



ELITE SERIES
COUNTER-STRIKE

Official Rulebook
Elite Series: Counter-Strike
Season 2

Powered by betFIRST

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1. Introduction to the rulebook

This is the official rulebook of the Elite Series: Counter-Strike Season 2, powered by betFIRST, which will take place in the year 2022. These rules will apply to every team member (players, substitutes, coaches, analysts, managers, team owners, ...) throughout all stages of the competition which are:

- Spring Split
- Summer Split
- Promotion/Relegation tournament

Failure to adhere to these rules can and will be penalized. It should be noted that tournament administrators and referees have the final word, and the power to make decisions which will benefit the leagues competitive level and integrity. This means that in extreme cases the administrators and referees have the power to overrule this rulebook to maintain a fair competition and a certain level of sportsmanship. Tournament organisers have the right to address, judge and penalise topics not specified in this rulebook as they see fit.

This rulebook can be updated throughout time to fit the league and the teams better. META has the right to amend, remove or otherwise change the rulebook at any time, without prior or further notice.

1.1. Definitions

1.1.1. Time zone

Any time mentioned during official communications regarding the Elite Series will always be in the time-zone currently used in Brussels (BLX), Belgium. That means the following:

- In-between the 31st of October 2021 and the 27th of March 2022 - CET
- In-between the 27th of March 2022 and the 30th of October 2022 – CEST
- In-between the 30th of October 2022 to 26th of March 2023 - CET

1.1.2. Benelux Region

The Benelux Region is defined as residents of: The Netherlands, Belgium or Luxembourg.

1.1.3. The European Region

The European Region is defined as residents of: Albania, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia And Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Ireland, Italy, Kazakhstan, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russian Federation, San Marino, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom

In order to be deemed a Resident, a Player must currently live in a region and must have been living there for the last 6 months. Tournament administration can grant exceptions when it would benefit the league and the teams. Every case will be reviewed individually. The reasons which may justify an exception are at the sole discretion of the Tournament administration.

1.2. Contact points and Referees

Name	Role	Party
Zazu_0420	Tournament Director	META
radical3i	Tournament organiser	META
Rib	Tournament operations	META
Chasin	Head referee	META

1.3. Communication

1.3.1. Email

Email is the primary and official form of communication, that will be used by the tournament officials. The team managers, coaches and captains (listed points of contact) will be contacted through email to notify them about upcoming changes, their team documents or other information that needs to officially be shared. The official Elite Series email address is: csgo@elisteseries.gg

1.3.2. Discord

Discord, and specifically, the CS:GO Elite Series server (<https://discord.gg/CDGqkGxtPm>) will be our secondary communication tool. Meaning most communication sent over email will also be able to be read through Discord.

Information that needs to be dispatched swiftly, last minute changes, will be announced through the Discord with the appropriate roles tagged.

1.3.3. Disclosure

All communication over email or the private channels in the Discord server are considered confidential. Anyone spreading these text messages over social media or any other means will be penalized for doing so, and possibly face disqualification depending on the severity.

1.4. Breaching of rulebook

If and when a player, team member or team breaches any of the rules, agreements or deadlines set below and in official email/Discord communication, the league administration can see itself fit to penalise the team member(s) or team with any of, not limited to, the following penalties:

1. Verbal Warning
2. Loss of Side Selection for current or future Game(s)
3. Loss of Ban(s) for Current or Future Game(s)
4. Fine(s) and/or Prize Forfeiture(s)
5. Game and/or Match Forfeiture(s)
6. Suspension(s)
7. Disqualification(s)

2. Eligibility Requirements

To be eligible to compete in the Elite Series, each Player must satisfy all of the following:

2.1. Player Age

No Player shall be considered eligible to participate in CS:GO Elite Series before having lived 16 full years. This shall not prevent Teams from signing Free Agents who have lived 15 full years, granted that they may not participate in an Elite Series match until they have lived 16 full years.

Additionally, Players younger than the age of majority in their country of residence must receive parental permission to participate in any Elite Series Match. When teams submit their roster at the start of the season, via the Team Overview Sheet, a parental signature is required in the designated location on the form.

2.2. Residency & Representation

Teams will be required to have a minimum of three Players who live in the Benelux and two EU Residents on their starting line-up at all times.

