



## **RULES**

# **Terms and Conditions**

## Foreword

This document outlines the general rules and regulations that must be adhered to at all times when participating in an ESL Pro Tour Counter-Strike competition. Non-compliance with these rules may result in penalties as outlined herein.

Please note that this document may be supplemented or superseded by additional regulations where explicitly stated.

It is important to note that the tournament administration retains the final authority in all matters. In exceptional cases, decisions may be made that are not explicitly supported or described in this rulebook - or that may even deviate from it - in order to uphold the principles of fair play and sportsmanship.

We sincerely hope that you, as a participant, spectator, or member of the press, enjoy the competition. The tournament administration is committed to ensuring the event is fair, engaging, and enjoyable for everyone involved.

Sincerely,

The tournament administration team

- **Requirements to participate**

To participate in the tournament, players must add "Takker" (see above) as a friend on the corresponding platform.

- **Format of the games**

Each match will feature a group of seven assassins. Players must choose and block assassins using a draft system. In the event of a tie, an assassin will be randomly selected to break the tie.

- **Responsibilities of the first player**

The first player to start the match will be the first assassin. This player is responsible for creating the room, setting up the corresponding map, and inviting Takker and his opponent to join the match.

- **Permissible advantages**

- The assassin may have 1 advantage allowed by the tournament organization.
- The survivor may carry 2 allowed advantages.

- **Penalty for incorrect use of advantages or maps**

If a player initiates a chase with an advantage or map that is not permitted by tournament rules, that chase will not count and the player will receive a 15-second penalty.

- **Restrictions on objects and offerings**

The use of objects or offerings is not permitted during tournament matches.

- **Conditions during the pursuit**

If the killer loses his target in the middle of a chase, the survivor must make noise within 10 seconds for the chase to continue validly.

We reserve the right to modify, update, or alter these Terms and Conditions at any time without prior notice. Any changes will be communicated to participants through official

tournament channels, and it is the players' responsibility to regularly review this section for updates. By continuing to participate in the tournament after any modifications, players accept and agree to abide by the new terms.

The tournament aims to provide a competitive and respectful experience for all participants. Therefore, all players are expected to maintain sportsmanlike and respectful conduct at all times, both toward their opponents and toward the organizers and other participants.

Conduct such as:

- Insults, harassment or discrimination of any kind.
- Use of offensive or provocative language during matches or in any tournament-related communications.
- Toxic behavior, unnecessary provocations, or actions that interfere with other players' enjoyment of the tournament.
- Cheats, hacks, exploits, or any other type of cheating to gain an unfair advantage.

**Respect and fair play are essential to ensuring a positive experience for everyone. By participating in the tournament, players agree to follow these rules of conduct at all times.**

Participants must arrive at least **10 minutes before** their scheduled game time. Once the assigned game time arrives, a maximum of **10 minutes** will be allowed for the player to be ready and present.

If the player does not show up within this period, it will be considered an unjustified absence and the game will be **forfeited**.

In case of technical issues or justified situations, the tournament organizers or staff must be notified immediately through the official Discord channel.

The organization reserves the right to accept or reject justifications on a case-by-case basis and decide whether or not to reschedule the match.

Punctuality is essential for the smooth running of the tournament, as is respect for other participants.

### **Duration of the Confrontation**

All players must remain in combat for as long as possible, regardless of whether one of them has already secured victory by majority. The main objective is to make the most of the confrontation to improve skills, maintain the intensity of the game, and respect the dynamics of the tournament.

Even if a player already knows they've won, they must continue competing until the end of the allotted time, without slowing down or giving in easily. Ending early or playing with disinterest harms both their personal performance and their opponent's experience and will result in a penalty.

Respecting the full time is part of respecting the opponent and the game.