



# IEM Rio 2022

## Game Specific Rules

## Foreword

This document outlines the specific CS:GO game rules that must be followed at all times when taking part in IEM Rio 2022 competitions. Failure to adhere to these rules may be penalised as outlined.

It should be remembered that it is always the tournament administration that has the last word, and that decisions that are not specifically supported or detailed in this rulebook - or even go against this rulebook - may be made in extreme cases to preserve fair play and sportsmanship.

We at ESL hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it fair, fun, and exciting for everyone involved.

Yours sincerely,

The ESL administration team

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# 1 General

## 1.1 Range of validity

The event is operated as part of ESL by ESL Gaming GmbH.

This rulebook forms a part of the IEM Rio 2022 Ruleset, which is valid for this event, its participants and all matches played within the scope of the event. With their participation, the participant states that they understand and accept all rules.

The IEM Rio 2022 Ruleset is comprised of:

- CS:GO General Rules
- CS:GO Game Specific Rules
- CS:GO Roster Restrictions
- Event Specific Replacement Rules (if applicable)
- CSGO Major Supplemental Rulebook ([https://counter-strike.net/csgo\\_major\\_supplemental\\_rulebook](https://counter-strike.net/csgo_major_supplemental_rulebook))

The rules within the CS:GO Major Supplemental Rulebook supersede all other rules within the IEM Rio 2022 ruleset. Any decisions made will be done so as close to the original rules as possible.

## 1.2 Tournament organisation

The event is organised by ESL. ESL is operated by ESL Gaming GmbH.

ESL Gaming GmbH  
Schanzenstr. 23  
51063 Köln  
Germany  
<https://www.eslgaming.com/>

## 1.3 Rule changes

ESL reserves the right to amend, remove, or otherwise change the rules, without prior notice. ESL also reserves the right to make judgments on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship.

## 1.4 Validity of the rules

If a provision of this rulebook is or becomes illegal, invalid or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this rulebook or the validity or enforceability in other jurisdictions of that or any other provision of this rulebook.

### 1.4.1 Local laws

If any rules or procedures are in conflict with local laws, they will be adjusted to be aligned with the laws in a way that stays as close as possible to the originally intended effect.

## 1.5 Additional agreements

The tournament administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between participants. ESL highly discourages such agreements taking place, and such agreements that contradict the IEM Rio 2022 ruleset are under no circumstances allowed.

## 2 CS:GO Game specific rules

### 2.1 Game version

The competition will use the latest available version of the game client. If the latest available version is considered unplayable due to bugs or extreme balance changes within close proximity to the event by the tournament administration, an older version might be used if it's available for rollback. Any update during the event may result in a rollback to the initial version (if possible).

### 2.2 Anti-cheat

The ESEA Client is mandatory for all players to use for the full duration of all matches played online and offline. If a player cannot use the ESEA Client, then they are not allowed to take part in a match. Players are responsible for having their login credentials available to them and their 2-factor authentication setup correctly at the time of the competition.

### 2.3 Map selection procedures

#### 2.3.1 Map pool

The competition will be played on the current competitive map pool (Valve Active Duty Map Group) which consists of the following maps:

- Dust2 (de\_dust2)
- Inferno (de\_inferno)
- Mirage (de\_mirage)
- Nuke (de\_nuke)
- Overpass (de\_overpass)
- Ancient (de\_ancient)
- Vertigo (de\_vertigo)

#### 2.3.2 Online tournaments

The online map selection process will take place at the time specified by the tournament administration on the platform designated by them, for example on Discord, vetoBot or on the server provided by ESL. Participants will be notified of the platform ahead of time. For online open qualifier matches, this process will usually start 15 minutes before the scheduled match start time. For all other online matches, this process will usually start 60 minutes before the scheduled match start time. If a team is 5 minutes late for the announced map selection start time, their remaining picks and/or bans will be randomised by the tournament administration. In all instances, the time at which the map selection process is completed does not necessarily indicate the exact start time of the match.

The map selection process may be completed (potentially significantly) earlier if ordered so by the tournament administration. Completed map vetoes must not be made public before ESL has done so.

During the map selection process, the first statement coming from the participant towards the tournament administration will count as their ban or pick and it cannot be reverted or deleted. When specified, each participant has a total of 150 seconds to make all of their picks and bans, which can be split up on the single steps as participants prefer. When a participant's time expires, their remaining picks and/or bans will be randomised by the tournament administration.