This rule does not take your nationality into consideration, only your residency. So if you are Belgian, but have your main residence in Spain, you will not be considered as a Benelux Player. On the other hand, someone from Spain with his main residence in the Benelux will however be considered as a Benelux Player. The Tournament Operations team can ask for proof of residency at any point before/during or after the competition.

2.3. Player & Team Eligibility

All Players may only compete in one CS:GO League at a time. If a Player has participated in more than:

- For League formats - 50% of the matches in a CS:GO League regular split
- For Tournament/Circuit formats - 50% of the tournaments in the circuit

They will be considered locked into that League. Players that are locked into a League may transfer freely in between splits.

Teams can apply to take part in other tournaments. This wish shall not be granted whenever the schedules overlap.

3. Ownership

3.1. Recognition of Ownership

The League shall have the right to make final and binding determinations regarding Team ownership, issues relating to the multiple Team restriction and other relationships that may otherwise have an adverse impact on the competitive integrity of the Elite Series. Any person that petitions for ownership into the Elite Series can be denied admission at the sole discretion of the League. Team Owners agree that they will not contest any final determination of the League in connection therewith.

If an Owner is found to have any financial interest or benefit or any level of influence in another Team, the Owner will be required to immediately divest said interest in one of the two Teams and may be subject to punishment by the League.

Ownership of a Team competing in Elite Series should be clearly indicated by the starting line-up or Organization to META.

4. Rosters

4.1. Roster Requirements

Each Elite Series Team is required to maintain at least six Players across their Roster during the entirety of each Elite Series Split.

A Team's Elite Series Roster can have a maximum of nine Players.

A team must have 3/5 Players of the main roster be resident in the Benelux Region (Described in section 1.1.2.) and the remaining members be part of the European Region (Described in section 1.1.3.).

A team must have at least one substitute, which needs to be resident in the Benelux Region.

A Team Member will not be allowed to compete for more than one Organization simultaneously and cannot be listed on the Roster of more than one Team. Unless the Elite Series management has granted the player an exception.

A Team Member cannot have a contractual or financial arrangement with another Team unless explicitly allowed by the League in writing.

A Team Member can only be contracted to one Team globally and if the Team Member currently has a contract with a Team in another region, the Team Member must disclose that information to META. To verify that these Team Members are officially under contract, each Team must submit the Summary Sheet from their Team Member Agreement for each Team Member they wish to designate as under contract. The Summary Sheet is in itself not a Team Member Agreement but rather a summary of some key terms needed by the League to verify eligibility and confirm agreement by the Team Member and the Team. In all instances of conflict between the Summary Sheet and the Team Member Agreement, where the Team Member Agreement is compliant with the requirements outlined in the Team Participation Agreement, the League reserves the right to interpret the Summary Sheet as superseding.

If the organization, as a legal entity, is based in the Benelux Region (Described in section 1.2.1) and gets permission of META to participate in the Elite Series. (This is dependent on how said organization wants to help develop the Benelux region, rather than just taking advantage of this exception.)

All Team Member Agreements have to adhere to the following:

- They must not include any non-compete, right of first refusal or other similar provision that restricts a Team Member from joining another esports team, organization or company after the expiration or termination of the Team Member Agreement.

- They must include an option to terminate the Team Member Agreement on the part of either party in the event that the other party commits a material breach of the Team Member Agreement that is not resolved within thirty days of written notice from the non-breaching party.
- They must not include any automatic, deemed renewal, or “renewal by silence” provisions that extend the term of the Team Member Agreement without the express written approval of the Team Member.
- They must include an option to immediately terminate the Team Member Agreement on the part of the Team Member in the event that the respective Team’s Team Participation Agreement is terminated by the League.
- They must not have a term or duration that is fewer than seven days, and in the event that the term or duration extends beyond the Elite Series Summer Split Roster Lock for the 2022 season, will have an expiration date that ends the term of the agreement on any of: November 30, 2022, or November 30, 2023.
- They must include an exception to any confidentiality restrictions in the Team Member Agreement allowing disclosure of the agreements, and any summary sheet of the agreements, to the League.
- In the case of extenuating circumstances, such as temporary visa issues, a competitive suspension or a medical emergency the roster requirements may be waived temporarily. Grant of this waiver is at the sole discretion of the League.

