



StarLadder Major 2019

Official Rulebook and Regulations

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# I. Introduction

## 1. Acceptance of the Rules

The StarLadder Major 2019 (hereinafter Tournament) is an official competition with its own rules and regulations.

The StarLadder Major 2019 official rulebook and guidelines provided to team representatives valid throughout all activities during the tournament until the end.

Each participant or team representative must confirm that he read, understood and accepted all rules and regulations stated in this document.

## 2. Tournament participants

A Tournament official participant is a team or a player that is participating in a StarLadder Major 2019 competition. The teams and registered members are accountable for all penalties or rule violations registered member made during the tournament.

One participant cannot be a part of more than one organization at the same time if the other is not recognized by the tournament organizer or allowed by the main referee of the Tournament.

## 3. Regional distribution

For the Tournament the World Map was divided into four main regions and subregions with its own competition phases.

List of regions and subregions:

- Europe
- CIS
- Asia (6 subregions)
  - East Asia
  - China
  - Southeast Asia
  - CSA (Central and South Africa)
  - MENA (Middle East and Northern Africa)
  - Oceania
- Americas (2 subregions)
  - North America
  - South America

List of countries and their assigned regions see in [Annex A](#) of this document

## 4. Penalties

### a) *Definition and rights*

Penalties are given to the team members and team representatives for any violation of the rules within the tournament length. They may be classified as minor or major penalty points, disqualification from the match or the tournament. Participants will be informed about punishment by mail and will be given time to appeal on the decision. Communication

regarding appeals should be between the license-holder or his assigned communication manager and the main referee of the tournament.

The tournament organizer has the rights on the deduction of prize earnings, disqualification and public statements about the decision made in the case of a rule violation.

#### *b) Minor violation*

Minor penalty points are given for minor incidents such as not providing required team data before a deadline, violation of rules of conduct or abusive language during participation in any phase of the tournament. Every minor penalty point will deduct prize earnings by 1%.

#### *c) Major violation*

Major violation penalty points are given for major incidents such as ignoring decisions of an administrator, failing to show up for the match, repeated Minor penalty points, rule breaking, ignoring of media activities and so on. Every major penalty point will deduct prize earnings by 5%.

#### *d) Disqualification*

Disqualification will happen only with the most crucial rule violations such as cheating, match-fixing, repeated failure to show up for the match, public image damage for the tournament organizer and so on.

The disqualified participants forfeit all prize money for the competition and get banned from participating in any StarLadder events for a period up to 1 year depending on the degree of violation.

## 5. Official matches

The term "Official matches" refers to matches that take place under the banner of StarLadder Major Berlin 2019 for any stage of the tournament.

## 6. Broadcast and the rights

Broadcast refers to official Live showing of any match during the tournament on any platform the organizer decides to do so, in any of the tournament stages.

Tournament organizer has the rights to allow official broadcasts for any person or partners they want.

Teams cannot refuse to play in a match officially broadcasted by the organizer or partners.

## 7. Data rights

Every participant allows the use of personal data by the tournament organizer. Specific rules on providing and using team data can be seen in the section ['6.f Personal Data rights'](#)

## 8. Tournament organizer

The StarLadder Major 2019 is organized by StarLadder and partners. StarLadder is operated by StarLadder Limited.

Administration list

Name	Role	Contacts
Yehor "panda" Kolomiets	Head referee	panda@starladder.tv
Dmitry "perian" Chuvatkin	Assistant of head referee	d.chuvatkin@starladder.tv
Aleksandr "non1ck" Isayevsky	Match admin	a.isaevsky@starladder.tv

## II. General

### 1. Rules and Regulations changes

StarLadder reserves the right to remove, modify or change the rules without further notice on any stage of the tournament to save the sport integrity of the tournament. StarLadder also reserves the right to make decisions on cases not covered by the current rulebook to prevent any breaching on fair competition and sportsmanship.

### 2. Confidentiality

All dialogs between the tournament organizer representatives and players or team representatives, by any communication channels, are deemed strictly confidential. The publication of such material is prohibited without written confirmation from the StarLadder Head Referee.

To ensure an appropriate level of confidentiality, the Tournament organizer concludes non-disclosure agreements (NDA) with all its partners and contractors, and also complies with security requirements and rules in accordance with its internal policies and instructions.

### 3. General responsibilities, agreements

The StarLadder Major 2019 administration takes responsibility on hosting all the stages of the tournament and providing information on time via the official communication channels of tournament organizer and the official site of the competition: [csgomajor.starladder.com](http://csgomajor.starladder.com)

The tournament organizer is not responsible for any information provided on 3rd party websites or resources.

The tournament organizer is not responsible for any agreements between individuals or teams, which can conflict with StarLadder Major 2019 rulebook and regulations, and will not allow them to take place.

## 4. Live broadcast

Any Tournament matches can be chosen to be broadcasted by the tournament organizer or partners. Live broadcasts will be organized on different platforms and will be distributed via different media sources.

### *a) Rights*

All broadcasting rights of StarLadder Major 2019 are owned by the StarLadder Limited. This includes but is not limited to: video streams (e.g. PoV streams), radio streams, GOTV, replays, demos or TV broadcasts.

### *b) Personal broadcasts*

Players or casters are not allowed to broadcast their own or selected matches without prior approval of the tournament organizer.

### *c) Protection of the rights*

The tournament organizer has the right to protect its own products created during or after the tournament from rebroadcast or unauthorized usage in post-production.

### *d) Agreement*

Each participant or team member agrees that his personal data can be used in tournament promotion with advertising purposes, including but is not limited to, in the official or affiliated partners broadcast. Players cannot refuse to take part in the broadcasted match and cannot choose in what manner or style the broadcast is made, or withdraw his consent on his personal data processing during the Tournament.

## 5. Communication

Communication between tournament organizer and team representatives specified in the rules. The official communication resource is email if any other is not previously specified by the organizer in the email sent to players and team representatives.

