



# Australian Esports University League

## Counter-Strike: Global Offensive

Ruleset v1.1

Season 2, 2020

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# Overview

As an Australian University Esports League (AEL University League) competitor, players must abide by rules listed within this document.

## **1. Player Eligibility**

Players may register their interest or teams via the [AEL Website](#). A team can only consist of players from the same institution. For teams from institutions with multiple campuses, please refer to [1.2.6. Multiple Campus Locations](#).

### **1.1. Terms & Conditions**

Players wishing to enter and compete in this tournament must have read, adhere to and be aware of the [Terms & Conditions of Entry](#).

### **1.2. Player Information**

Users are required to forward accurate personal details when registering for the tournament. All personal information a user provides to the Australian Esports League must be accurate. Any information collected will be handled pursuant to our [Privacy Policy](#).

#### 1.2.1. AEL Player ID

An AEL Player ID is an identifying number that will be used to track your registration. All players must provide an AEL Player ID when signing-up to an AEL competition.

To obtain an AEL Player ID, please head to this [form](#).

### 1.2.2. Student Verification

A player must provide a current and valid student ID or statement of enrolment issued by their tertiary institution in order to compete in this competition. Student ID's and statement of enrolments will be verified prior to the competition start date.

A statement of enrolment may be obtained from the university for FREE or a FEE, this is dependent on each institution. Please seek your institution's assistance prior to contacting the AEL University League admins for help.

### 1.2.3. In-Game Name, Alias and/or Avatar

All players must label themselves in their matches with in-game alias' similar to or distinguishable enough to their alias provided during registration.

Inappropriate alias', handles or avatars will not be tolerated, including names which contain themes of discrimination, racism or sexism.

### 1.2.4. Game Account

Competitors must play on their own game accounts that have been provided to the AEL during registration.

You must provide your correct account details or you will be ineligible to compete. Game accounts are the sole responsibility of the user. We are not responsible for any issues, problems or concerns regarding game accounts.

#### 1.2.5. Discord

The AEL University Esports League's Discord channel will be the primary mode of communication between players and tournament officials regarding this tournament.

All players must join the AEL University Esports League [Discord channel](#). Teams that do not abide by this rule and miss out on communications may be subject to disqualification from the league.

#### 1.2.6. Multiple Campus Locations

Institutions with multiple interstate campus locations may compete under the same team.

### **1.3. Team Information**

Teams must be formed only with players from the same Australian University. A player may only play for one team per game for the duration of the tournament. This includes substitute players (a player may not substitute for two different teams, even within the same organisation).

Under special circumstances, admins may allow a player to play for another team from the same university for a limited period of time.

Team names containing any of the following will not be tolerated: profanity, racism, sexism, drug use or too big in size. Refusing to change a team name or repeat use of an inappropriate name will result in punishment. Teams may not use the name of a team which is not theirs.

### 1.3.1. Minimum Number of Players

The minimum number of players for a team in the AEL University League: CSGO is 5 players.

### 1.3.2. Substitutes

Teams are allowed up to two (2) substitute players during the tournament.

Player substitutions may only occur prior to a map/game starting. All substitute players must also be enrolled at the same institution as their teammates.

**Note: additional substitutes may be allowed at the discretion of an admin and the opposing team.**

## **1.4. Changes to Information**

If a player seeks to change their information, please contact the AEL University League admins by opening a ticket via the Discord channel ([1.2.5. Discord](#)).

## **1.5. Player Bans**

Players that have been banned from their respective games, either by tournament organisers, AEL or game publishers will not be eligible for this competition.

## **2. League Information**

### **2.1. Matches**

The AEL will arrange teams into matches and provide a schedule three (3) days prior to the competition start date.

#### 2.1.1. Match Scheduling

Matches should be scheduled with, at minimum, 24 hours notice. Matches can be scheduled or rescheduled by contacting the opposing captain via Discord. Matches that are not scheduled with at least 24 hours notice may be further rescheduled by an admin.

#### 2.1.2. Match Start Times

There will be a grace period of 10 minutes after the scheduled match starting time, after which, the first game will be deducted with a further game being deducted every 10 minutes.

Any further time will be granted solely at the discretion of the waiting team or an administrator. As such competitors are encouraged to check in within 15 minutes prior to the scheduled starting time.

#### 2.1.3. Match Seeding

A team that is designated on the LEFT/TOP SIDE is considered Team A.

A team that is designated on the RIGHT/BOTTOM SIDE is considered Team B.



## **2.2. Competition Stages**

The competition will consist of three stages.

### 2.2.1. Group Stage

The group stage will consist of multiple groups of teams battling it out for their spots in the playoffs.

The top two teams from each group will advance to the Playoffs Stage.

### 2.2.2. Tiebreakers

The tiebreaker stage will only occur if teams in the group stage are tied with one another.

### 2.2.3. Playoffs

The playoff stage will be a double-elimination bracket with the top teams from the group stage.

The playoff seeding format is as follows:

A1 vs B2

D1 vs C2

B1 vs D2

C1 vs A2

## **2.3. Tiebreaker Scenario**

All ties in standings will be resolved in the following order:

1. Head-to-Head Results
2. Head-to-Head Round Differential
3. Overall Round Differential

If any step resolves the tie for one or more teams but not all teams, a new tie will be declared between the remaining tied Teams. This tie will be resolved using the same tiebreaking mechanisms listed above.

***Note: additional 'tiebreaker' matches may be organized at the discretion of an admin as per [2.2.2. Tiebreakers](#).***

## **3. Player Connections**

Player connections are solely the responsibility of the individual. Should an issue arise regarding widespread connection problems to the server, then the match is rescheduled, cancelled or postponed. This decision is made at the discretion of the administration team.