META has the right to allow teams to participate even when they do not meet all conditions above.

4.2. Roster Lock and Modification

At a time designated by League Officials before the start of each Split, each Team must submit their Elite Series Rosters. If a Team Manager intends to modify a Roster, the Team Manager must submit a requests in compliance with these rules. The request must be submitted in advance of the proposed effective date of any such change, at the earliest possible date and time. A Team will not be allowed to start a Player for the first week of the respective Split that is not on a Roster that was declared on this date.

At the end of the Elite Series Summer split, and before the start of the Championship finals, teams will be allowed to add up to a maximum of two additional players to their roster. These roster additions must be in line with the eligibility requirements mentioned in section 2 of this rulebook.

The Team Member designated by the Team will be responsible for Roster management and document submissions. The Team Member is authorized to make changes to the Roster using one of the following methods: (1) Trading Team Members with other Teams; (2) Signing Free Agents; (3) Releasing Team Members from the Roster.

For a Team Member to be removed from a Team’s Roster, the respective Team Member’s Agreement must be terminated.

4.3. Substitutions

Team Members substitutions have to result in Teams having eligible Rosters. Other than the mandatory substitute, we recommend that every team has multiple substitutes. If a team chooses not to add multiple substitutes, and because of this they are unable to field a complete roster for their Elite Series match, they are entirely responsible for the penalties that follow. (e.g., match forfeits, disqualification, ...)

4.4. Nickname changes

A player or other team member can only change their nickname during the Elite Series after notifying and receiving approval of the tournament organisation. The tournament organisation holds the right to force a player/team name change if deemed racist, insulting, unethical or otherwise inappropriate.

4.5. In game profile pictures

In game profile pictures must be appropriate for broadcast. The tournament organisation holds the right to force a player to change their in game profile picture if deemed racist, insulting, unethical or otherwise inappropriate. If you're unsure that your profile picture is inappropriate, ask an admin. We recommend that all players use their organisations logo as their profile picture during Elite Series matches.

4.6. FACEIT platform

All Elite Series matches will be played using the FACEIT platform. Players participating in Elite Series matches are required to own an active FACEIT account at all times during the competition. If a player loses access to their account, they will be unable to play in any Elite Series matches until they recover access to their account.

If a player's FACEIT account is banned, they will be unable to play their Elite Series matches as long as the ban is still in effect. The duration and reasoning for a FACEIT ban, is entirely up to the FACEIT admins. The Elite Series Tournament Operations team will be unable to assist in de reduction or removal of a FACEIT account ban.

5. Finance

5.1. Sponsors

A Team has the ability to acquire sponsors. Restrictions on sponsorship acquisition are defined by the applicable Elite Series rules. If the sponsorship is classified as a Prohibited Sponsorship, then the sponsorship may not be displayed by the Players or other Team Members during the use or play of Counter-Strike: Global Offensive, adjacent to Elite Series, or any other Counter-Strike: Global Offensive affiliated event.

The Team may only sell or manage sponsorships or brand elements for the Team which they are affiliated with.

No person or entity may hold the naming rights to more than one Elite Series Team at a time. A sponsor which holds naming rights to a Team may not sponsor other Teams in the League

in any capacity. No person or entity acting as an owner, partial or total, or as a corporate officer for one Organization may sponsor a Team of a different Organization through themselves, a direct connection, another Organization they represent, or a proxy.

Brand names can be integrated into the Team, Player or any other Team Member's name when the League consents to it. Brand logos can be integrated into the Team logo when the League consents to it. Exception to this rule are betting partners. Under any circumstances can or will any other betting partner than the official League betting partner be integrated into the Team name or logo, Player or other Team Member name.