### *a) Communication with the tournament organizer*

Any communication with tournament organizer by email or other means are confidential and cannot be publicly shared. All emails sent to the organizer or by the organizer are recognized as official messages and cannot be shared to third parties. The tournament organizer has the right to not to react on messages which were sent by an unofficial source of communication.

### *b) Communication with players*

Communication with players will be limited to the team official communication representative through the email registered in the team profile. All communication will be limited to email if other means are not specified by organizers in an email (e.g. moving the discussion to messengers or text servers).

## 6. Participation conditions

The following conditions must be met in order to participate in the StarLadder Major 2019.

### *a) Age restrictions*

All participants of StarLadder Major 2019 must be over 16 years old before the first LAN match scheduled for the team. In case the participant is younger than 18 years old, he has to provide to the Tournament organizer filled by his parents/guardians form "Consent of parents / guardians to the participation of a minor player in the tournament".

### *b) Regional Limitations*

Teams and players are limited to participate only in one region during the qualifications.

### *c) Home region*

A player home region is the region with country, he holds a valid passport from, according to the regional distribution (see [Annex A](#)). If the player holds passports from more than one region - he will be counted as representative of the region he participated during the first match of the tournament. This decision will be final during the whole tournament.

For the team, the home region is determined by the majority of the players registered in the roster. If there is no such majority, the team may have no home country or even no home region. In this case, the team cannot take part in qualifiers restricted to a country or region without prior approval from tournament administration.

Qualifiers and invites for StarLadder Major 2019 are usually based on the majority of the lineup registered to a country, region or subregion. A team is only allowed to take part in qualifiers for their respective home region which will be decided by the team's nationality. Exceptions from this rule are possible if the organizer can be convinced that there is a valid reason why the team would be unable to attend all required parts of the qualifier in their home region and why the team should be allowed to play the qualifier in the region suggested by the team. In the case the team wish to participate in another region, the team should confirm the possibility with the tournament organizer prior to registration, otherwise it will be disqualified from the tournament.

An example of a valid reason is:

- The team is staying in another region for at least 2 months prior to start of the tournament, can validate that and will stay there for a prolonged time that spans over the time of the qualifier for the their home region, and it can be clearly shown that this condition has not been created to be able to take part in a qualifier of other region.

If such an exception has been granted, the respective region will be considered the team's home region for the entire event or (if that happens before the end of the event) until the conditions for the exception expire.

Example: The team's home region is 'Americas' and its subregion is 'South America'. They are living in Europe, can provide all proofs on legal staying in the country they reside in. They are participating in European divisions for EPL, ECS or other Europe qualifications for

at least 2 months prior to starting of the event. StarLadder considers this a valid reason to allow them to participate in European qualifiers for the Minor.

*d) Majority of the lineup*

The majority of the lineup present in the team match must have the home country in the region they are registered as participants.

Example: 3 out of 5 players in a team need to be from the CIS country if the team is registered to the CIS qualifiers.

*e) Physical player location*

The tournament organizer reserve the right to ask any player, who is playing in regional qualification from a country which is not recognized as his home country or the region according to the regional distribution, about the reasons for this and has the right to not allow players to continue participating in the tournament without the valid reasons to do so. Valid reasons can be seen in ['6.c Home Region'](#)

*f) Personal data rights*

Each of the Teams who participate in the Tournament (collectively – “Participants”) hereby declares, agrees and consents that:

**- Referred to IP rightsholder and Personal Data:**

The Team and each of the participants give their written consent to collect, use, disclose and process their personal data in accordance with the Law of Germany, General Data Protection Regulations (GDPR), Regulations (EC) 2016/679) and other applicable international regulatory / local acts and directives in the field of personal data protection, which may include, but is not limited to: name, surname, pseudonym, sex, passport data, registration at the place of residence and actual address, citizenship, date and place of birth (day / month / year), qualification information, communication numbers, electronic identification data (IP address, telephone, email, logins, pseudonyms), images of persons in any forms, such as photos, videos, etc., biographical materials, voice and / or similarity, for the purposes outlined below: - for organisation, broadcast, advertising and promotion of the “Tournament”, e.g. creation of Tournament Content and its distribution (broadcast) on television, satellite, on different platforms in the Internet, creation and placement of promotional and marketing materials for the promotion of goods and services to the Tournament Content) - my full name, sex, place of residence, qualification information, nicknames, images, photos, videos, electronic identificational data (IP-addresses, e-mails, logins), communication numbers, biographical material; - for the organization of logistics and accommodation (buying tickets, hotel reservations, identifying me as the player of the squad) - participants full name, sex, passport data, date and place of birth (day/month/year), registered and actual address, citizenship, communication numbers; - for payment of Tournament prize money, according to the Tournament Rules (applicable for the Team’s Representative) participants (or) Team representative’s full name, bank details. Team and each of Team participants give their consent to transfer their personal data between entities which belong to the Organiser (sponsors, strategic partners, affiliates, agencies, licensors, licensees, successors and stewards, in connection with Tournament) around the world, located in countries, which give the guarantee of protection of personal data on their territories in order to ensure the realization of civil and economic and legal relations, settlements, tax accounting, for contractual relations and communication with state authorities, counterparties as well as for other purposes which do not contradict the

applicable legislation and conform to the purposes of processing as specified above for each particular category of Team and participants personal data.

