



GIRLGAMER Challenge  
Counter-Strike: Global Offensive  
Rulebook

April 2021

## COMPETITIVE RULES

### 1. Technical management

- a. For the GIRLGAMER Challenge, the current version of the game, available via the Steam application, is the version used for the competitions.
- b. The tournament will always be played on the latest patch.



## 2. Competition Format\*

### 1. Open Qualifiers

- a. Game Format: Team Match (5-person team with no substitute)
  - b. Main Rounds (double elimination)
    - Winner and Loser Brackets Match – Best of 1.
    - Final – Best of 3
- ❖ Winner of qualifier 1 will be seed 1 and the runner-up will be seed 2
- ❖ Winner of qualifier 2 will be seed 3 and the runner-up will be seed 4

### 2. Playoff phase

- a. Game Format: Team Match (5-person team with no substitute)
- b. Main Rounds (double elimination)
  - Semi-finals – Best of 3
  - Winner Bracket Final – Best of 3
  - Loser Bracket Match & Consolidation Final – Best of 1
  - Grand Final – Best of 5; Winner bracket team will have an advantage game.

\*Format may change according to each region



### 3. Restrictions

- a. Teams and players may only participate in the qualifiers that is within their own region.
- b. Players may not change their in-game names, team names or tags at any point after the beginning of the qualifiers.
- c. GIRLGAMER has the right to deem any name or tag inappropriate. If a name or tag is flagged as inappropriate, teams or players must change it to something that is approved before she may be able to compete.
- d. GIRLGAMER holds the right to deny any representation of unwanted sponsors which can include, but not limited to gambling Sites, drugs, illegal activity, pornography, tobacco, competitors.
- e. Teams must hold an appropriate name. Any team attempting to sign up with a name deemed unsuitable will be asked to create a new team in-game to participate.

### 4. Pre-Match Rules/Guidelines

- a. Voice Server

Only voice chat program provided by GIRLGAMER can be used. However, when provided voice chat program malfunctions, another program allowed by referee can be used.

- b. Veto Process

- i. The process of removing and picking maps will be initiated by team captains with a referee.
- ii. The maps that will be played in the upcoming match have to be determined with at least 20 minutes prior to the scheduled starting time of that match.



- iii. Completing the Veto process in time is crucial for the Pre-Show Analysis and the actual starting time of that match.
- c. Game Server Information

As soon as the Veto process is completed, team representatives will be provided all the required information to join the game server (address, password, port) by referee.

## 5. Map List

### 1. Map List

Valve's active-duty map pool, as it stands two weeks before the event, is used.

Current map pool:

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



## 6. Veto Process Order

### 1. Veto process order (Best of 1 match)

- Team A bans first map.
- Team B bans second map.
- Team A bans third map.
- Team B bans fourth map.
- Team A bans fifth map.
- Team B bans sixth map.
- The remaining map shall be played.

Starting sides will be determined by a knife round.

### 2. Veto process order (Best of 3 matches)

The best seeded team starts the veto process:

- Team A bans first map.
- Team B bans second map.
- Team A picks third map and the other team decides the starting sides.
- Team B picks fourth map, and the other team decides the starting sides.
- Team A bans fifth map.
- Team B bans sixth map.
- The remaining map is played as a decider, if required.

Starting sides on the last map will be determined by a knife round.



### 3. Veto process order (Best of 5 matches):

The team that comes from the winner bracket will have veto advantage:

- Team A = winner bracket team; Team B = loser bracket team.
- Team A picks first map and the other team decides the starting sides.
- Team A bans second map.
- Team B picks third map, and the other team decides the starting sides.
- Team A bans fourth map.
- Team B picks fifth map.
- Team A picks sixth map.
- The remaining map is played as a decider, if required.

Starting sides on the last map will be determined by a knife round.



## 7. Game Server Settings

### a. Settings used during warmup time

- mp\_warmuptime 3600
- sv\_voiceenable 0

### b. Settings used during matches

- Rounds: Best out of 30 (mp\_maxrounds 30)
- Round time: 1 minute 55 seconds (mp\_roundtime 1.92)
- Start money: \$800 (mp\_startmoney 800)
- Freeze time: 20 seconds (mp\_freezetime 20)
- Buy time: 20 seconds (mp\_buytime 20)
- Bomb timer: 40 seconds (mp\_c4timer 40)
- Overtime rounds: Best out of 6 (mp\_overtime\_maxrounds 6)
- Overtime start money: \$16,000 (mp\_overtime\_startmoney 16000)
- Round restart delay: 5 seconds (mp\_round\_restart\_delay 5)
- Break during half time: 2 minutes 30 seconds (mp\_halftime\_duration 150)
- Break during half time in overtimes: disabled.
- Death cam should be disabled and set to competitive mode by setting game\_type 0 and game\_mode 1

### c. Settings Used During Overtime

In case of a draw after all 30 rounds have been played, an overtime will be played in best out of 6 mode and with \$16,000 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.

