



DreamHack Masters RULESET

Updated: 10/02/2017

1. Match settings

1.1. Server settings

Startmoney: 800

Maxrounds: 30

Roundtime: 1m 55s (1.92)

Freezetime: 20

C4timer: 40

Timeout: 1x2 minutes each map.

Overtime: MR3 - 16000 startmoney

During half times: 1 minute during regular match. 30 seconds in overtime. No !ready is needed.

1.2. eBot

Matches will be hosted using eBot, if there is any confusion tournament administrators should be contacted for assistance and will be available during creation and starting of all matches.

1.2.1. Available server commands

!timeout - Creates a 2 minute timeout. Start in the next available freeze time.

!admin - Use this for technical problems. Start in the next available freeze time.

!unpause - Will remove !admin!/!timeout pause

!stop - Will stop the whole game and go back to warmup

!continue - Will resume the match after !stop is used.

2. Prize distribution

Prize distribution for DreamHack Masters Vegas:

1. \$200,000

2. \$100,000

3-4. \$25,000

5-8. \$15,000

9-16. \$5,000

3. Schedule

WEDNESDAY 15TH FEBRUARY

9:20 AM: Pre-show
10:00 AM: Group A – Match #1 – BO1
11:25 AM: Group A – Match #2 – BO1
12:50 PM: Group B – Match #1 – BO1
2:15 PM: Group B – Match #2 – BO1
3:40 PM: Group C – Match #1 – BO1
5:05 PM: Group C – Match #2 – BO1
6:30 PM: Group D – Match #1 – BO1
7:55 PM: Group D – Match #2 – BO1

THURSDAY 16TH FEBRUARY

9:20 AM: Pre-show
10:00 AM: Group A – Elimination Match – BO1
11:25 AM: Group B – Elimination Match – BO1
12:50 PM: Group C – Elimination Match – BO1
2:15 PM: Group D – Elimination Match – BO1
3:40 PM: Group A – Winners Match – BO1
5:05 PM: Group B – Winners Match – BO1
6:30 PM: Group C – Winners Match – BO1
7:55 PM: Group D – Winners Match – BO1

FRIDAY 17TH FEBRUARY

9:20 AM: Pre-show
10:00 AM: Group A – Decider Match – BO3
1:00 PM: Group B – Decider Match – BO3
4:00 PM: Group C – Decider Match – BO3
7:00 PM: Group D – Decider Match – BO3

SATURDAY 18TH FEBRUARY

9:20 AM: Pre-show
10:00 AM: Quarter-final #1 – BO3
1:00 PM: Quarterfinal #2 – BO3
4:00 PM: Quarter-final #3 – BO3
7:00 PM: Quarter-final #4 – BO3

SUNDAY 19TH FEBRUARY

10:15 AM: Pre-show

11:00 AM: Semi-final #1 – BO3
2:00 PM: Semi-final #2 – BO3
6:00 PM: Grand Final – BO3

4. Tournament format

The tournament uses the following format

4.1. Group stage

For step 1 of the competition, the structure is a double elimination single-game group stage, also known as “Dual Tournament Format”. In each group there will be a total of five (5) matches as follows:

- 1. Team 1 vs. Team 4 (played BO1)**
- 2. Team 2 vs. Team 3 (played BO1)**
- 3. Winner M1 vs. Winner M2 (played BO1)** – Winner will proceed to Playoffs with seed #1
- 4. Loser M1 vs. Loser M2 (played BO1)**
- 5. Winner M4 vs. Loser M3 (played BO3)** – The winner will proceed to Playoffs with seed #2

4.2. Playoffs

For step 2 of the competition, the structure is a single elimination best-of-three bracket of 8 teams. The winner of a match advances to the next round of the bracket and the loser will leave the competition. The match to determine the 3rd and 4th places WILL NOT be played.

4.3. Playoffs seeding

Teams who played each other in the groups can not meet each other before the grand final. Seed #1 will be drawn against Seed #2 from another group.

4.4. Match format changes

These formats are NOT subject to change and WILL NOT be changed during the tournament.

4.5. Map pool

The following maps are used for the DreamHack Masters 2017 CS:GO tournaments (Valve versions). The map pool will always be the Active Duty map pool and therefore might be updated before each tournament.

4.5.1. Maps

- de_inferno
- de_nuke
- de_cache
- de_train
- de_mirage
- de_cobblestone
- de_overpass

4.6. Map selection

Referee will coin-flip to determine which team begins the veto process. In matches where a team comes from the upper bracket to face a team coming from a lower bracket match, the team coming from the upper bracket will decide who drops the first map.