In connection with the Team appearance at and participation in the Tournament, the Team confirms, warrants, conveys and is obliged to provide that the Team and each of the players in the Team membership jointly and severally, give to StarLadder (hereinafter referred to as Organizer) and its affiliates (collectively- Administration), a royalty-free, fully paid-up, perpetual, non-exclusive right and license, worldwide, in any and all manner and media now or hereafter devised, in each case for the sole purpose of promotion of the Tournament, to:

- (i) filming, photographing, audio recording made by StarLadder at the Tournament and during the Tournament Period: name, nickname, pseudonym, Team player separately as well as Squad of the Team, picture, biographical material, voice and/or likeness and to use the same in any manner or media now or hereafter known, in connection with the Tournament, and the advertising and promotion thereof, including, without limitation, in all forms of television, online, radio and other advertisements, promotions and publicity materials for the Tournament (collectively "Materials");
- (ii) broadcast, reproduce, distribute and exhibit such "Materials" and/or recordings of the Tournament and/or the Materials, in any manner whatsoever, by any and all means, media, devices, processes and technology now or hereafter known;
- (iii) edit, modify, adapt, make derivative works from any of the Materials;
- (iv) use and display Team player's names, Team name (including all professional Team player's names, Team names, Team player's tags, Team players nicknames or aliases etc.), as well as image, likeness, biographical material, logos, and designs in connection with the exploitation of the Tournament, including the marketing and promotion thereof. For the avoidance of doubt, the Team also hereby confirms, warrants, conveys and is obliged to provide that the rights granted herein include any and all necessary rights and licenses the Administration may need to effectuate the terms of the rights granted. Team hereby confirms and warrants that the Administration has the Team's consent to use and incorporate any photographs, audio-only or audiovisual recordings in which the Team appears (including, without limitation, news, television and/or motion picture footage) and which are made by StarLadder at the Tournament and during the Tournament Period, in any materials of the Tournament and/or in connection with the marketing, advertising and promotion thereof, as well as for historical documentation and/or archival purposes, including without limitation, on the Administration website as well as the Team's consent and each of the players in the Team consent to hereby waive any right to any additional compensation therefor, including but not limited to, any excerpt and/or reuse fees and/or residual payments. Team hereby confirms, warrants, conveys and is obliged to provide that the Team agrees to comply, and shall force its players and other personnel (e.g., players, managers, employees, contractors, etc.) to comply with these rules and regulations of the Tournament, and to observe and comply with all written instructions of the Tournament and/or its designees regarding the Tournament and participation in the Tournament, including, without limitation, instructions regarding access to, and secure use of, any related facilities, hardware, software and equipment. The team confirms, warrants, conveys and is obliged to provide that the Team acknowledges that, in order to maintain the integrity of the Tournament and to ensure mandatory attendance in the Tournament, the Administration may impose a fine, suspension, disqualification, or other disciplinary action, all as provided in the Regulations. Notwithstanding aforementioned, all and any actions (directly or through representative) of the Participant(-s) according to and in connection with hereto, shall be treated as implied consent with all rules hereof until it is proven otherwise according to applicable legislation.

## 7. Players details and nicknames

By the request, players are required to send us all needed information including but not limited to: full name, contact details, date of birth, address, email, phone number and photo. The Player need to submit his nickname during the registration period and is no longer able to change it without pre-approve from the organizer side.

## 8. Game accounts

Each player needs to submit his steamID on the qualification platform or with the provided by organizer personal data collection way and cannot change the account during all phases of the tournament, until the end.

A player who was VAC-banned on any of his own accounts is not eligible to take part in the tournament.

The player understands that the organizer has the right to check any of his accounts and confirm that player eligible to take part in the tournament.

## 9. Team accounts

### *a) Standards*

For the open qualification the teams must create and submit a profile on the FACEIT.com platform.

For the further stages, team representative will be asked to provide all team data to the organizer, such as but not limited to team logo, team contacts, team information etc.

### *b) Team names*

The team name may not have any extensions in the team names. The team name may only be used for one participating team and be submitted before the roster deadline before the Minors. If an organization has more than 1 roster, they have to determine, which roster will represent them before the Minors.

A title sponsor may only be used in the name of one participating team and must be determined prior to the Minors. The title sponsor may not switch teams even if the original choice is eliminated. The title sponsor cannot be betting, gambling, key resellers or other companies, who interact with in-game skins or players inventory.

### *c) Changes in Team accounts*

Any changes in Team accounts must be approved beforehand by StarLadder. In case of late notification before the actual start of the games, the organizer has the right to deny any changes in the Team account.

## 10. Slot holder

### *a) Definition*

StarLadder Major 2019 slot will be owned by teams who meet the following criteria:

- have qualified from previous Major and kept 3 out of 5 players who played in the last stage;
- have qualified through regional qualifications to the Minors.

If teams qualified from IEM Katowice Major failed to keep 3 out of 5 players in the starting roster, the slot will be transferred to an organizer reserve.

#### *b) Duration*

Slots will be given to the owners only for the duration of StarLadder Major 2019.

#### *c) Team Slot*

Team slot in team competitions can be owned by the legal entity. A legal entity can only own one slot in the same competition.

If players are not represented by any legal entity - the slot will be given to the actual team, where the team leader or organizer will be the designated contact person for this team. This person will be responsible for keeping the team in order, and holding all questions regarding team account submitting and maintenance, but in such a case the right to the license can only be sustained if the majority of the players that actively played in the last stage(s) of the qualification stay on the team. The slot owner or representative is responsible for all actions and commitments of the team.

#### *d) Teams ownership*

Each organization and its legal entity can only acquire one slot per tournament (including its qualifiers). Therefore it is not allowed for a squad to participate in a StarLadder Major 2019 tournament or qualifier if...

- Another squad of the same organization has been invited or qualified for the main event.
- Another squad of the same organization has been invited or qualified to the closed qualifier.
- Another squad of the same organization has signed up for the same qualifier.

Such squads can be disqualified without prior notification from any stage of the tournament.

The players and teams are required to affirm that they have no business entanglement (including, but not limited to, shared management, shared ownership of entities, licensing, and loans) with any other participating team or its players. If you have an agreement or business arrangement that you think may be of concern, then please reach out to the Tournament organizer team for further discussion.