#### 2.3.3 Offline tournaments

The offline map selection process has to start 60 minutes before the scheduled match start. If a participant is 5 minutes late for the announced map selection process time, their remaining picks and/or bans will be randomised by the tournament administration. In all instances, the time at which the map selection process is completed does not necessarily indicate the exact start time of the match. The map selection process may be completed (potentially significantly) earlier if ordered so by the tournament administration. Completed map vetoes must not be made public before ESL has done so.

Each participant has a total of 150 seconds to make all of their picks and bans, which can be split up on the single steps as they prefer. When the time expires, the remaining picks and/or bans will be randomised by the tournament administration.

When done in person, only two members of each team can participate in the map selection process. Otherwise the whole team can be part of the map selection process. During the map selection process, the first statement coming from the participant towards the tournament administration will count as their ban or pick and it cannot be reverted.

Participants will be given access to the veto platform on their arrival and should make note of the password they are given. This password should never be shared with anyone outside of their team.

### 2.3.4 Best-of-one (Bo1) matches

The better seeded team decides whether they will be Team A or Team B. Team A starts the process and the order of the ban/pick is as follows:

1. Team A removes two maps.
2. Team B removes three maps.
3. Team A removes one map.
4. Team B chooses the starting side.

### 2.3.5 Best-of-three (Bo3) matches

The better seeded team decides whether they will be Team A or Team B. Team A starts the process and the order of the ban/pick is as follows:

1. Team A removes one map.
2. Team B removes one map.
3. Team A picks one map; Team B chooses the starting side.
4. Team B picks one map; Team A chooses the starting side.
5. Team B removes one map.
6. Team A removes one map.
7. The remaining map is played as a decider, if required. Team B chooses the starting side.

## 2.4 Match settings

The following match settings will be used for tournament matches:

- Rounds: Best out of 30 (mp\_maxrounds 30)
- Round time: 1 minute 55 seconds (mp\_roundtime 1.92)
- Start money: \$800 (mp\_startmoney 800)
- Freeze time: 20 seconds (mp\_freezetime 20)
- Buy time: 20 seconds (mp\_buytime 20)
- Bomb timer: 40 seconds (mp\_c4timer 40)
- Overtime rounds: Best out of 6 (mp\_overtime\_maxrounds 6)
- Overtime start money: \$10,000 (mp\_overtime\_startmoney 10000)
- Round restart delay: 5 seconds (mp\_round\_restart\_delay 5)
- Break during half time for Challenger level tournaments and above: 3 - 4 minutes
- Break during half time in overtimes: disabled
- Prohibited items: none (mp\_items\_prohibited "")

### 2.4.1 Overtimes

In case of a draw after all 30 regulation rounds have been played, overtime will be played in best out of 6 mode (mp\_maxrounds 6) and with \$10,000 start money (mp\_startmoney 10000). At the start of each overtime, teams will stay on the side from which they played the previous half - during half-time sides will be swapped. Teams will continue to play overtimes until a winner has been found. At the start of every odd-numbered overtime (first,

third, fifth, etc.), there will be a regular half time break with a duration of three (3) minutes.

## 2.5 Match server

Matches are played on servers provided by ESL. Server locations are selected by the tournament administration. Teams are required to check all necessary game aspects (including skins, bugs on load etc.) and network components (latency and server variance) at least 15 minutes before scheduled match start. Failure to do so, and to let the match start, will mean that both teams have accepted the state the map and server is in, and the match might be continued under these conditions.

## 2.6 In-game chat

Usage of the in-game chat during the match is limited to communication with the tournament administration only. Any sort of advertisement or unrelated comments are not allowed before or after the match. Penalties may be applied if the in-game chat function is used to the goal of annoying the opponent or interrupting the flow of play.

Pre-match communication with opponents is only allowed in a respectful manner.

## 2.7 Coaching

### 2.7.1 Online tournaments

It is forbidden for coaches and other staff to be seen, heard, felt or present during official online tournament matches. Coaches must not be present in the tournament area (i.e. the room where the match is played) or any form of online voice communication tool (i.e. TeamSpeak3 server) during official online tournament matches.

### 2.7.2 Offline tournaments

Participants are allowed to have their registered coach behind them during their official matches. During the match, the coach will be connected to the voice communication system and will only be allowed to talk to the players during tactical pauses and half times. Coaches are not to communicate with (i.e., be seen, heard, or felt by) the players by any means at any time with the exception of warmup, half-time, and tactical timeouts.

Any coach found to be in breach of the communications restrictions outlined in this section will receive one (1) warning from the referees. This warning stays in place for the duration of the event. If this rule is breached again, or the first instance is severe enough, the coach will be ejected from the game and forfeits their right to coach for the remainder of the match. The administration team will pause the match for the duration of the removal and this pause is considered to be equal to a technical pause for communication purposes.