Settings used during overtimes:

- mp\_maxrounds 6 (each team plays up to 3 rounds per side)
- mp\_startmoney 16000





## 8. Match

### a. Match Start

- i. Both teams must align their full starting line-up on the provided game server 5 minutes prior to the scheduled starting time.
- ii. Once all players are present on the game server, teams will not be able to ready up until they receive administrator approval.
- iii. Teams will receive administrator approval once the production team is ready to broadcast the match on the official stream.
- iv. Players are not allowed to leave their chairs during tactical timeouts.

### b. Tactical Timeouts

- i. Each team can call four tactical timeout per map.
- ii. Team captains must specify in the game server chat that the pause is tactical.
- iii. A tactical timeout must not exceed 30 seconds.
- iv. Only one tactical timeout can be used between the same rounds.

### c. Technical Pauses

- i. In the case of a technical problem, players must use the regular pause command (which activates in the next freeze time) and type "problem" or "issue".
- ii. The stage administrators will join the affected team as quickly as possible and assist them in resolving the issue.
- iii. During a technical pause, players allowed to communicate only with the referees and tournament staff.



- iv. It should be added that teams are not allowed to communicate during a technical pause other than with game admins.
- d. Break Time Between Maps
- i. Standard break time between maps is 10 minutes. This interval is used to prepare the broadcasting of the next map as well as allowing the Analysis Desk to examine the map that has just been played.
  - ii. If the break time extends due to unforeseen circumstances, a tournament administrator will inform you.

## 9. Exploits / Cheats

- a. The following actions are considered exploits and should never be used (under any circumstances):
- i. Using scripts (including jump throw scripts).
  - ii. Using bugs that contradict the normal gameplay flow (e.g., spawn bugs).
  - iii. Sky walking, moving through walls, floors, and roofs.
  - iv. Planting bombs so that they cannot be defused.
  - v. Boosting with the help of teammates is generally allowed, but it is forbidden in places where the textures, walls, ceilings, or floors will become transparent or penetrable.
  - vi. “Fireboosting” (i.e firing below a player to push him).
  - vii. “Flashbugs”.
  - viii. “Mapswimming” or “floating”.
  - ix. Standing on invisible map edges (“pixelwalking”).



- x. Adjusting or using on the players PC:
  - mat\_hdr\_enabled 0/1
  - mat\_hdr\_level 0/1/2
- b. Using any kind of overlay that displays the system performance while playing (e.g., Nvidia SLI Display, RivaTuner Overlays, etc.) is strictly prohibited and may be punished under the cheating paragraph.

## 10. VAC Authentication Errors / Technical Issues

- a. If a player is affected by a VAC Authentication Error/PC crash/technical issues in the first 40 seconds of the round and no damage was dealt to any players, the round will be replayed from the beginning.
- b. If a VAC Authentication Error/PC crash/technical issue affects a player after damage was dealt to any of the players or 40 seconds (or more) have passed since the start of the round, the round will continue until the next freeze time (regardless of the situation on the server).
- c. If a player suffers from multiple VAC Authentication Errors, his PC/Steam account will be replaced by tournament officials.

## 11. Determining a winner

- a. Teams change sides after 15 rounds. A team wins the game when it scores 16 (wins 16 rounds).
- b. If, after 30 rounds, both teams score 15, an overtime of 6 rounds with \$16.000 starting money shall be added (sides change after 3). A team wins the overtime if it scores 4 rounds.
- c. For other situations, the referee shall decide.
- d. Surrendering a match is NOT allowed.



## 12. Coaches

- a. Coaches can join in the veto process.
- b. Veto process in the Playoffs is done by the team captain with a referee. Coaches should be in contact with the team captain to follow the veto process.

## CHANGE OF RULES

These regulations apply to GIRLGAMER Challenge and may be altered in the following cases:

- a. Rules are subject to change after the release of new patches.
- b. Upon discovery of other reasonable factors.

When match rules are revised because of specific circumstances, the host has the obligation to announce revisions via website or any other viable source.