#### *e) Transfer of a slot*

Slot owner can ask to transfer a slot if they are keeping a roster majority and transferring it to another Legal entity or the majority of players before the roster deadline.

#### *f) Withdrawal of a slot*

StarLadder reserves the right to withdraw or deny slot ownership from any participant if owners breached within the guidelines and/or rulebook set out by the organizer.

Valve reserves the same right as well as the right to remove any individual team member from the competition.

## **11. Teams sponsors**

Team sponsors who can be identified as racist, pornographic, related to illegal drugs, adult/mature or non-ethical resources are not allowed to be presented on StarLadder events.

## 12. Roster changes

Teams are allowed to make a roster change only by following these criteria:

- During open qualifiers teams can only make a roster change after the qualifier finishes, and only if the team failed to qualify. Changes in the roster during the qualifier are prohibited;
- During open closed qualifiers the team can use coach/reserve player registered as substitution as between the matches;
- Further roster changes will be allowed only as emergency transfers;

It is suggested that every Minor/Major team has a coach/reserve player registered in the roster that can act as a substitute to compensate for any player losses during the tournament.

During the Minors and Major, any new player added to the starting five will act as a permanent player for further matches, while changed participants will no longer be able to return to the starting roster.

### *a) Players addition*

A player who starts the qualifier with one team is locked in that team for the whole duration of the team participation in the tournament. In case the team considers the addition of any player to the roster, they need to be sure that the player meets the following criteria:

- A player that played in and qualified from an open qualifier is never allowed to participate in another open qualifier and he is not allowed to change to another team in the closed qualifier;
- A player that played in and qualified from a closed qualifier is never allowed to participate in another qualifier and change to another Minor or Major participant;
- A player that played in the open qualifier but didn't qualify into the closed qualifier is allowed to change teams for another open qualifier (but only in the same region he played the first qualifier), the Minor or Major participant.

### *b) Requirements*

Before the team decides to add a player to the roster, StarLadder needs to be informed accord to communication channels with the following information:

- Nickname
- Full name

StarLadder has the right to deny the addition if a player does not meet the requirements for a Player addition.

Every Minor or Major participant required to sign up on a dedicated Valve website until the 25th of June. The website includes all legal agreements that players must accept before they're allowed to participate in the Minors and Major. The sign-up page also includes a separate section where players should submit a signature. The deadline for submitting the signature item is until the 25th of June. After a player is added, the team manager is required to submit the new team data form to the organizer. Until that time, a previously submitted form will be active and changes will not be counted as officially approved.

#### *c) Roster submit deadline*

For the Minors and all stages of the Major, the roster submit deadline is on the 25th of June 2019 applies. During the qualifiers, players can be added to the roster any time before the check-in to a qualifier. Later additions are only possible in cases of emergency.

#### *d) Emergency transfer*

In case of a serious 'force majeure' situation that leaves a team without a full lineup to play with, the tournament direction can decide to allow an emergency transfer without applying of the Roster changes rules. Rule '[12.a Players addition](#)' remains in place even for emergency transfers. This rule can be applied if the team roster used a substitute/coach but the situation is not solved and they require for additional roster changes.

Example of emergency situations:

- A player was denied or didn't get approved visa on time;
- A player has a serious health problem which will not be allowing him to take part in the match.

The organizer has the right to ask for proof of an emergency situation with official documents.

### **13. Prize money**

All prize payments will be done 90 days after the event finished. Teams will be contacted by the organizer and will provide details for the payment.

### **14. Match start**

#### *a) Punctuality*

Each team is required to be presented on the server/room/communication channel at least 15 minutes prior to the start of the match according to the schedule provided by the organizer. If the team is late for the scheduled time and didn't notify the organizer, they will receive penalty points.

#### *b) Not showing up*

If one or more players don't show up for the match on time, the organizer has the right to disqualify the team from the match after 10 minutes of waiting.

#### *c) Match procedure*

The match will be played on a server that was agreed between both teams until the last round. Before the match teams are required to submit map vetoes.

#### *d) Match results*

Results of the match are considered confirmed by both parties if there is no protest submitted right after finishing.

### **15. Match protests**

#### *a) Definition*

A protest needs to be filed during a match for things like incorrect server settings, ineligible players on the server or other related issues. After the match, protests will be reviewed by

the administration as soon as possible. A protest is the official communication between the parties and the admin. Team representatives are not allowed to share any of the dialog, decisions, people involved in the protests review, etc, without the permission of the organizer.

*b) Deadline for protest*

Protest can be submitted after the match within 10 minutes after it finishes. If the team protest about the result after the deadline, the organizer has the right to not to react to the protest.

*c) Filling the protest*

The protest must contain detailed info about why the protest was created. A protest may be declined if proper documentation is not presented. A simple „they are cheaters“ will not apply and will be denied by the organizer.

*d) Communication during the protest*

Communication from the team is only allowed to be made by one representative chosen by the players (team manager or team captain). Teams must confirm that they will act like professionals and will not abuse opponents or referees during dialogs between all parties.

*e) Decision on the protest*

Decisions on the protests are final and cannot be arbitrated.

## 16. Media activities

Teams or their representatives are obligated to join remotely or on-site for any media activities scheduled by the organizer. Each team will be notified priorly of any media activities scheduled for them during the tournament.

## 17. Conflict of interests

All participants agree and confirm that they don't have any conflict of interest before the start of the first match on the tournament for them. In case a participant is not sure how to consider certain situations he should contact the tournament organizer beforehand and receive confirmation of his eligibility to take part in the tournament.

## III. Tournament qualification process

### 1. Minors

Each participant of the Minors will be determined in online regional closed qualifications.

