

1. General

1.1 Range of Validity

This is the base rulebook which is valid for the event, its participants and all matches played within the scope of the event. With their participation, the participant states that they have read, understood and accepted all rules.

1.2 Rule Changes

The league administration reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, without further notice. The League administration also reserves the right to make judgement on cases that are not specifically supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

1.3 Confidentiality

The contents of private messages, support tickets, any discussions at all, email conversations or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without a written consent from the tournament administration.

1.4 Code of Conduct

All participants agree to behave in an appropriate and respectful manner towards other participants and the tournament administration. Any sort of harassment should be reported to the above listed administrators immediately. Harassment includes but is not limited to offensive statements or actions related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race or religion. Failure to adhere will result in an official warning or direct disqualification from the tournament depending on the severity.

Participants and their sponsors shall not promote any content, websites or services that are solely or widely known for pornography, drug use or other adult/mature themes.

1.5 Compliance

The instructions of administrators should always be obeyed and followed. Failure to do so may result in a penalty in form of a warning, game loss, match loss or disqualification depending on the severity of the case.

2. Player Eligibility Requirements

2.1 Age

Individuals who wish to participate must be at least sixteen (16) years of age at the moment of registration. Players who are minors (under 18 years old) must obtain consent from their parents or legal guardians to enter the competition. If minor players have entered the competition, it shall be deemed that they have obtained the required prior consent from their parents or legal guardians. A player will be disqualified where that player cannot demonstrate to the satisfaction of the tournament administration that they have obtained the requisite consent.

2.2 Residency & Citizenship To register in the tournament ALL members of the team must hold a valid residency or citizenship in at least one (1) of the following countries:

Europe, North America, South America, Commonwealth of Independent States (Russia), Middle-East and North Africa.

2.3 Team Roster A team must consist of at least five (5) eligible players, and no more than seven (7) players upon registration and at all times during the tournament. Teams are allowed to make changes to their active roster at any time during the tournament up until the roster is declared before their next match begins.

2.4 Recording

Recording is mandatory for everyone and it should be tested before the official matches.

The only recording software we allow are ;

NVIDIA

AMD

You need to record **BEFORE** you start the **MOSS program**.

And once you've uploaded the **MOSS File** you can stop the recording file.

2.5 Moss

The program **Moss** is mandatory for every user and it needs to be set up **before** the official matches.

Moss needs to be running BEFORE you open S.K.I.L.L. Special Force 2.

Short guide on how to set it up.

1. Click on " **File** "
2. Click on " **Parameters** "
3. Click on " **Skill Special Force** "
4. Close the tab.
5. Click on " **Capture** "
6. Click on " **Start** "
7. And now its running correctly.

After the match is finished you click on " **Stop** " and you upload your **Moss file** on the website. **YOU NEED TO RECORD THE PROCESS OF UPLOADING THE MOSS FILE.**

3. Tournament Format

3.1 Open Qualifiers

Double Elimination bracket

Random seeding

In case of BO1

All matches BO3

Final matches BO3

Grand final matches BO5

TOP four (4) teams advance to the Closed Final. Once a team is qualified they are still allowed to participate in other qualifiers, but in case they would qualify for the second time, their qualification spot is passed down to the next eligible team. However, they are allowed to keep any other prizes such as monetary prize.

3.2 Closed Final

Double Elimination bracket

Seeding based on results from Open Qualifiers

All matches BO3, Grand Final BO5

3.3 Team Roster The team's roster may be changed freely between the Open Qualifiers and Closed Finals phase, but the team must maintain at least three (3) players who played at least 50% of the matches in Open Qualifiers to hold their qualification spot.

4. Game Specific Rules

4.1 Team Captains Each team must declare one of their team members as a Captain. Captain is a leading member of a team who has jurisdiction in decision making situations and ultimately has final say on the team regarding tournament decisions for the team.

Be verified on discord + assigned roles.

Be at least level 46 (Double Diamond).