The following is a non-exhaustive list of prohibited sponsors:

- Any other video game, other video game developer, or publisher
- Any video game consoles
- Any esports or other video game tournament, league, or event
- Any other esports team, owner, or affiliate thereof
- Any prescription drugs
- Firearms, ammunition or firearm accessories
- Pornography or pornographic products
- Tobacco products or paraphernalia
- Sellers of or marketplaces for virtual items known to be counterfeit or illegal
- Fantasy esports operators (including daily fantasy)
- Political campaigns or political action committees
- Charities that endorse particular religious or political positions, or are not reputable (by way of example, Red Cross, Stand-Up to Cancer and other similar mainstream charities would be considered reputable)
- Cryptocurrencies, or any other unregulated financial instruments or markets
- Businesses & platforms engaged in offering Contracts for Difference (CFD) trading, or similar trading on margin products

6. Additional Provisions

6.1. Publishing

The League shall have the right to publish a declaration stating that a Team Manager, Team Member and/or Team has been penalized. Any Team Manager, Team Member and/or Team that may be referenced in such declaration thereby waive any right of legal action against the Elite Series, META, and/or any of their parents, subsidiaries, affiliates, employees, agents, or contractors for publishing such a declaration.

6.2. Finality of decisions

All decisions regarding the interpretation of these rules, Player eligibility, scheduling and staging of the Elite series and penalties for misconduct, lie solely with the League, the decisions of which are final.

6.3. Right of modification

These rules may be amended, modified or supplemented by the League, in order to ensure fair play and the integrity of official League play.

6.4. Broadcasting

6.4.1. Rights

META owns exclusive rights of the CS:GO Elite Series and all its broadcasting rights. This includes but is not limited to live streams, replays and TV Broadcasts.

6.4.2. Waiving Rights

META has the right to hand out these rights (Section 6.4.1.) for one or multiple matches to a third party or the participants themselves. If this is the case, the broadcast will be rearranged with a member of the contact points (2.1.) and referees.

6.4.3. Declining broadcast

Under no circumstances can a player or a team, refuse to have their match broadcasted by META or other authorized broadcasters. The broadcast can ONLY be rejected solely by META discretion. The players and teams will thus automatically agree to make enough accommodation to make sure the broadcasting can take place.

6.4.4. Prohibited Content and Subject Matter Types

- advertisements for religious programming, political matters
- 900 numbers
- X-rated material
- habit-forming drugs, drug related paraphernalia
- herbal remedies or "miracle cure" products
- tobacco products
- any adult-oriented products or services (including adult-oriented pay per view programs and male enhancement products)
- salacious products or services or other material which would generally be considered obscene or indecent
- content that a reasonable person would deem objectionable, indecent, vulgar or offensive
- content which promotes discrimination, hate, violence, the use of illegal substances, illegal activity, mail fraud, pyramid schemes, or investment opportunities or advice not permitted by applicable law
- content which is unlawful, pornographic, libellous, defamatory, or violates a third party's privacy or publicity rights
- content which constitutes hate speech
- content which discriminates, ridicules, advocates against, harasses, or attacks an individual or group on the basis of age, colour, national origin, race, religion, sex, sexual orientation, gender identity, or disability
- any other activity that contravenes any applicable laws or regulations (including lotteries, illegal gambling products or other illegal wagering activity).

6.4.5. Player interviews/media

Every team is obligated to put forward three spokespersons. During the broadcast a team member will be asked to deliver an interview on stream. A team is in no way allowed to decline that request. The person delivering the interview should have a decent audio and video setup so the quality of the interview is sufficient to show on stream.

At offline events, all teams and players must be available to participate in media content including but not limited to rehearsals, interviews, photographs, etc.

7. Match

7.1. Punctuality

All matches in the Elite Series should start as stated on the website. All participants need to be ready by 30 minutes before the match starts (when it is the first match of the evening) or by the time map 2 of the match prequel to the participants match has started.

This way we want to ensure a fast and fluent broadcast.

When a different time is communicated by the tournament organisation, that time takes precedence.

7.1.1. Delaying the match-up

If teams are not ready within the time explained in 7.1, and thus the match will have a delayed start, the tournament organization and official production team has the right to penalize as they see fit. These penalties can range from losing side selection to losing bans. If said team is not ready 20 minutes past the moment when the timer started, they will be awarded a no-show. This means that the match will automatically end in a 16-0 (default loss) for the opposing team. The Tournament Operations team has the right to make exceptions to these rules, if they agree that unexpected external factors are the reason for the delay.

7.1.2. Timer

The timer will start 5 minutes after the initial invites have been send by the observer. After this point each 5 minutes will count as delay.