### 2. Major

Qualification for the Major is given to teams by following results:

- A team placed 1-8 in the Legend stage of a previous Major is qualified for the Legend stage of the StarLadder Major 2019;
- A team placed 9-14 in the Legend stage of a previous Major is qualified to the New Challenger stage;

- 1st-2nd places of regional Minors for StarLadder Major 2019 are qualified to the New Challenger stage;
- 1st-2nd places of the Play-in tournament for the StarLadder Major 2019 are qualified to the New Challenger stage;

### 3. Participant replacement

In the situation that the organizer requires replacement for a team invited to the Legend stage, but lost the majority of the players, the slot will be transferred to the New Challenger stage.

In the situation that the organizer requires replacement for a team invited to the New Challenger stage, but lost the majority of the players, the slot will be transferred to the Play-in tournament.

During other stages, the slot will be given to the next not qualified team in the qualifier, which was represented by the replaced team.

In case of two or more teams have tied results, the replacement slot will be given to the team eliminated by the replaced team in the qualifier, or the tie will be solved by the organizer on his discretion according to other criteria such as the world rankings position, better results in the qualifier group, etc.

## IV. Tournament structure

### 1. Tournament stages

The tournament is divided into 7 stages.

#### *a) Online qualifications*

- Open qualifications

All open qualifications will be played online. Each region will have several open qualifications. Registration is free for every participant if they meet the requirements of the current rulebook and the regulations of the tournament. Winners specified in open qualifiers announcement will proceed to regional closed qualification.

- Closed qualifications

All closed qualifications will be played online. Closed qualifications will be filled partly with invited teams according to world rankings on the moment of the announcement. The other part of teams will be qualified from open qualifiers. The number of slots given to invites or open qualifications will be specified in the official organizer announcement.

#### *b) Minors*

Minors will be played on LAN. Germany, Berlin (further location will be specified to the teams by the organizer after they qualify) will host 4 regional minors (Europe, Americas, Asia, and CIS).

- Group Stage

Group Stage of the Minors will be played with two double elimination groups with 4 teams each, ending after the 2 best teams are determined. Opening matches in each group will be

played in the 'Best of One' format, while all deciding matches will be 'Best of Three'. Winners of the winner bracket and loser bracket finals will proceed to the Minors play-off.

- Play-off

Play-off will be played as double elimination 'Best of Three' bracket. Winners of the winner bracket and loser bracket finals will proceed to the New Challenger stage. The third place of each Minor will play in the Play-in tournament for the last 2 slots in the New Challenger stage.

- c) Play-in tournament*

Third places of all 4 Minors will meet in a Double elimination bracket where the first round will be played in a 'Best of One' format, while all deciders will be played in 'Best of Three' format. Winners of the winner bracket and loser bracket final will proceed to the New Challenger stage.

- d) Major*

- Challengers Stage

Sixteen teams will play in a Swiss group stage. The best 8 teams after 5 rounds will proceed to the Legends stage of the Major. All decider matches will be played in 'Best of Three' format.

List of participants:

- 1) Six invited teams from previous major Legends stage;
- 2) Eight Minor 1-2nd places (2 per region);
- 3) Two best teams from the Play-in tournament.

- Legends Stage

Sixteen teams will play in a Swiss group stage. The best 8 teams after 5 rounds will proceed to the Legends Champions bracket of the Major. All decider matches will be played in 'Best of Three' format.

List of participants:

- 1) Eight invited teams from previous major Legends stage;
- 2) Eight New Legends stage best teams.

- Champions bracket

Eight winners of the Legends stage will be seeded in a Single Elimination 'Best of Three' bracket.

## **V. Online stage rules**

### **1. Platform**

Online matches will be played on the FACEIT.com platform. All teams will need to submit the roster for online qualifiers on the platform. Matches on this platform will require installation of an anti-cheat. Banned players on FACEIT will not be allowed to take part in the tournament.

### **2. Anti-cheat**

FACEIT.com has own anti-cheat which requires beforehand installation.

## **VI. LAN stage rules**

### **1. Punctuality**

Each player is required to be presented in a specified location on the time provided by the organizer in special tournament guides, sent to the team. Being late will result in penalty points awarded to the team. In case of force majeure situation, players need to notify the organizer about any possible delays.

If one or more players are not presented at least 10 minutes prior to the match on the venue, the organizer has the right to disqualify the team from the match.

### **2. Equipment**

The organizer will provide the Computers, Monitors and Soundproof headsets (in the case of stage matches). Tournament PC's will not have internet connection, and all players equipment should work without internet connection. Players need to bring their own mouse, mousepad, keyboard, in-ears, headsets with a microphone.

All equipment is subject of approval by the organizer. On any time the organizer can ask a team to provide their equipment for software checking.

The organizer will not provide equal devices in case of lost or broken devices by the players. Each player needs to ensure he has a spare setup in case of emergency situations.

### **3. Configs and drivers**

The organizer will ask players to send their game configs and necessary drivers which he need to be available for install on the PC prior to the start of the event. In the case a player failed to submit drivers or configs he will be forced to manually setup his config and use the equipment without drivers. All the drivers required to be used in offline mode.

### **4. Clothing and restrictions**

The players and teams need to ensure that they are all in equal colored and styled team attributes, long trousers and closed shoes (shorts or flip-flops not allowed). Any kind of headwear is forbidden. The organizer has the right to not to allow matches to start before the problematic piece of clothing has been replaced.

### **5. Players guidelines**

The organizer will provide special guidelines before the LAN event start with specific rules and logistics schedules. This guideline is considered as an official document, and everything written in them should be executed by the parties.

### **6. Agreement with conditions**

Each player will be provided with an agreement form, with conditions from the organizer on all his duties and his specific gaming place ready for official games. In case if the player refuses to sign this agreement, he won't be allowed to start official matches on the tournament. The agreement is automatically counted as confirmed when the player starts to play the first official match on the tournament.

## 7. Voice servers

The organizer will provide teams with a local Teamspeak server for voice communication during the matches. The organizer has the right to be present on this channel for monitoring purposes and allowed to record the voice channel communication.

