

RULEBOOK

Supreme Masters 2020





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1 General

These regulations will be the reference document for the entirety of the Supreme Masters 2020 event (hereinafter «Supreme Masters») taking place at the Pentorama from the 31th January to the 2nd February 2020.

The rules may be available in several languages. If the individual rules differ, the English version is valid in all cases as correct.

1.1 Recipients

These regulations apply to all players participating at the Supreme Masters tournament, as well as their organization and entire team, including their coaches, managers, owners, members and employees. (The whole of these persons are called “participants” throughout the rest of this document). By taking part in this tournament, every participant guarantees that they are aware of the content of these regulations and commits to respect it in its entirety.

Participants agree that their games could be streamed, casted or shown on the stage.

1.2 Amendment of the rules

The rules can be changed at any time by the tournament organizers at their own discretion in order to ensure a smooth running. Should a situation arise that is not covered by the rules, the tournament administrations have the decision-making authority. They are not obliged to give reasons or justification.



2 Tournament information

2.1 Tournament platform

The official tournament platform will be "Toornament".
(<https://www.toornament.com/tournaments/3004971262990352384>).

2.2 Tournament format

The tournament is played in two stages.

- Group Stage:** Eight Double-Elimination (GSL) format groups (4 teams each)
Opening matches are Best-of-1
Winners', Elimination and Decider matches are Best-of-3
The groups will be seeded according to the last played tournaments in Europe (offline and online).
- Playoffs:** Single-Elimination Bracket
All matches (including the Grand Final) are Best-of-3

Tiebreaker:

In case of a tie after stage 1 the direct result counts. In case of a three-way-tie the round difference between the 3 teams counts. If this ends in no result, there will be a decision by lot.

2.3 Tournament schedule

The tournament will start at 8:00PM. All players must be at the location at the start of the tournament.

2.4 Tournament communication

2.4.1 General communication

The whole tournament communication is held on the official Supreme Masters Discord (<https://discord.gg/f57mGkC>).

2.4.2 Game communication

The communication between the teams for the individual games is hold in the matchroom in Discord.

Example: <https://imgur.com/69m6JRy>

2.4.3 Match issue

If you have a problem in your match contact the admin in the matchroom. Take screenshots of victory screens, chat, etc. in any case as a proof.



3 Game settings

3.1 Server

You will get a LAN-Server for each match.

3.2 Match settings

Mode: 5v5

Version: 1.37.3.7

Mappool: Active Duty Maps

3.3 Options, Scripts and Third-Party-Softwares

3.3.1 Not allowed options

- Agent models

3.3.2 Not allowed scripts

- Stop-Shoot scripts [Use- or AWP-Scripts]
- Center view scripts
- Burstfire scripts
- Bunnyhop scripts
- Rate changer [Lagscripts]
- Stopsoundscripts
- Use n' Walk Scripts
- Anti-Flash-Scripts or or binding (snd_* bindings)
- NoRecoil-Scripts
- Jumpthrow
- Show Team Equipment / Team Id overhead

3.3.3 Scripts general

In addition to the scripts mentioned in 3.3.1, scripts are generally not allowed.

Exceptions are scripts for the compliant management of server settings and scripts for the purchase of equipment [Buy-Scripts].

If you are not sure if a script is allowed or not, then contact the admin team before you play an official match.

Usage of a forbidden script result in a disqualification of the whole team.

3.3.4 Allowed displays

- cl_showpos 1
- cl_showfps 1
- net_graph 1 (nevertheless you are not allowed to abuse the net_graph to help you aiming)

3.3.5 Not allowed Third-Party-Softwares

- Any cheating software
- Any software which use GSI (Game State Integration)

3.3.6 Hardware tools

Changing the game graphics or textures with the help of video card drivers or similar tools is illegal. Furthermore, any kind of overlay that displays the system performance while playing (e.g. Nvidia SLI Display, Rivatuner Overlays) is illegal. Tools that only display the FPS are legal.



4 Game proceedings

4.1 Before the tournament

Please go on Discord and follow the introduction in #team-setup to gain the needed rights for the tournament.

4.2 Before the game

4.2.1 Match times

The players must check the published schedule regularly in case of current adjustments and to secure to not delay the whole tournament.

