

CS2 Tournament - Official Handbook



20/06/2024

(last edited 26/08/2024)

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Introduction

This handbook will detail the tournament flow and structure of the CS2 tournament organized and managed by Redhook. It will also discuss the general rules and regulations of this tournament. Breaking the rules by any member of the team will result in an immediate disqualification and forfeit of any prize winnings. These rules can be changed by redhook's tournament organizer without prior notice. In extra ordinary conditions admins can even go against the rule book to ensure fair play.

Definitions

- o Lobby/Rooms: an in-game custom matchmaking system that is created and controlled by an admin or platform (face it).
- o Admin: designated people representing Redhook and assigned by Redhook who would be responsible for communicating tournament details to the players and providing needed support for the players.
- o Queuing: waiting in the designated area until an admin directs you to the lobby or until lobby lists have been made public for players .
- o Team: a set of five active players , a coach and a maximum of 2 registered stand-ins who are committed to participate in the tournament together. Once a team is registered, players are expected to stay in formation for the rest of the tournament. A team can register a stand-in. Teams who do not pre-register stand-ins cannot add a new player to the roster after the first play-off match
- o Banning : removing a player from the tournament and restricting him/her from joining any further matches in the tournament
- o Macro keys: an automated input sequence that imitates keystrokes or mouse actions.
- o Group Stage (GS): a group stage consists of splitting the registered teams into multiple groups of 8 ; each group will go through a round robin where teams will accumulate points playing against each other. Once the round robins are done, the top team(s) from each group advances to the playoffs . Bottom team(s) are eliminated from the tournament.
- o Play-offs: Double elimination bracket where the remaining teams will compete until completion
- o Redhook exclusive : this tournament is exclusive to players in registered net cafes with Redhook (Please check the website to know if your netcafe is a registered member with Redhook , or ask your net cafe owner)

Tournament Structure & Flow

Scoring

Players are required to take a screenshot of the final end screen showing the leaderboards and submit it to the platform where the tournament is hosted (Faceit/ VPS).

Score reporting: the official score of a certain phase of the tournament or the overall results of the tournament will be the one displayed on the website redhook.gg and on social media posts.

Tournament *structure*

- o General: this tournament is exclusive to players in registered net cafes with Redhook (Please check the website to know if your netcafe is a registered member with Redhook , or ask your net cafe owner) . It will be played on European servers.
- o The tournament will be split into 2 phases , the league stage and the playoffs , each stage comes with its own prizepool to be distributed to top finisher(s).
- o League stage : All teams are split into groups of 8 and will be assigned to 1 of 4 leagues that are running , each league might have a different number of groups in it dependant of number of players registered for the tournament . Players in each group in each league will play a bo1 round robin with everyone in their group . Top 1 of each group in a league will battle it out in a single elimination playoff style tournament to decide the league winner .
- o Playoffs : All league winners will participate in a double elimination tournament to decide who the ultimate champion is .

Tournament *schedule & dates*

- o League stage:
 - October 1 2024 6pm - 11pm (Beirut time)
 - October 2 2024 6pm - 11pm (Beirut time)
 - October 7 2024 6pm - 11pm (Beirut time)
 - October 8 2024 6pm - 11pm (Beirut time)
 - October 9 2024 6pm - 11pm (Beirut time)
 - October 14 2024 6pm - 11pm (Beirut time)
 - October 15 2024 6pm - 11pm (Beirut time)
 - October 16 2024 6pm - 11pm (Beirut time)
 - October 21 2024 6pm - 11pm (Beirut time)
- o Playoffs:
 - October 28 2024 6pm - 11pm (Beirut time)
 - October 29 2024 6pm - 11pm (Beirut time)
 - October 30 2024 6pm - 11pm (Beirut time)

General Communication

Admins and team captains will communicate and coordinate on Discord in specific rooms created for each phase and for advanced stages. However, Face It will be the primary communication platform.

Code of Conduct

Player conduct

- o Any form of toxic behavior is strictly prohibited
- o Players must be respectful to everyone
- o Player names should be respectful and not include any terms that would be considered offensive
- o Discussions on politics, religion, or controversial issues are prohibited

Cheating

- o Players should not attempt to cheat or use any cheating device or use any third party tool to gain an advantage over the competition. Suspected use of those programs or tools will result in an instant ban from the tournament
- o Using Macro Keys is not allowed
- o Anything that can be deduced as cheating will be considered cheating and will instantly be banned from the tournament

Team rules

- o Team size
 - Team consists of 5 main players and 2 stand-ins
 - Maximum of 2 players per team can be connected from outside the team's registered netcafe but only in another registered redhook cafe.
 - Team should assign a captain that will be coordinating with the Admins
- o Competition
 - A team must have at least 3 members playing from the net cafe they registered under during any tournament match while the others can be at another redhook registered net cafe
 - A team has to all be present in the lobby for the match to start
 - Teams who partially join are disregarded
- o Prize distribution
 - Prizes will be distributed to team captains

Servers

Matches will be played on the official servers for the competition which are located in **European countries**.

Matches will never be reset or canceled for any reason unless an admin decides at their sole discretion with limitations. They cannot reset because of a player's computer crash / bug / technical issue or player side error occurring during a match.

Prize Pool

Prizes will be given to both players and the net cafe they are registered under.

- Leagues : Each league winner team will receive 200\$ in prizepool , each team network will receive 50\$ from the prizepool .
 - Playoffs : Playoffs winner will receive an extra 400\$ of prizepool earnings , Playoffs winner net cafe will receive 100\$ or prizepool earnings .
 - This prize pool distribution is tentative, once the groups have been settled 1000\$ will be split upon the groups and the gaming center based on number of groups and teams available , so plz stay tuned for any changes .
- o Company representatives will coordinate with the registered net cafe to distribute the prize pools after the conclusion of the event

Enforcement

Players who will enter the tournament are required to agree to all the rules and regulations and tournament format listed in this handbook prior to registering. The rules will be enforced by Redhook Admins or officials.

Registrations

To register in the tournament players will go to the Redhook.gg landing page , click on register in the tournament and get redirected to a form where they will follow the form's instructions.

Each registered team needs to be verified by the net cafe they registered under . And must have at least 3 members playing from the net cafe they registered under during any tournament match while the others can be at another redhook registered net cafe .

Reporting

- o Admins will be assigned to answer all player reports on discord for any reasons including but not limited to: cheating, harassment, misconduct. Admins will promptly investigate the situation
- o It is recommended that players assist admins when it comes to investigating a report the player has issued