## 8. Media obligations

Before the start of the event, each team will be provided with the schedule of photo shooting and pre-tournament interviews.

During the event, teams are obligated to provide at least one person for the pre-match and after-match interview. Teams are obligated to attend at least one press conference or autograph session during the event, scheduled with the team beforehand. Players cannot deny or restrict to make photos and video recording of them by the authorized press on any stage of the event.

The participants will receive the media schedule beforehand to be informed about the nature, duration and times of any activities.

### *a) Missing or canceling of media obligations*

Missing or canceling obligated activities that were confirmed beforehand by the team will result in penalty points for the team.

## 9. Stage matches

### *a) Rules of conduct*

During the stage matches, all players should act with ethical principles towards viewers and opponents.

Players are not allowed to interact from the stage with venue visitors without the approval from the tournament organizer, since it can cause security breaches by visitors.

## 10. Tournament areas

### *a) General rules*

Players and team representatives should act like professionals and maintain the integrity of equipment, furniture or services given to the team by the organizer.

### *b) Practice rooms*

Each team will be provided with practice area until they are eliminated from the tournament.

### *c) Official matches area*

The location of the matches will be specified later, together with the player guidelines that will be sent to the teams prior to the start of the tournament.

#### - Rules of conduct

Players are not allowed to bring any food to the match area. Smoking, vaping or using electronic cigarettes is strictly forbidden. Players are allowed to bring beverages or soft drinks only in provided bottles or cups by the tournament organizer. During the preparation for the match, players are not allowed to scream or use offensive language between them since that can affect other teams who are playing their match.

- Media equipment

It is restricted to place media equipment on the gaming tables or connect them to PCs without permission from the tournament organizer.

- Electronic devices

Team representatives are forbidden to bring mobile phones, tablets, smartwatches and other electronic devices to the stage without the approval of the main referee. Teams are allowed to have paper notepads with them. Players are not allowed to record and share to the public any rehearsal of the opening ceremony or other activities on stage.

- Storage

All clothes, bags or unused items, which are not required for the match should be stored on the location indicated by stage representatives.

- Internet Access

All computers in the tournament area will not have internet connection. Please prepare your drivers with offline versions in advance. Players won't be allowed to get access to the internet to log in a driver account or download configs.

- Leaving the official matches area

After the match finishes, teams are required to immediately pack all gear to allow the next teams to start their setup. All forgotten equipment will be kept by the admins.

## 11. End ceremony

After the final match is played, the winning team needs to be on the prize ceremony with a full roster.

## VII. Rule violations

### 1. Behaviour

Each player and team representative, staff and visitors agree to behave in a respectful manner to any person during the event. They understand that the organizer will need to react on any report about harassment on gender, age, size and other insults, and will be punished with the possibility of disqualification from the tournament.

### 2. Single or continuing violations

In case of a single violation, participants will be punished or get a warning according to the severity of the violation. If they continue to act unmannerly and disrespectful towards other people - they may be disqualified from the tournament.

### 3. Cheating

#### *a) Software*

Any software which is giving anyone advantage during the game, listed here but not limited to the ones below is prohibited:

- Sound modifier;
- Texture modifier;
- Aim assistance.

#### *b) Ghosting*

In the case a player is sure that someone can see his screen, viewers screen or hear the casters, he should notify the tournament administration as soon as possible about this issue. It is prohibited to use any advantages of ghosting, which is not reported to the organizer.

#### *c) Information abuse*

Communication with the viewers, the coach (out of the allotted times) or other third parties during the match is prohibited.

### 4. Using alcohol or drugs

Players are prohibited to drink alcohol and use drugs during the tournament days. The organizer has the right to not to allow players to take part in the match if he is sure that the player is drunk or under the influence of drugs.

### 5. Betting

No players, team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the tournament matches or the tournament in general. Any betting or gambling against your own organizations matches will lead to an immediate disqualification of the organization and a ban from all Valve and StarLadder competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

### 6. Results manipulation

Offering bribes or forcing other teams to manipulate results of a match will cause disqualification for all parties of the deal and ban from all StarLadder events in the future.

### 7. Match-fixing

Asking or trying to manipulate the results of a match for betting purposes will be considered as match-fixing, and the involved parties will be disqualified.

### 8. Media behavior

Teams and their representatives should try to solve any issues with the organizer before making any social media statements that could damage the brand or tarnish the reputation of the organizer. In case if it is not possible and the organizer refused to take any actions, teams are allowed to post statements to social media.

## 9. Brand damage

In case if a team representative publicly aims on damage the reputation of StarLadder or any sponsors for the event, the organizer has the right to disqualify and ban all involved parties from future events and start court process to defend the brand's reputation.

## VIII. Game Specific rules

### 1. Game version

During the tournament, the last official version of CS:GO will be used for the matches. Clients will be updated for the latest patch. In case crucial bugs appeared in the latest version of CS:GO, the organizer will try to arrange reversing of the version to a previous patch, with the agreement from the teams.

### 2. Acceptance of data collection

Players and their representatives confirm that they allow the organizer to collect data of the accounts and every action on the PCs during matches.

### 3. Maps and veto process

#### *a) Map pool*

Active duty map group map pool will be used for the whole duration of the tournament.

- de\_vertigo
- de\_nuke
- de\_mirage
- de\_overpass
- de\_dust2
- de\_inferno
- de\_train

#### *b) Map selection*

- Online-part

During online matches, the map selection will be done on the FACEIT.com platform in the match room right after it is created. Teams will have 15 minutes to finish the veto.

For Best of One matches the process will be:

The random team will be assigned as the 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 removes one map.
4. Team B removes one map.
5. Team A removes one map.
6. Team B removes one map.
7. Remaining map is being played.

The sides on the map are determined by a knife round.

For Best of Three matches process will be:

The random team will be assigned as the 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.
5. Team A picks the first-played map.
6. Team B picks the second-played map.
3. Team A removes one map.
4. Team B removes one map.

