsed, the game must be resumed, whether the problem is resolved or not. If a team refuses to resume the game, it will be automatically disqualified.

Tournament hosts may ask to stop the game, the time used will not count in the timeout allocated to teams.

Taking advantage of the pause time can lead to a punishment.

3.3 Version of the game

All players must install the most recent version of the game in order to participate in the games of the RSC. Updates must be installed before the start of the game to prevent delays.

In the event where a map would be added to the game, it needs to be playable in competitive mode before the tournament begins.

3.4 Technical problems

The teams are responsible for their own technical problems (hardware / internet). Games will not be postponed due to technical problems. If the maximum time is exceeded, the game continues, even if the problem isn't solved yet.

3.5 Sanctions

Sanctions will be given by the administrators of the RSC and can vary from a verbal warning to the complete banishment to participate in any event of the RSC. RSC administrators determine the severity, duration and timing of the application of sanctions.

3.6 Date change for a game

It is possible to change the date of a game if the two teams and the administrators of RSC agree. The delayed game must be played within a period of a week.

3.7 Game setup

3.7.1 Map choice

3.7.1.1 Map Pool

The pool of each tournaments is the "Active Duty Map Pool", the list below is an example. (Valid as the document is written)

1. De_cache

2. De_DustII

3. De_inferno

4. De_nuke

5. De_mirage

6. De_train

7. De_overpass

3.7.1.2 Best-of-One Matches

In case of Best-of-One matches, both teams remove maps from the pool alternatively until one map is left which will be played. The team with the lower seeding has to start to remove the first map. A knife round will be played to decide starting sides.

3.7.1.3 Best-of-Three Matches

In case of Best-of-Three matches, both teams remove one map alternatively, after that each team will pick one map. The team with the lower seeding has to start to remove the first map. To decide the last maps both teams once again remove one map alternatively, the last map will be used as third map if needed. A knife round will be played to decide starting sides on all maps.

3.7.2 Rounds rules

All matches are played in a MR15 format.

- Rounds per half - 15
- Rounds to win - 16
- Roundtime - 1.75 (1:45 mins)
- Freezetime - 15 sec
- Starting money - 800

3.8 Region

RSC currently plays the games in the North American region. By default, games will be held on the Internet via the ************* servers.

3.9 Preparation to the games

Please resolve any problems that may arise before the beginning of a match. The game should be played with the right settings. Make sure that all players are eligible to play and that they are registered in the right team.

3.10 Defeat by absence

If a team is not ready to play 15 minutes after the scheduled time for the match, the team captain(s) must communicate with the host of the tournament. If the match is not rescheduled, the team who is not ready will automatically lose by forfeit. A team that does not show up for 2 games total will be disqualified for the duration of the tournament. Being disqualified for this reason more than once could lead to more severe actions based on the judgement of the tournaments host.

Note:

Unless a reasonable agreement is made between the 2 team captains.

3.11 Number of players

Games must be played in the defined format.

3.12 Disconnection

In the eventuality a player(s) disconnects, the team that has lost a player is allowed to continue to play the game shorthanded otherwise the amount of time before the reconnection is taken from the "pause" time. If the game is not started (still in the preparation minute) the game can be restarted with the agreement of the 2 teams.

3.13 Forfeit

The forfeit of a game is permitted and can only come from the captain of the team. If the team accumulates forfeited games, they will be disqualified and may get banned from future events.

3.14 Re-host

In case of Re-host, players are required to reset the game. A re-host may be necessary in the case where the host of the match has technical problems or in case of server failure. A Twitch stream with technical difficulties that are not affecting the hosting of the game cannot cause a reset.

3.15 spectators

The only spectators allowed in the custom by the tournament games are:

● The tournament host

● The Shoutcasters

● The tournament officials

● The VOD maker of the of the tournament

Any other Viewer is not allowed without the approval of the tournament host.

3.16 Tournament host

The officials of the tournament are designated by the hosting party. In any case, teams are not allowed to play a tournament match with officials other than the referees chosen by the hosting organization. All participants must comply with the decisions and the rules of the host and referees. All decisions are final, except in cases where the option to appeal is clearly indicated. Conversations, oral or written, between the hosts, the referees and the participants are confidential. It is strictly forbidden to publish or share these conversations with third parties, unless authorized.

Note: Officials are required unless instructed otherwise.

3.17 Code of conduct

Players must not exploit vulnerabilities (exploits) in the games. Players should not delay the games on a voluntary basis. The bets during an event of the RSC (by a player, a team or on behalf of anyone associated with the team) are not allowed. The tournament host retain the right to punish excessive bad manners (BM, C9, bad attitude and other bad behavior). This includes the internal chat of the game, Discord, Facebook or other social networks used by the host or its affiliates. Any collusion or

attempt to predetermine the outcome of a game will result in immediate exclusion of the offending teams. The teams and all their members must also demonstrate sportsmanship. Players must follow the regulations.

4. Results

The results will be compiled by the RSC administration and will be communicated and on the official website of the RSC.

4.1 Prizes

Each organisation is free to implement prizes if they so wish.

5. Communication and support

Players can, if he's in need, send their request to their captain so that he can contact an official on the platform specified by the tournament host.

6. Piracy (*Hacking*)

Piracy will not be tolerated and will be severely punished. Claims of piracy must be done soon after the end of the game and will be submitted with evidence to a court for assessment. Use any software, program or materials giving a benefit not provided by the game or "Distributed Denial of Service (DDoS)" will be considered as of piracy.

7. Shout casting and personal Streaming

If the tournament host streams the game, personal streaming is not allowed. Personal streaming of something broadcasted by the host, without the permission of an

administrator, can lead to a disqualification of the team or the offending participant for the tournament. Multiples offenses can lead to a ban from future events.

8. Amendment of the official rules

To ensure the stability of the regulations, the hosts will notify one week before applying any changes to the regulations. Any changes will be published on the platform predefined by the tournament host.

Last updated: 2018/12/12 by Benoit Lavallée