7.2. Line up

A team will always play with its core roster. When they want to make use of a substitute it should be announced publicly in the designated Discord channel (#league-operations) 24h before the start of the specific match.

7.3. Map (VETO)

7.3.1. Defining Team A & Team B

First mentioned team in the schedule is team A. Second mentioned or bottom/left team is team B. Full schedule can be found on the website: <https://csgo.eliteseries.gg/schedule/>

7.3.2. Map pool

Dust2, Mirage, Inferno, Nuke, Vertigo, Ancient, Overpass

7.3.3. Starting Side

Team A gets to pick the side on Team B's map & Team B gets to pick side on Team A's map. Every team decides sides on the map choice of their opponent. If there is a decider map, the side selection will be decided by a knife round. The winner of this knife round gets to decide the starting side.

7.3.4. Deadline

Teams need to submit their VETO in the designated private Discord channel for their respective team at 20:00 CE(S)T the day before the match in question. Failure to do so may result in losing their right to a VETO, and repeatedly failing to do so may result in further sanctions or penalties at the discretion of the tournament officials.

7.3.5. BO2 (Group stage – Blind VETO)

Teams must submit 2 bans, and their top 4 preferred maps in order of preference privately to the League Officials. The map selection will then be the highest ranked map selected by each team, after banned maps have been removed. The 2 selected maps will be played in a random order. Teams indicate their starting side on their opponent's map 20 minutes prior to the match.

7.3.5.1. Standard situation

- A bans dust2 + mirage & picks nuke > ancient > vertigo > overpass
- B bans ancient + inferno & picks dust2 > mirage > vertigo > nuke
- Bans applied
- A picks leftover: nuke > vertigo > overpass
- B picks leftover: vertigo > nuke
- Map 1: nuke (A)
- Map 2: vertigo (B)

7.3.6. BO1 (tiebreakers)

- A bans map
- B bans map
- A bans map
- B bans map
- A picks map 1 (+ B picks side on map 1)

7.3.7. BO3 (playoffs)

- A bans map
- B bans map
- A picks map 1 (+ B picks side on map 1)
- B picks map 2 (+ A picks side on map 2)
- A bans map
- B bans map
- Remaining map played as map 3 (decider) if necessary (knife round for side select)

7.3.8. BO5 (playoffs)

- A bans map

- B bans map
- A picks Map 1 (+ B picks side on map 1)
- B picks Map 2 (+ B picks side on map 2)
- A picks Map 3 (+ B picks side on map 3)
- B picks Map 4 (+ B picks side on map 4)
- Remaining map played as map 5 (decider) if necessary (knife round for side select)

7.4. TeamSpeak

All players and coaches should be in the designated TeamSpeak server as soon as their standby time starts and cannot leave before the appropriate producer has said so.

Player voice chat on TeamSpeak will be recorded and saved by the Tournament Operator.

7.5. Media storage

All match media (screenshots/ demos / replays / etc.) must be stored by the participants for a minimum of the whole split concerning the match.

7.6. Player disconnects

- If a player drops before the first kill in the first round of a half, then the half will be restarted.
- If a player drops after the first kill have been made and has not returned when the round has been decided, then the match will be paused at the start of the next round.
- If a player drops and the opponent has been notified before any damage or a bomb plant has occurred during that round, then the round will be restarted.
- If a player has not returned, or cannot be replaced within 10 minutes after the pause has started, then the team with the dropped player may forfeit the match at admins discretion.

7.7. Game settings

- MP_MAXROUNDS 30
- MP_ROUNDTIME 1.92 (1min55)
- MP_STARTMONEY 800
- MP_FREEZETIME 20
- MP_BUYTIME 20
- MP_C4TIMER 40
- MP_OVERTIME_MAXROUNDS 6
- MP_OVERTIME_STARTMONEY 10000
- MP_HALFTIME_DURATION 150

7.8. Match servers

Matches are played on the META Faceit platform with Faceit anti-cheat.

<https://www.faceit.com/en/organizers/65575d6c-6627-4614-b127-88a416056582/META>

The selected server country should be The Netherlands.