The remaining map is played as a decider if required.

The sides on the maps are determined by a knife round.

#### - LAN-part

During the LAN part of Minors, teams will be asked to submit the map vetoes 30 minutes prior to the start of the match. Referees will gather representatives from both sides. A coin toss will decide who is acting as Team A.

In the New Challenger stage and the Legends stage, the map veto will happen in the in-game client with the tools provided by Valve right before the start of the game.

The process of the map veto of Best of One matches:

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.

Remaining map is being played, team B decides the sides on this map.

The process of the map veto of Best of Three matches:

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 the first-played map, team B decides the sides on this map.
4. Team B picks the second-played map, team A decides the sides on this map.
5. Team B removes one map.
6. Team A removes one map.

Remaining map is being played as a decider, team B decides the sides on this map.

## 4. Match settings

Following settings will be applied in all matches of the tournament:

- Round duration: 1,55
- Max rounds: 30
- Freezetime: 20
- Buytime: 20
- c4 timer: 40
- Round restart delay: 5

- Halftime: up to 2 minutes

#### *a) Overtime settings*

Overtimes will be played in case of a 15-15 score after main rounds. Team will stay on the side they played the previous half.

- Max rounds: 6
- Starting money: 10000\$
- Halftime duration: 0

## 5. Match server

All matches will be played on official servers provided by the tournament organizer. Participants are not allowed to share IP's or passwords from the servers to any third party representatives.

#### *a) Online qualifiers*

During the online qualifiers, players will choose servers on the FACEIT.com platform by vetoing one by one location.

#### *b) Minors*

During the Minors, StarLadder will provide a local game server with competitive settings to all players. Details of the server will be given by match admins.

#### *c) Major*

During the Major, Valve will set up a game server on LAN. Players will be automatically assigned to the server from the lobby.

## 6. Game chat

All communication not connected to the match between teams are restricted to be sent in global chat.

## 7. Coaching

Only coaches registered in the team profile will be allowed to join the server or stay behind the team.

#### *a) Online-part*

During the online closed qualifiers, coaches need to be registered in the team profile before check-in. Coaches will be allowed to be on the server on a coaching position (coach T/CT). Upon request, FACEIT Admins will be available to assign them manually to the team. The coaches will be allowed to communicate with the team without restrictions.

During the open qualifiers, this feature will be disabled.

#### *b) LAN-part*

For LAN-part the coaches need to be registered in team data sent to the organizer. Coaches who are not registered prior to the start of the event won't be allowed to stay behind the team. Coaches will be able to communicate with team during timeouts and the halftime

break. Coaches are not allowed to communicate with players during the rounds or freetime. In case of a violation of this rule, the coach will be warned, after a second warning the coach will be asked to leave the stage until the end of the match. In case of continuous breaching of this rule, the coach will be disqualified until the end of the tournament.

## 8. Pause rules

Players can call for the pause at any moment, and pause will start from next round's freetime or, if the pause was called during freetime, it will be immediate.

### *a) Online matches*

During online matches, players can call the pause by typing `.pause` in chat. The server will be paused on freetime. Each team has up to 5 minutes of pauses during the match.

### *b) Offline matches*

During the Minors and Majors, each team is allowed to call a timeout (tactical pause) of 30 seconds up to four times per map. Timeouts can be called via the in-game vote system (ESC - Call Vote - Call Tactical Timeout). Teams are allowed to take all four timeouts at once by calling them all individually once the previous timeout expires. Teams will not be given additional timeouts in the overtime, but the unused timeouts can still be used in overtime.

#### - Technical pause

During the Minors, typing `.pause` in chat will call a technical pause.

During the Major, players should type in chat or report to a line referee about technical issues, and the server admin will set match on pause.

During technical pause players and coaches will be muted and restricted to communicate with in-game chat or by voice. The organizer can allow players to communicate with each other in case of long pause due to solving serious technical issues.

#### - Server-admin pause

The server admin can call a pause on server on any time due to technical issues with broadcast or other problems related to production or rule violations.

## 9. Player settings

### *a) Using scripts*

During LAN phase using of scripts will be regulated by the following rules:

- Using any of scripts is prohibited. Scripts are understood as binding two or more different activities on one button by current rules.

E.g. bind "button" "+attack;+jump" is prohibited, but bindtoggle "button" "cl\_crosshairsize 1 2" is allowed

- Jumpthrow scripts are prohibited;

All tournament PCs will have a log of activities from the players. In case it's the first time breaching this rule - the team will receive a warning, after the second they will be penalized with Minor/Major penalties and possible disqualification.

### *b) Using of overlays or other features*

Players are prohibited to manipulate the computers with third-party software drivers for the GPU, audio card and other equipment.

It's restricted to use features of NVIDIA Overlays during the tournament.

Players are restricted to modify the CS:GO client with third party files (such as custom chat messages, radar modifications, etc).

### *c) In-game account*

In-game account parts will be modified by the tournament organizer during most of the tournament stages.

#### - Nickname

For online qualifiers, the server will modify the nicknames of players according to the registered nickname on the platform FACEIT.com

During LAN events - the server will be modified according to the team data provided to the tournament organizer.

Players are restricted to use any additions to nicknames (e.g. <3, h8 etc.), sponsors and other words, which is not part of the original nickname.

#### - Avatar

Players avatars will be modified to the team logo or personal photos during LAN stages of the tournament.

Players are not allowed to use any avatars which violate the code of conduct.

#### - Skins modifications

Using any third party software for modifying skins in the client is restricted and can be banned by the anti-cheat.

#### - Skin nametag

Players are not allowed to use weapon nametags which violate codes of conduct or have sponsors/advertisement on it.

## **10. Match procedure**

### *a) Breaks during/after the match*

Teams will have at least 15 minutes of a break between matches and 10 minutes between maps in best-of-three.