4.2.2 System

The players generally play the matches on their own systems. However, the tournament organizer can set up individual systems for individual matches or the whole tournament, at which the matches must be played.

4.2.3 Side selection / Pick n' Ban order

General: the 1. Named team (upper one in the bracket) begins with pick and ban.

4.2.3.1 Best-of-1

Team A will ban a map

Team B will ban a map

Team A will ban a map

Team B will ban a map

Team A will ban a map

Team B will ban a map

The remaining map will be played and start with a knife round. The winning team can choose the side.

4.2.3.2 Best-of-3

Team A will ban a map

Team B will ban a map

Team A will pick a map (1st map, Team B can choose the side)

Team B will pick a map (2nd map, Team A can choose the side)

Team A will ban a map

Team B will ban a map

The remaining map will be used as the 3rd map if the series goes three games.

Side selection by a knife round.

4.2.4 Delayed match start

In the event of unintentional technical difficulties or non-communication leading to the inability to start a game more than **30 minutes** after the round start, the admin can, at their sole discretion exceptionally grant a victory depending on the points and the situation.

4.2.5 POV

It is mandatory for all players to record one point-of-view (POV) demo per map for the full duration of all matches without exceptions. A possible knife round is part of demo and must be recorded. Possible overtimes must be recorded as well.

Demos of each match must have been stored for 24 hours locally.

Example name: *record suprememasters_stage_team_map*



4.3 During the match

4.3.1 Pausing Match / Disconnect / Lag / Bug

If you have a problem that prevents you from playing on, you can pause the game. You must announce the reason before or immediately after you paused the game. Maximal 15 minutes break between games.

4.3.2 Overtime

Playing overtime is mandatory and will be forced by the server. The overtime will be played MR3 (maximum of 6 played rounds) with \$10.000 start money. For the start of the overtime, teams will stay on the side which they played the previous half on, during half-time sites will be swapped. Teams will continue to play overtimes until a winner has been found.

4.3.3 Technical / Medical emergency

If there is a problem with the server contact the admin.
If someone has medical issues call the Ambulance and afford first aid, if possible.

4.4 After the match

4.4.1 Report the result

One of the team captains have to enter the result in the matchroom on Discord including a screenshot of the result within 5 minutes after the match is over. If there should be any problem or mistake, contact the admin.

5 Fair play

Every player expects a sporty and fair attitude. This both before, during and after the matches, compared to his teammates, but also to the opponents, the tournament management and the spectators.

6 Punish

6.1 Warnings

If a player inadvertently violates rules (or assumes that it was not intended to gain an advantage), the offending player may be cautioned by the tournament administration. Warnings may also be pronounced along with a forfeit loss of the current game or set.

6.2 Disqualification

If, intentionally, negligently or in spite of a warning, the rules are violated (or to be assumed to have been intentionally done in order to gain an advantage), the offending player may be excluded from the tournament by the tournament director. Any claim to tournament prizes is forfeited.

6.3 Collectively punish

A team is liable as a collective for the actions of its players. Warnings and exclusions may be extended by the tournament management to the entire team. Any claim to tournament prizes is forfeited.



7 Active bans

Active bans means the participant had an active ban in any matchmaking service (e.g. VALVE, FACEIT, ESEA etc.) in the last 12 months.

7.1 Recently

The administration have the rights to check the computer of the participant. If the administration finds something suspicious, we will give the participant a pre-configured PC by the organisation.

7.2 Over a year

The participant is allowed to play at the Supreme Masters. If the player will get reported to us, that he might be cheating, we will have the rights to check the computer of the participant.

7.3 Detected

If the administration finds any kind of cheat or anything that could give the participant an advantage in the game, the participant will get disqualified from the tournament and future Supreme Masters event.

8 Terminology

8.1 Match, Set and Game (or Round)

A match is the meeting of two teams. A match usually consists of one or more games. The term round is used synonym to the term game.

If useful, a match can be divided into several sets, which in turn consist of several games.

8.2 Best-of-X

If a match is played as Best-of-X, a maximum of X games (or sets) are played. The match is considered won if a team can decide more than half of the games (or sets) for themselves. The remaining games (or sets) are no longer played.