7.9. Tactical pause / timeout

Each team is allowed to invoke four timeouts per map with a max of 30 seconds for each timeout. To invoke the timeout: press esc, call vote, tactical timeout. Everybody needs to vote "YES"

The pause function can be used at any time but it will only come into effect during freeze time (immediately, if used during freeze time, else at the beginning of the next freeze time). If all tactical pauses had already been used on the same map, the admin will unpause the game and continue the game, this behaviour will also lead to penalty points.

Coaches are allowed to talk during these pauses.

7.10. Technical pause

Use !pause in chat. A technical pause may only be 20 minutes per match in total.

Coaches are not allowed to talk during technical pauses.

7.11. Physical location

Every player participating in an online Elite Series Match has to play in the region he/she belongs to. Written exceptions can be granted by the League organisation when player provides valid reasons.

7.12. Anti-cheat

FACEIT client is mandatory for all players for the full duration of the match.

7.13. Overtime

- MR6 with 10000\$ starting money
- Teams will start the overtime on the side they played they played last on and will be swapped during half time.

7.14. In game chat

The use of in game chat should only be used for match related matters.

7.15. Coaches

Teams are allowed to have 1 coach with them on the server, the coach must be listed on the Team Overview sheet. They are not allowed to talk during the game or technical pauses. They are however allowed to speak between games and during tactical pauses.

7.16. Leaving match

All players and coach should remain in the match server and TeamSpeak server until the League Officials say it is ok to do so. Two players from the winning team should be put forward to do an interview. One in the French broadcast (interview in English) and one in the Dutch broadcast (interview in Dutch).

7.17. Points and ties

Match win → 2 points

Match draw → 1 point for each team

Match loss → 0 points

7.17.1.1. Tiebreakers

In the event that two Teams are tied in the standings at the conclusion of the Elite Series standings, the tie will be broken by their head-to-head record. If those Teams have an identical head-to-head record, the tie will be broken by their NeustadtI score. The round difference can serve as a third tiebreaker.

NeustadtI explanation: winning versus teams that have more map wins counts for more in a tiebreaker scenario

The calculation for the NeustadtI score is done by adding up the # of map wins of each opponent that you've won against (going 2-0 versus a team means adding it twice).

Example 1: Team A and B both have 3 map wins, and are 1-1 versus each other, but Team A has its 2 other map wins versus the #1 opponent that has 8 map wins, and Team B has its 2 other map wins versus the #2 opponent that has 6 map wins, then Team A map wins the tiebreaker over Team B.

7.18. Match protests

Participants are allowed to issue a match protest up until:

- 72 hours after the start of the match in question
- The beginning of the next match for either of the two participants
- Offline events: by the end of the event day

Protest must have a solid foundation based on proof, detailed information.

7.19. Match schedule

The tournament schedule will be published on the Elite Series website. META reserves the right to make changes to this schedule. Team members should check the website to make note of any possible changes.

8. Code of conduct

All participants of the Elite Series agree to behave in an appropriate and respectful manner towards all other participants, spectators, the press, the broadcasting team, and members of the tournament administration. By taking part in the competition players and support staff become role models for the community and should behave accordingly.

Any form of aggression* (both verbally and physically) will not be tolerated.

Any and all physical aggression will be sanctioned with an immediate disqualification by that person or team performing the physical act (both actioned and reactioned).

Any verbal aggression will be sanctioned by a time-out for that person or team.

A time-out is either set in time (hours/day) or in amount of matches when a player or team is not allowed to participate in the CS:GO competition.

Any situation that is about to escalate should be dealt with in a calm and diplomatic manner.

Any player or team ignoring a CS:GO admin will be sanctioned.

8.1. Drugs, alcohol and other substances

To play a match, on or offline, you are not allowed to be under the influence of:

- Drugs (Unless prescribed)
- Alcohol
- Performance enhancers

If found under influence of said substances, META has the right to disqualify said player and/or team from the competition resulting in a ban for the remainder of 2022 and the 2023 esports year.

META reserve the right to perform a drug/alcohol test on individuals to preserve competitive integrity.

8.2. Betting

Betting on matches in a league or tournament where you, or the team you are licensed with are involved in is strictly forbidden. Betting against yourself, or against your own team, accepting receipts of a currency derived from a third party's bet on one of your matches, will be punished by disqualification of your team and a worldwide competitive ban for the player(s) in question. In situations where match fixing has occurred, or is suspected to have occurred, META is required to report it to the Belgian Federal Police.