The exact times will be communicated by the tournament administration depending on the logistic possibilities on the venue. Halftimes break will be specified later.

### *b) Number of players*

Matches can officially start only when the 5 players from both sides join the server. In case of one or more players are not able to join the server, the team will forfeit the map.

### *c) Server issues or match interruptions*

- In case players were dropped before the first damage on the map, the round will be replayed after they rejoin the server.
- In case a player was dropped after the first damage on the map, a pause will be set during next freetime, and the round won't be replayed.
- In case the server crashes before the first damage, the round will be replayed.
- In case the server crashes during a round, the server admin will try to simulate a situation on the map. If it's not possible, the decision if the round will be replayed or if it will be given to the leading team in the round is up to the main tournament referee.

### *d) Using of bugs or game glitches*

Using of bugs or game glitches is prohibited. If a player discovers a new bug or glitch, he is obligated to immediately report it to head admin before using it.

The usage of the following bugs is strictly forbidden. If any bug is used which is not listed here it is up to the referee's discretion whether or not a punishment will be given.

- Moving through clipped areas where the movement by the design of the map is not possible is strictly forbidden (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 sound is forbidden.
- Standing on top of teammates is generally allowed, it is only forbidden 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 allowed according to map design.
- Pixel walking is forbidden. A player will be considered to be pixel walking if they sit or stand on invisible pixels on the map, where there is no visible edge or any texture he is staying on.

We recommend checking with the tournament referees whether certain bug or glitch is considered prohibited.

## Annex A Regional distribution

StarLadder Major 2019 World Map is divided into four big regions: Europe, Americas, CIS and Asia.

Core regions due to the ping instability further is divided into the subregions, which have own qualification tournament.

Overview of the regions and subregions can be seen below:

- Europe
- Americas (divided into 2 subregions: North America & South America)
- CIS
- Asia (subregions: Oceania, East Asia, China, Southeast Asia & Middle East and Africa)

The Team is locked to play in the region/subregion based on the Team's home country ([see II.6.c Home Region](#)). However, the Team can apply to participate in a different region if they can validate and prove that the Team is officially relocated in the other region for at least 2 months prior to the qualifiers and taking part in global events for this region.

The Teams wishing to change the region of the participation must submit an application to the administration of the tournament for approval with all proving documents attached. The administration of the tournament has the right to decline the Team's application in case it deems the justification insufficient.

Below is full list of the countries and the way they are assigned to the regions:

1. Europe				
Albania	Denmark	Italy	North Macedonia	Spain
Andorra	Estonia	Latvia	Norway	Sweden
Austria	Finland	Liechtenstein	Poland	Switzerland
Belgium	France	Lithuania	Portugal	Turkey
Bosnia and Herzegovina	Germany	Luxembourg	Romania	UK of GB and Northern Ireland
Bulgaria	Greece	Malta	San Marino	Vatican
Croatia	Hungary	Monaco	Serbia	

Cyprus	Iceland	Montenegro	Slovakia	
Czech Republic	Ireland	Netherlands	Slovenia	

2. Americas				
a) North America				
Antigua and Barbuda	Costa Rica	Grenada	Mexico	Saint Vincent and the Grenadines
The Bahamas	Cuba	Guatemala	Nicaragua	United States of America
Barbados	Dominica	Haiti	Panama	
Belize	Dominican Republic	Honduras	Saint Kitts and Nevis	
Canada	El Salvador	Jamaica	Saint Lucia	
b) South America				
Argentina	Chile	Guyana	Suriname	Venezuela
Bolivia	Colombia	Paraguay	Trinidad and Tobago	
Brazil	Ecuador	Peru	Uruguay	

3. CIS			
Armenia	Georgia	Moldova	Turkmenistan
Azerbaijan	Kazakhstan	Russian Federation	Ukraine
Belarus	Kyrgyzstan	Tajikistan	Uzbekistan

4. Asia				
a) Oceania				
Australia	Marshall Islands	New Zealand	Samoa	Tuvalu
Fiji	Micronesia	Palau	Solomon Islands	Vanuatu

Kiribati	Nauru	Papua New Guinea	Tonga	
b) East Asia				
Japan	Mongolia	North Korea	South Korea	Taiwan
c) Southeast Asia				
Bangladesh	India	Maldives	Singapore	Vietnam
Bhutan	Indonesia	Myanmar	Sri Lanka	
Brunei	Laos	Nepal	Thailand	
Cambodia	Malaysia	Philippines	Timor-Leste	
d) China				
Mainland of China	Macau	Hong Kong		
e) Central and South Africa				
Angola	Congo	Ghana	Mauritius	Somalia
Benin	Côte D'Ivoire	Guinea	Mozambique	South Africa
Botswana	Democratic Republic of the Congo	Guinea Bissau	Namibia	South Sudan
Burkina Faso	Djibouti	Kenya	Niger	Togo
Burundi	Equatorial Guinea	Lesotho	Nigeria	Uganda
Cabo Verde	Eritrea	Liberia	Rwanda	Tanzania
Cameroon	Eswatini (Swaziland)	Madagascar	Sao Tome and Principe	Zambia
Central African Republic	Ethiopia	Malawi	Senegal	Zimbabwe
Chad	Gabon	Mali	Seychelles	
Comoros	Gambia	Mauritania	Sierra Leone	
f) Middle East and Northern Africa				
Afghanistan	Iraq	Libya	Saudi Arabia	Yemen

Algeria	Israel	Morocco	Sudan	
Bahrain	Jordan	Oman	Syria	
Egypt	Kuwait	Pakistan	Tunisia	
Iran	Lebanon	Qatar	UAE	

If you're not sure or couldn't find your country in the list - please email an admin of the tournament for clarification:

- Yehor "Panda" Kolomiets ([y.kolomiets@starladder.tv](mailto:y.kolomiets@starladder.tv))