4.6.1. Best-of-one

- 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
- Team A will decide between the two remaining maps which will be played

4.6.2. Best-of-three

- Team B will ban a map
- Team A will ban a map
- Team B will pick a map (played first in the best-of-three)
- Team A will pick a map (played second in the best-of-three)
- Team B will ban a map
- Team A will ban a map
- The remaining map will be used as the 3rd map if the series goes three games.

4.7. Game version

The tournament will use the latest available version of Counter-Strike: Global Offensive. An older version of the game might be used if the new version is deemed unplayable.

5. Roster

5.1. Open and Closed Qualifiers

Players that participate in DreamHack's open qualifiers may not play as a standin for another team in closed qualifiers. Three (3) out of five (5) players from the open qualifiers must remain in the lineup when the tournament reaches closed qualifiers.

5.2. Main Event

Three (3) out of five (5) players must remain in the core lineup of the invited/qualified team. Failure to comply with this will forfeit the spot.

5.3. Submitting the finalised roster

Teams shall to the best of their ability to ensure that a finalised Roster is submitted to DreamHack seven (7) days prior to the first scheduled Match of the tournament.

6. Coach

- 6.1. At a team's discretion, they are allowed to have one individual as a coach during games who will be connected to the voice comms system. This individual cannot change during the tournament. The selected team coach will be treated as a player and as such all player rules must be followed by the coach, i.e. cheating, ghosting, misconduct.

7. Team Captains

- 7.1. Before the start of the tournament each team must introduce his team captain to the tournament officials. It can be one of the five (5) players or the official coach from the finalised roster. The team captain must not differ during the tournament. The team captain is the individual in charge of his team with regards to communication towards tournament officials. They must sign the 'tournament registration / prize money' paper, handle official complaints or any other problems to tournament officials.

8. Match start times

- 8.1. DreamHack has the absolute right to amend and/or re-order the Match start time listed on the Fixture List.

9. Between Matches

- 9.1. Between two games during a best-of-three match players are authorized to leave their computer before the next game start. But they can't leave the tournament area. Players are only authorized to leave the tournament area with the permission of a tournament official. Time between maps will be decided by tournaments officials.

10. Match times

10.1. Warmup

Players get a minimum 90 minutes to setup their accessories and warm-up with these, either backstage or in the tournament area. The tournament official will provide up to date information on when a match is to start, so players can get ready and practice/warm up.

10.2. Late arrival and failure to arrive

- 10.2.1. Teams are expected to follow the tournament schedule. A team will be deemed to have committed a "Late Show" if not all five (5) players are ready on the server five (5) minutes after set match time. Failure to comply to the rules may result in an action listed in 11.3 (No Show) and/or 12.4 (Disciplinary Action for Misconduct).
- 10.2.2. A team may lose a match or multiple matches if a team is not ready within 15 minutes after the official match should've begun.
- 10.2.3. The team in question will forfeit the match as follows:
 - If the match is in a single-game (BO1) format then the team will forfeit;
 - If the match is in a best-of-three (BO3) format then the team will forfeit the map in question. If a team is not ready within 30 minutes after the official match should've begun, the team in question will forfeit the game.

10.3. Match Forfeits

10.3.1. If a Team has a reason to forfeit a match, they must make a formal request to the Tournament officials. DreamHack will then make a decision to accept or reject the forfeit request deemed if the request is reasonable from DreamHack's perspective

10.3.1.1. Teams that fail to act in accordance with the request may impose sanctions decided by Match officials, such as, but not limited to; Fines, prize money deduction, disqualification, and/or risk of losing future invites.

11. During match

11.1. General

11.1.1. Players can not leave the stage during halftimes.

11.1.2. Players are not expected to leave an official game in progress unless it is authorized by the match format or it has been expressly authorized by the tournament officials.

11.2. Issues during a Match

11.2.1. Each Player shall ensure that he has an alternative CS:GO account available in the event of a VAC-Authentication Issue.

11.2.2. If a Match is interrupted for reasons beyond the control of the Teams (Player crash, server crash, network outage, etc.) the Match Officials may decide to replay the Match according to the following terms and conditions:

- If a problem or issue takes place before the first kill of any Round, the Round will be replayed;
- If a problem or issue takes place during a Round, and the outcome of that Round can be determined, the Round will not be replayed. If the outcome of the Round cannot be determined, the Round will be replayed unless the Tournament officials reaches a different decision, which he may do in his absolute discretion. Teams are obliged to continue the Round if any issues or problems occur, until informed otherwise;
- If start money is applied and a Player is dropped, the eBot backup is primarily used to determine the amount. If for whatever reason

the eBot fails to determine the amount, the relevant Demo will be used.