8.3. Additional contracts or agreements

The Elite Series and META are not responsible for any additional agreements, nor do they agree to enforce such agreements made between individual players and organizations/teams. The Elite Series highly discourages these agreements taking place, and such agreements that are contradicting this rulebook are under no circumstances allowed.

8.4. Connection to active players

In the sense of sportsmanship and legality of the competition, rivalling teams are not allowed to have any ties to active players currently playing in the Elite Series. This includes but is not limited to: Team Managers, Team Owners, Coach, Advisors, Analysts, Players, Substitutes and creators. Only exceptions would be active loans of players or support staff.

8.5. Breach of etiquette

For a pleasant game it is essential that all players have a sportive and fair attitude. Breaches of this rule will be punished with one minor or major offense depending on the severity. The most important and common offenses are listed below. However, the administration may assign penalties for not explicitly listed types of unsportsmanlike behaviour (e.g. harassment).

8.5.1. Insults

All insults occurring in connection with the Elite Series will be punished, this primarily applies to insults during a match but also on the website. Insults on discord, IM programs, email or any other means of communication will be punished if they can be linked to the Elite Series and the evidence is clear.

Severe abuse cases with radical statements or the threat of physical or mental violence can result in significantly heavier penalties including the exclusion or to the removal of the player or to the team in team leagues or tournaments. In team competitions players may be suspended from playing for one or more matches.

8.5.2. Spamming

The excessive posting of senseless, harassing or offensive messages is considered spamming by META. Spamming on the website, protests, in matches (if it disturbs the flow of play) or anywhere else can be punished depending on the nature and severity.

8.6. Unsportsmanlike Behaviour

For a pleasant gaming experience and game, it is essential that all players have a sportsmanlike mind and a fair attitude. The most common offenses are listed below, however, Elite Series and META remain the right to assign penalties which are not explicitly listed below.

8.6.1. Misconduct

The attempt to mislead admins or other players using false information or in other way deceive other participants will be punished as follows.

8.6.2. Avoiding anti cheat

Trying to circumvent any anti cheat will be punished. Required anti cheat usage as stated by the tournament officials.

8.6.3. Ringer/Faker

Any player involved in faking or ringing a player will be penalized.

8.6.4. Playing with a suspended player

If a team plays with a suspended player, the match will be forfeited into a 16-0 for the opposing team. Additional punishment can be chosen by the league organisation.

8.6.5. Cheating

When a single player or more gets accused of cheating, the event will continue nonetheless. Evidence will be presented to the tournament admins and a call will be made at a later stage of the event. Any player(s) or team(s) ignoring this rule will receive a forfeit. Additional punishments can be enforced towards, the players, the team and the management.

Any players with active bans on ESEA/ESL platforms or a VAC ban will be individually looked at & determined by the admin team if they are allowed to participate.

8.6.5.1. Forbidden commands and scripts

- Cheats and scripts such as (but not limited to) multi-hacks, wallhack, aimbot, coloured models, no recoil, no flash or sound changes are not allowed. If a player is caught cheating, he will be banned from the competition. Any form of scripts are illegal with the exception of buy scripts, toggle scripts & demo scripts.
- Mat_hdr_enabled & launch options mat_hdr_enabled / mat_hdr_level are strictly forbidden.
- Cl_showpos 1 is forbidden.

8.6.6. Use of remote desktop programs

It is strictly prohibited to have any remote desktop program running during an online match. This includes programs such as but not limited to: Teamviewer, Skype, Chrome remote access and any other program capable of granting remote access to the operating system.

8.7. Skins

Only steam skins are allowed to be changed, any other changes to sprites, skins, score boards, crosshairs are strictly disallowed, also only the official models are allowed. If a player plays with custom files or plays with custom models, this can be penalised by the tournament administration as they see fit.

9. European Development Championship

The top two teams in the ranking after the spring split will participate in the European Development Championship Season 4.

The first team in the ranking will get a direct invite to the Main championship Group stage. The second team in the ranking will get a spot in the Wildcard stage.

Both teams will represent the Benelux and Elite Series. They will behave in an appropriate way and will cooperate with the EDC's representatives as expected.