4.2 **Map Veto** The map veto will be conducted before each match in the following way:

For BO1 matches:

Team A: Ban

Team B: Ban

Team A: Ban

Team B: Ban

Team A: Ban

Team B: Ban

Team A: Ban

Team B: Ban

Team A: Pick

For BO3 matches:

Team A: Ban

Team B: Ban

Team A: Pick

Team B: Pick

Team A: Ban

Team B: Ban

Team A: Ban

Team B: Ban

Remaining map is picked by default

For BO5 matches:

Team A: Ban

Team B: Ban

Team A: Pick

Team B: Pick

Team A: Pick

Team B: Pick

Team A: Ban

Team B: Ban

Remaining map is picked by default

Maps are always played in the order they are picked.

4.3 **Map Pool** The following maps are available in the tournament and are a part of the map veto process:

Satellite

Desert Camp

Peacehawk

Station

Embassy

Missile

Ghost Town

Powerstation

Workshop

4.4 **Match Settings** The following lobby settings must be selected before attempting to start each game:

Change the **lobby name** to **Team X vs Team X**

Mode: Sabotage

Map: In accordance with the map veto order

Rounds limit: 10

Team size: 5vs5

Weapons: Normal

Match settings:

Join Mid Game: On

Spectating: Off

Side Switch: On

Kill Cam: Off

TeamBalance: Off

Last Stand: Off

Pickup Weapon: On

All participants are responsible for making sure that all lobby settings are correct before starting the game. In case a game would be started with incorrect settings, the tournament administration must be informed immediately. In case of any claims after the game is concluded will be disregarded by the tournament administration.

4.4 **Weapons**

4.4.1 Sniper Only **one** sniper per team is allowed. A violation to this rule will result in a game loss for the offending team.

4.4.2 **Banned weapons and equipment**

All Characters/Mercenaries

All VIP Weapons

Every capsule weapon with EOTech or other type of sight, silencer and/or grip

Capsule weapons with different stats

Grenade with special effects

Defuse Kit / Bomb plant Kit

All Shotguns

All Machine Guns (MGs)

All Submachine Guns (SMGs)

Other weapons

M14 EBR

SIG551

All gear or equipment items (including those which increase AP, HP or mobility such as Armor or Speed boots)

T-Shirt is the only allowed one

All Special or Throwable weapons

All customized/enhanced/enchanted weapons in any combinations

Usage of any equipment item that is listed above during the tournament will result in a match loss for the team who violated the rule.

When any equipment item from the above list is used by any of the players, teams are responsible for opening a protest ticket immediately, providing solid evidence confirming the rule violation, and the tournament administration must be informed about said fact.

4.4.3 Allowed Weapons

All weapons (camo-versions) that have same statistics as their normal versions are allowed e.g. HK417 Frozen.

AUG A3, AK 103, M4A1, K2, SCAR-H, FAMAS, HK417, G36C, SCAR-L, GALIL, ARX160, CM901, AN-94, ACR, SAR-21, XM8, AK104.

Glock17, Beretta M92FS, Infinity, Jericho 941, Desert Eagle, CZ 75BD, K5, Beretta M92FS Dual, P7M13.

PSG1, CheyTac M2000, AWP, CZ700, TRG, M40A1, Barret.

Grenades: M67, M84, M18.

4.5 Side Selection

In case of best of 1 matches:

The higher seeded team may choose their starting side in game 1.

In case of Best of 3 matches:

The higher seeded team may choose their starting side in game 1.

The lower seeded team may choose their starting side in game 2.

A knife round must be arranged for game 3. The winner of the knife round may choose their starting side for game 3.

In case of Best of 5 matches:

The higher seeded team may choose their starting side in game 1.

The lower seeded team may choose their starting side in game 2.

The higher seeded team may choose their starting side in game 3.

The lower seeded team may choose their starting side in game 4.

A knife round must be arranged for game 5. The winner of the knife round may choose their starting side for game 5.

Knife round is meant to be played in an agreed area e.g. mid (default) with knives only, weapons or grenades are not allowed. Failure to follow that rule can lead to a knife round replay or other penalties, and such circumstance must be reported to the Tournament Administration before the actual game starts. The map used for the knife round must be the same map as the game is supposed to be played on. Teams are obliged to take a screenshot of the result of the knife round with all details visible, and must abandon it immediately after the result is known.

If both Teams fail to provide a screenshot with the knife round result in case of a dispute, the Tournament Administration will determine the starting sides by a coin flip.

4.6 Rehost The tournament administration reserves the right to order all the players to abandon their active game(s), and start it over again at its sole discretion. This can happen when it has been recognized that the competitive integrity is at risk, which includes but is not limited to in-game bugs preventing the game from being completed or game server outages.

