



Counter Strike: GO 5v5

Competition rules

1 Head Rules

Rule-set below is an example, exact rules can and will be discussed with all entering teams at the start of the competition to make sure everyone agrees with the ruleset.

1.1 Presence

You are to be available during the whole LAN and also keep yourself to the general rules of the LAN. We are forced to forfeit every team that isn't ready when a match start.

1.2 Counter-Strike Global Offensive game general rules

- The CS:GO matches will be played on a local dedicated custom server using the following rule-set: <http://www2.esl.eu/eu/csgo/download/26251762>
- The Banning/Picking phase will go as follows:
 - Team 1 BAN
 - Team 2 BAN
 - Team 2 BAN
 - Team 1 BAN
 - Team 2 Pick
 - Team 1 Pick
 - The remaining map will be the decider map if needed.
 - First the pick of team 1 will be played, after that the pick of team 2.
- Compo admins may ask for a screenshot of the end result at any given time, please make sure one of your team members capture these screenshot to help the crew out when needed.
- In case there are only 4 teams, the losing 2 teams will play for third place.

1.3 Counter-Strike Global Offensive additional rules

The starting rounds will be played in a Best-of-1 manner due to time constraints.

1.4 Counter-Strike Global Offensive semi-/final additional rules

The final rounds will be played in a Best-of-3 manner.

1.5 Brackets

The brackets will be made public at the start of the event using challenge. Please see <https://dreamlan.challenge.com/tournaments> for the most up-to-date brackets during the competition.