Teams may be given a preemptive warning in case they are considered repeat offenders. In case of a preemptive warning, the first incident will result in the coach being ejected.

Warnings are logged by the tournament administration and may be reviewed for sanctioning purposes. If the incident has clearly and relevantly impacted the game, the consequences for the coach and/or the team will be accordingly more severe.

### 2.7.3 Banned coaches

Coaches that have been banned by ESL or Valve have the following restrictions applied to them:

- Must not actively or passively communicate with the team starting 15 minutes prior to the official match start time and until the end of the match
- Must not be physically present around the team starting 15 minutes prior to the official match start time and until the end of the match
- Must not be on the game server during official matches
- Must not be on the official match channel on the Discord server
- Must not be part of the official map veto process nor be in communication with the team during it

Additional restrictions may be applied as needed by the tournament administration.

## 2.8 Usage of pause function

The pause function can be used at any time, but it will only come into effect during freeze time (immediately if used during freeze time, else at the beginning of the next freeze time).

### 2.8.1 Online tournaments

#### 2.8.1.1 ESEA servers

If a participant has a problem that prevents them from playing on, they are allowed to use the pause function. Participants are limited to four timeouts and two technical pauses. In case of overtime, participants get one additional technical pause. After the match has been technical paused for five (5) minutes, the opposing participant may resume the match. To call a technical pause, participants have to type “.tech” on the server and then announce the reason for a pause immediately after they paused the match. To call a timeout, participants have to type “.tac”. A timeout lasts thirty (30) seconds. Participants are allowed to take all four timeouts at once by calling them all individually once the previous timeout expires. Participants will not be given additional timeouts in the overtimes, but the unused timeouts can still be used in overtime.

#### 2.8.1.2 ESL servers

If a participant has a problem that prevents them from playing on, they are allowed to use the pause function. Participants are limited to four timeouts, but there are no limits on the amount of technical pauses, but the total time spent technical paused per team, per map, must not exceed ten (10) minutes. To call a technical pause, participants have to type “.tech” on the server and then announce the reason for the pause immediately after they paused the match. To call a timeout, participants have to use the in-game vote system (ESC → Call Vote → Call Tactical Timeout). A timeout lasts thirty (30) seconds. Participants are allowed to take all four timeouts at once by calling them all individually once the previous timeout expires. Participants will not be given additional timeouts in overtime, but any unused timeouts can still be used.

### 2.8.2 Offline tournaments

#### 2.8.2.1 Technical pause

If a participant has a problem that prevents them from playing on, they are allowed to use the pause function. The technical pause function can be called by typing “.tech”. The participant has to announce the reason for the pause before or immediately after they paused the match. During a technical pause, headsets have to stay on. Unless the tournament administration specifically instructs the participants otherwise, any form of communication including, but not limited to, text, voice or any form of non-verbal communication between players and coaches is strictly forbidden during a technical pause.

#### 2.8.2.2 Timeout

Each participant is allowed to invoke a timeout of thirty (30) seconds up to four (4) times per map. Timeouts can be called by participants via the in-game vote system (ESC → Call Vote → Call Tactical Timeout). Participants are allowed to take all four timeouts at once by calling them all individually once the previous timeout expires. Participants will not be given additional timeouts in overtime, but any unused timeouts can still be used.

Coaches that wish to call a timeout are to do so by notifying an admin.

### 2.8.3 Tournament administration pause

The tournament administration can pause the game from their station, or from a participant station, when it is required. Communication is only allowed with the tournament administration.

## 2.9 Player settings

### 2.9.1 Configuration files

All configuration changes are allowed as long as they do not give an unfair advantage comparable to cheating. A player or team may be penalised for disallowed settings in any config file, regardless of if it is in use, or even stored in the game folder in question.

Participants are required to contact the tournament administration if they are unsure on the validity of a command and its value.

### 2.9.2 Scripts

All scripts are illegal except for buy, toggle, demo, r\_cleardecals and jumpthrow scripts. Participants may be penalised for forbidden scripts in any config file, regardless of if it is in use, or even stored in the game folder in question.

### 2.9.3 Graphics drivers

Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished as cheating.

### 2.9.4 Overlays

All kinds of overlays which will show the usage rate of the system in any way in-game (e.g. Discord overlay, Rivatuner Overlay) are forbidden. Overlays which show only the frames per second (FPS) are not forbidden and can be used.