## **4. Observers & Streaming**

Only tournament admins or casters that have been approved by AEL admins may observe in game and/or stream the matches.

Players may only stream their point of view.

Teams that allow an individual to cast their matches may be penalised or have matches overturned.

## **5. Match Settings**

### **5.1. Platform**

Counter-Strike: Global Offensive (CSGO) is to be played on PC via Steam.

### **5.2. Competition Format**

#### 5.2.1. Group Stage

The Group Stage will consist of Best of 2's (2x Best of 1's).

#### 5.2.2. Tiebreaker Stage

The tiebreaker Stage will consist of one match (1x Best of 1's).

#### 5.2.3. Playoff Stage

The Playoff Stage will consist of Best of 3's.

### **5.3. Demo Recording**

All players in every match must record a Point of View (POV) demo of their match. Failing to produce a POV demo when it has been officially requested may result in punishment. Submitting only partial POV demos may also result in punishment. POV demos may be randomly requested for no reason by a CS:GO administrator. Players must retain their POV for at least six months, and it can be requested at any period during this time.

## Recording a POV demo in Counter-Strike: Global Offensive

1. Ensure Developer Console is enabled (ESCAPE > Options > Keyboard > Advanced > Enable Developer Console)
2. Connect to your match
3. Open Developer Console (by default ~` key (above TAB))
4. Type 'record your\_desired\_name'
5. Disconnect from the server to stop recording or type 'stop' in Developer Console

## 5.4. Match Settings

Matches will be played with the MR15 format. In the event of overtime, the MR3 Overtime format will be used until a winner is determined.

### 5.4.1. MR15 Format

- Two (2) Fifteen (15) Round Halves
- First to Sixteen (15) Rounds Wins
- Fifteen (15) to Fifteen (15) Round Tie Results in MR3 Overtime

### 5.4.2. MR3 Overtime Format

- \$10,000 Starting Money
- Two (2) Three (3) Round Halves
- First to Four (4) Rounds Wins
- Three (3) to Three (3) Round Tie Results in MR3 Overtime

## 5.5. Match Server

Match servers will be provided by AEL for all matches. Ensure that you are in the AEL Discord ([1.2.5. Discord](#)) for any updates regarding match servers or to request a server.

## **5.6. Map Pool**

All maps will be defusal maps. The following maps constitute the map pool:

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

## **5.7. Map Veto Process**

The higher seeded team (team on the LEFT or ON TOP) will decide which team is Team A.

### **5.7.1. Group Stage**

- Team A - Ban Map
- Team B - Ban Map
- Team A - Ban Map
- Team B - Ban Map
- Team A - Pick Map 1
- Team B - Pick Map 1 Side
- Team B - Pick Map 2
- Team A - Pick Map 2 Side

### **5.7.2. Playoffs**

- Team A - Ban Map
- Team B - Ban Map

- Team A - Pick Map 1
- Team B - Pick Map 1 Side
- Team B - Pick Map 2
- Team A - Pick Map 2 Side
- Team A - Ban Map
- Team B - Ban Map
- Remaining Map is Map 3\*

\*The team with the highest round differential picks the side for Map 3.

## **6. Pauses**

Pauses may occur for both tactical and technical reasons. Misuse of the Pause system may incur penalties as outlined in [10. Penalties](#). Additional time-outs may be used as the discretion of the administration team.

### **6.1. Tactical**

Teams are granted four (4) tactical time outs. Each tactical timeout has a duration of thirty (30) seconds.

More than one (1) tactical timeout may be used during a freeze time.

A tactical timeout may be initiated by following these steps:

**ESC>Call a Vote>Tactical Timeout**

### **6.2. Technical**

Each team may call for a technical pause at any time. A technical pause may be initiated by typing **‘.pause’** in game chat.

A technical pause may last for a maximum of five (5) minutes, but may be extended at the discretion of the administration team.

## **7. Player Model/Cosmetics**

### **7.1. Weapon Skins**

Weapon skins are allowed in this competition.

### **7.2. Player Model Skins**

Player Model Skins are not allowed in this competition.

### **7.3. Name Tags**

Name tags must adhere to [1.2.3. In-Game Name, Alias and/or Avatar](#).

## **8. Sportsmanship**

Users are required to uphold, observe and respect a reasonable level of sportsmanship. This level of sportsmanship is expected to be conducted prior to, during and after matches and during their general participation in our tournaments. Unsportsmanlike conduct is not allowed. This includes, but is not limited to, interactions with other teams and general abuse or non-compliance towards administrators, casters or spectators.

## **9. Cheating**

Cheating will not be tolerated in any form. This includes but is not limited to; bugs, cheats, scripts, hacks and macros. The offender and potentially the team will forfeit all matches for the current tournament.

## **10. Penalties**

Tournament officials reserve the right to issue any of the following penalties:

- Warning
- Final Warning
- Forfeiture of a single round or game
- Forfeiture of a match
- Player suspension from competition
- Player disqualification from competition
- Team disqualification from competition
- Temporary ban from all AEL events
- Permanent ban from all AEL events
- Forfeiture of prize money

### **10.1. Lateness Penalties**

See [2.1.2 Match Start Times](#)

## **11. Competition Administration**

A no-tolerance policy will be in place for abuse, harassment and/or assault of any AEL or Game Admin.



In addition to this, administrators reserve the right to alter and/or update the rules at their own discretion to maintain competitive integrity.

## **12. Version History**

| Version | Date       | Change Log   |
|---------|------------|--|
| 0.1     | 22/06/2020 |  |
| 0.2     | 19/07/2020 |  |
| 1.0     | 23/07/2020 |  |
| 1.1     | 27/07/2020 | Removal of MOSS Requirement<br>Addition of Demo Replay |