11.3. Issues after a Match

11.3.1. Investigation request

When a team estimates being a victim of rule violations during a match, players are compelled not to stop the game by any means and to properly finish it. Once the match is over only the team captain may officially ask for an investigation to Tournament officials. It is strongly advised to provide valuable information that may help the Tournament officials in his investigation. Unjustified and repetitive use of this right may be sanctioned.

11.4. Disciplinary Action for Misconduct

11.4.1. A team may be cautioned and receive a warning if one of his players commits any of the following offences:

- Refuses to follow tournament officials' instructions;
- Arrives late at his convocation schedule;
- Shows dissent by word or action;
- Uses insulting language and/or gestures;
- Is guilty of unsporting behavior.

11.4.2. A team may receive a sanction if one of his players commits any of the following offences:

- Receives more than one warning;
- Is guilty of violent conduct;
- Uses any unlawful or unfair proceedings;
- Mislead or dupe any tournament official.

11.4.3. In all cases depending on the severity of the behaviour in question tournament officials will make final rules and may make more severe punishments if necessary.

12. After match

12.1. Players may be required to provide short interviews immediately after the conclusion of a Match, as well as comply with requests during the duration of the Competition to provide interviews at their earliest convenience.

12.2. Players are required to collect all their gear from the tournament area as soon as the match is over to make room for the next teams.

13. Tournament/Match Officials

13.1. Tournament Official

Tournament Officials are responsible for tournament related issues which take place immediately before, during, and following the tournament end. These responsibilities include, but are not limited to:

- Monitoring the behaviour of teams, players & coaches.
- Issuing appropriate sanctions and penalties both ingame and outside the game.

Tournament Official can override a Match Official decision in sole discretion to the tournaments integrity.

13.2. Match Official

Match Officials are responsible for Match related issues which take place immediately before, during and following Match end. These responsibilities include, but are not limited to:

- Starting and closing the Match;
- Keeping the Tournament Area under review;
- Monitoring the behaviour of teams, players & coaches.
Issuing appropriate sanctions and penalties both ingame and outside the game.

14. Software & PC settings

14.1. All configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. A player may be penalized for wrong settings in any config file, regardless if it is in use or even stored in the game folder in question.

14.2. Players are allowed to adjust the following on the PC or monitor settings:

- Brightness;
- Digital Vibrance;
- Contrast;
- Gamma;
- 3D settings (aliasing, vertical sync, etc.);
- Game scaling;
- Sound;

- Mouse settings;
 - Keyboard;
 - Headset.
- 14.3. Players are forbidden using any kind of overlay that displays the system performance while playing (e.g. Nvidia SLI Display, RivaTuner Overlays, etc.). Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating paragraph.
- 14.4. Players may not bring, install or use any external software or hardware that interacts in-game. Any form of modification that would alter the game or allow a player to execute automatically more than one in-game action, or any configuration file, is forbidden unless expressly authorized by a tournament official.

15. Hardware

15.1. General

- 15.1.1. Players will be assigned one (1) tournament PC and one (1) practice PC. The PCs are personal and can not be used by other teammates.
- 15.1.2. Players must use the PC, monitor, and chairs provided by DreamHack.
- 15.1.3. DreamHack try to their greatest extent to provide backup hardware such as in-ears, headsets & keyboard. It is up to the players to provide backup gear.

15.2. PC's and monitors

- 15.2.1. The tournament PC's are locked down and might only be used in the tournament area. Practice PC's will be available to all players with open internet.
- 15.2.2. The tournament will use the Asus G11CB 1A for the official tournament PC's. following PC's and monitors specs will be used:
- 15.2.2.1. **Tournament PC's:**
Windows 10 x64
Intel® Core™ 6700 i7 CPU
NVIDIA® GeForce GTX1080 8GB GDDR5X
16GB DDR4 (2133MHz)

More info:

<https://www.asus.com/Tower-PCs/G11CB/specifications/>

15.2.2.2. **Practice PC's:**

Windows 10 x64

Intel® Core™ 6700 i7 CPU

NVIDIA® GeForce GTX980 6GB GDDR5

16GB DDR4 (2133MHz)

More info:

<https://www.asus.com/Tower-PCs/G11CB/specifications/>

15.2.2.3. **Tournament/Practice monitors:**

ASUS ROG Swift PG248Q 180Hz

More info:<https://www.asus.com/Monitors/ROG-SWIFT-PG248Q/>

16. Betting & Gambling

- 16.1. 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 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 minimal ban of 1 year from all DreamHack competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

17. Cheating

- 17.1. VAC-banned players are not allowed in the tournament. If a player gets VAC-banned during the tournament it will result in disqualification for the team.
- 17.2. Teams using VAC-banned players in tournaments or qualifiers will be disqualified.