Players have the right to call a rehost if they believe they have a valid reason to do so. In such a case, a **protest ticket** must be opened and the opposing team must be informed immediately. **A rehost is only available during and before any kills are made in the first round of a game.**

5. Match Rules

5.1 Punctuality All players must be ready to play at the designated match start time. In case a team is missing one (1) or more players prior to the game start, a penalty will be issued:

If one (1) or more players are missing for between 10 minutes and 15 minutes after designated match start time: official warning for the offending team. This penalty may be upgraded to a game loss in case of repeating offenses. If one (1) or more players are missing for more than 15 minutes after designated match start time: match loss for the offending team. This penalty may be upgraded to a direct disqualification in case of repeating offenses.

5.2 Breaks Between Games Each game is supposed to be started immediately after the previous one has been completed, and no breaks are planned between them. Any instances of showing up late to a game are subject to the same penalties as arriving late to a match start.

5.3 Disconnection In case a player would not be able to continue playing due to faulty internet connection, power outage, other technical issues or health problems, a substitute player can be called to continue playing in an ongoing match. The match must be continued without the player (e.g. 4vs5) until the substituting player is able to join later during the game.

The substitute player who is meant to be used must be a member of the team.

5.4 Broadcasting Players are allowed to broadcast their games, and record them for the purposes of streaming/sharing them on social media. However, it must be noted that a delay of at least 3 minutes is recommended so as not to leak any information about player positions and locations.

5.5 Account Sharing It is strictly prohibited to use another player's game account to participate in the tournament. Impersonating other players to avoid other restrictions found in this rulebook is considered a serious violation of rules, and will result in a direct team disqualification.

5.6 Coaching It is not allowed to communicate with any other people aside from other players being in an active roster of the team during their games.

5.7 Competition Manipulation Any attempts to alter the outcome of a game by any arrangements made between any teams will result in a direct disqualification of all parties involved. This also includes offering money, physical goods or any other sort of benefits, making threats or exerting pressure towards anyone involved in the competition with the goal of influencing a result of a match. All players are obliged to play the game to their full potential. Losing a game on purpose is also considered to be a match fixing offense.

5.8 Cheating Any forms of cheating such as, but not limited to third party tools, programs or devices providing an unfair advantage are strictly prohibited, and usage of those will always result in a direct disqualification of the offending player and team.

5.9 Scripts

No scripts of any kind are allowed.

5.10 Bug Abuse It is forbidden to use any glitches, bugs or any unintentional mechanics of the game to gain an unfair competitive advantage. This includes but is not limited to for example attempting to exit the bounds of the map by climbing outside the map limits. Any violations to this rule will result in a direct disqualification of the offending player and their team.

“Head glitch”, “crouching glitch” (a glitch where spamming the crouch button would make players not visible while standing behind obstacles) is exempt from this rule due to its nature and is allowed to be used.

5.11 Custom Data Players are not allowed to use any form of custom game files during the official matches. Any changes, including but not limited to modification of HUDs, scoreboards, **crosshairs are strictly disallowed**.

5.12 Deception Any attempts to deceive opposing players, tournament administration or other parties involved may be penalized with a match loss or direct disqualification depending on the severity.

5.13 Illegal Actions Any other means providing an unfair competitive advantage to one of the parties involved in a match that are not outlined in this rulebook are a subject to investigation conducted by the tournament administration, which may be followed by a penalty issued at its sole discretion.

5.14 Technical Equipment All players take full responsibility for their own technical equipment and internet connection.

5.15 Conduct and Compliance

Any **violation** of the Rule 2.4 or Rule 2.5 will result in the immediate disqualification of the offending team.

6. Request for recording

A recording must be uploaded to YouTube only *if* a specific request is made by a team.

6.1 Obligation to Upload:

Players are not required to upload their recordings **unless** they receive an explicit request from a team.

6.2 Player's Responsibility:

Upon receiving a request, the player is responsible for uploading the recording to YouTube and providing the link to the requesting team.

6.3 Compliance:

Players must comply with the request within a reasonable time frame as defined by the rules or agreed upon by both parties.

Any **violation** of these rules will result in the immediate disqualification of the offending team