### 2.9.5 Custom data

Players are not allowed to use any form of custom game files during their official matches. Weapon skins and agent skins are allowed to be changed. Any other changes including, but not limited to, modification of sprites, radars, HUDs and scoreboards are strictly forbidden.

### 2.9.6 Device drivers

Using device drivers to pre-install/pre-script illegal macros on the participant's devices (keyboards, mice, sound cards) is forbidden and may be punished as cheating.

### 2.9.7 In-game item nametags

Participants are not allowed to use nametags which violate the code of conduct on in-game items.

## 2.10 Match procedures

### 2.10.1 Match breaks

Participants will have at least a 10 minute break between matches and 8 minutes between maps in a best of three (Bo3). The exact length of these breaks will be communicated by the tournament administration.

### 2.10.2 Number of players

All matches have to start with five players per team (5vs5), no other combinations are allowed. If a participant fails to show up with enough players, the match will be counted as a no-show.

If a player disconnects during an ongoing round, the current round will be finished. If the map is not over at that point, the game should be paused until the player can return or be replaced by a substitute. If the original player is unable to return and no replacement can be brought in, the team has the choice to forfeit the series or to continue it with four players.

If a participant would have to play on with less than four players, the opposing participant will receive a default win.

### 2.10.3 Match interruptions

If a match is interrupted for reasons beyond the control of the participants (e.g. server or player crash), the tournament administration will restore the round using CS:GO's backup & restore feature, but in some scenarios, as detailed below, may decide to replay the round or even a whole match:

- If the issue takes place before any damage or significant gameplay has occurred, and the opponent or referee has been immediately notified, the round will be restored.
- If the issue takes place during a round and after damage has been made, and the outcome of the round can still be determined (e.g. a single player has dropped but others remain), then the round will not be replayed or restored. The round will continue to be played and will count. Special exceptions can be made if the damage dealt was ruled insignificant e.g. accidental teammate damage dealt at the start of the round or if the damage dealt was by the team that was affected by the crash.
- If the issue takes place during the round, after damage has occurred and the outcome of the round cannot be determined (e.g. due to server crash), the match will be restored to the beginning of the round.
- If the issue takes place during the round, after damage has occurred and the outcome of the round is obvious (e.g. one team is saving with 10 seconds remaining), but it cannot be continued due to, for example, a server crash, then the round can be awarded to the team that was likely to win that round.

Matches will not be stopped and/or rounds will not be restored or replayed in cases where it is clearly a participant's fault (e.g. mis-buying a weapon).

### 2.10.4 Use of bugs and glitches

The intentional use of any bugs, glitches, or errors in the game is forbidden. It is at the tournament administration's discretion as to whether or not the use of said bugs had an effect on the match, and whether or not they will award rounds, or the match, to the opposing team, or if they will force a rematch. The usage of the following bugs is strictly forbidden. If any bug used is not listed here, it is at the tournament administration's discretion whether or not a punishment is necessary:

- Moving through clipped areas where the movement is not intended by the design of the map (any walls, ceilings, floors etc).
- The bomb may not be planted in a location where it cannot be defused
- Planting the bomb in such a way that no one can hear the beeping sound, or the planting sound.
- Standing on top of teammates when such actions allow the player to peek over, under and/or through a solid object (e.g. wall, box, ceiling) that should not be possible according to map design.
- Pixel walking. A player is considered to be pixel walking if they sit or stand on invisible pixels on the map, where there is no visible edge.
- Disrupting any map features with the use of items (e.g. stopping the train on Overpass).

It is recommended to check with tournament administration whether or not a certain bug or glitch is considered illegal.

The following bugs are explicitly allowed:

- Defusing the bomb through walls and items etc.
- So called "surfing" on tubes
- Molotovs that spread through terrain
- So called "infinite" grenade distance throws

The tournament administration reserves the right, retroactively or otherwise, to add more bugs to the list of explicitly allowed bugs.

### 2.10.4.1 New positions

If any participant wants to use a new position which is not commonly known, it is strongly recommended to contact the tournament administration to check if that position is allowed before using it in any official match. Participants have to consider that it takes time to check new positions and therefore they have to contact tournament administration in a reasonable timeframe before an official match.

### 2.10.5 Reconnecting

Participants are not allowed to reconnect during the live round. If they encounter a technical issue that requires a reconnect, they should pause the game, state the reason and only then reconnect. If a participant has crashed during the round, they should wait until the round is over and paused before reconnecting. Any breaches of this rule will result in at least one (1) penalty point being awarded.

Joining the wrong team on the server when reconnecting is strictly forbidden.

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