18. Ingame

- 18.1. Scripts & Ingame actions
- 18.2. The following actions are strictly prohibited during the tournament and will result in round loss (the amount is determined by the tournament director) which will be deducted at the end of the match, and a warning:

- Using pause during a round is forbidden (except for technical problems at the end of a round or during freeze time.).
- Any form of script is forbidden (buy and jump/throw script is allowed).
- Using bugs which change the game principle (i.e. spawn bugs) is illegal.
- Moving through walls, floors and roofs is strictly forbidden. This also includes skywalking.
- "Silent bombs" (i.e. the planting of a bomb which doesn't make a sound) are illegal.
- Planting bombs so that they cannot be defused is illegal.
- Boosting with the help of teammates is allowed in general, but it is forbidden in places where the textures, walls, ceilings, floors become transparent or penetrable.
- Throwing flash grenades under walls is not allowed, throwing grenades over walls or roofs is allowed.
- Any custom (game) files.

18.3. Recordings

- 18.3.1. Players are not obliged to record in-game demos unless tournament officials says otherwise. All matches are recorded with GOTV through eBot.

18.4. Player Nicknames

- 18.4.1. During an official match all players are to use their real nickname so casters and spectators can follow the game without being misled. Fake nick is strictly forbidden.
- 18.4.2. Nicknames must be clean without any extra letters/numbers.
- 18.4.3. Nicknames must not include team tags.
- 18.4.4. A team is allowed to display one (1) sponsor in their nickname.

19. Communication

- 19.1. Voice communication tool is Teamspeak with local servers provided by DreamHack. The communication on the voice channel may be recorded and used if any problem occurs during the tournament. Any overlay options in communication tools are not allowed.
- 19.2. During an official match, players may not communicate with people not involved in the match even when the game is paused. People involved in the match are players, the coach and tournament officials.

20. Tournament Area

20.1. General

- 20.1.1. Each team is allowed to have five (5) players and one coach **or** one manager (1) in the tournament area. Totalling six (6). It's not allowed to bring more than one (1) manager/coach into the arena due to the TV production.
- 20.1.2. Cell phones and other electronic devices such as smartwatches are not allowed. This includes any cameras or audio recording devices. Tournament officials will take them during the game(s). Cell phones are allowed between games outside the tournament area.
- 20.1.3. Documents containing tactics may only be used during the games if printed on paper. No electronic devices will be allowed.
- 20.1.4. Only DreamHack branded water and/or sponsored drinks provided by DreamHack is allowed on the tables. All other drinks need to be placed below the tables with the brand label removed. A maximum of one (1) drink per player is allowed on the tables.
- 20.1.5. Players are not allowed to hang jackets & hoodies over the chairs. All unused items of clothing must be left backstage. Bags included.
- 20.1.6. All team apparel (including, without limitation, all forms of headwear) must be approved by Tournament officials. DreamHack reserves the right to require the removal of unapproved apparel as well as the right to disqualify a Player/Team for wearing unapproved apparel.

20.2. Tournament area without booths

- 20.2.1. Players and coaches are obliged to bring their own in-ears
- 20.2.2. Players and coaches must wear headset and microphones provided by DreamHack.
- 20.2.3. Teams are always expected to bring their own headset with functioning microphone as backup.
- 20.2.4. Players may not alter the white noise levels under any circumstances.

20.3. Tournament area with booths

- 20.3.1. Players and coaches provides their own headsets and microphones.
- 20.3.2. Players and coaches are expected to not leave the booths in case technical problems occurs and use ingame chat to get admins attention.

20.4. Coaching

- 20.4.1. Coaches will be assigned one (1) computer with Teamspeak installed. Coaches do not have the ability to spectate the matches ingame.

21. Sent off

- 21.1. After studying a sanction by the competition manager and the tournament director, a sanctioned team may be subject to additional sanctions such as multiple default loss, disqualification of the team, and banishment of next year's competition.
- 21.2. A disqualified team will automatically lose all his next matches by default and loses all rights and prizes that would have been awarded. In a group stage, the previous matches' results within the group are cancelled and are also lost by default. All points won or lost are backwardly re-distributed.

22. Prize Money

- 22.1. All prize money must be claimed via the policy on <http://dreamhack.se/dhs17/esports/prize-money-policy/> and will be paid within maximum 90 days.