



MASTERS

REGULATION

4 Gamers OMEN CSGO Masters

1. GENERAL INFORMATION

4 Gamers OMEN CSGO Masters Cup is a tournament of the computer game Counter-Strike: Global Offensive, whose final will take place live at the Multiusos Pavillion in Gondomar, on October 21st-22nd, 2017.

Players and teams should bear in mind that by registering on the tournament and having qualified themselves for it, they will need to travel to Gondomar to dispute the final phase, on the above mentioned dates.

1.1 Format and Dates

1.1.1 Qualification Phase:

- Open Online Qualifier #1 (Single Elimination, Bo1)
September 9th – 4gamersomencsgomasters/faceit1
- Open Online Qualifier #2(Double Elimination, Bo1)
September 10th - 4gamersomencsgomasters/faceit2
- Closed Online Qualifier Double Elimination, Bo1/Bo3
September 23rd to 24th (servers are manually managed by gamersmedia)

1.1.2 Offline Finals:

- October 21st-22nd – Live at Multiusos in Godomar
FORMAT: Double elimination

1.2 Number of participants

1.2.1 Qualification Phase:

- Open Online Qualifier: 128 Teams (#1 Qualifier 64 + #2 Qualifier 64)
- Closed Online Qualifier: 16 Teams (8 from Open Qualifier + 8 Invited)

Offline Finals: 4 Teams (3 Selected by the Qualifiers + 1 Invited International Team)



MASTERS

1.3 Prize-Pool

The total Prize Money consists of 8.000€ (liable to taxes) and will be distributed among the 4 teams at the Tournament's Finals:

- 1st Place – 4.000€
- 2nd Place – 2.500€
- 3rd Place – 1.000€
- 4th Place – 500€

The prizes will be delivered to the Captain of each Team. Should he be under 18 years of age, the prize will be delivered to the respective parent/guardian.

1.4 Registration

Attention: Non-compliance in any of the following steps can invalidate the team's registration and disable the participation of the team in the tournament:

1. The players, captain or the responsible member of the team have to register on the tournament's website, FACE IT, accessing the following link: 4gamersomencsgomasters/faceit1 for the Open Qualifier #2.
2. Any intention to modify the previous data (players substitutions, new registrations, modification of nicknames), will only be possible before the beginning of the tournament, and the Administration should be previously informed.
3. All of the previous steps and participation are free of charge.
4. The 8 teams selected by the Open Qualifier (FaceIT), as well as remaining guest teams, will pay a registration fee of 50€ for the Closed Qualifier. All 16 teams will be granted access to fill in a registration form. Following qualification or an invitation, the Organizers will contact the teams, or the latter contact the Organization, to anticipate the process. (discord, e-mail, Facebook)
 - a. For payment of the due amount, and upon registration on the Closed Qualifier form, entity and reference data will be given for ATM payment
 - b. Teams will have 3 days to pay the respective amount. Should they fail to do so, their vacancy will be annulled and given to another team to be selected by GamersMedia.
5. Payment of the registration for the Closed Qualifier, 50 €/team, ensures access to the event on both days, even if the player/team do not qualify. The above mentioned access is personal and untransmissible.

Important Notes:

- The 8 invited teams could be contacted by September 6, 2017, so we do advise all interested to register for the Open Qualifiers. Should you subsequently receive an invitation from the Organization, you need to remove the team from FACEIT's Open Qualifier, in order to give opponents another opportunity.
- Problems in any of the previous clauses must be reported by e-mail (info@gamersmedia.pt) or through the support discord, available at: GamersMedia.pt/discord



MASTERS

2. PARTICIPANTS

2.1 Open Online Qualifiers

There will be two independent qualifiers and by registering for both days each participant shall have two opportunities for qualification.

Should a player be able to participate on just one of the days, he can do it because each open qualifier will select 4 teams by the end of the day. By doing so, the Organizers try to give teams and the overall community the highest number of opportunities.

2.1.1. Open Online Qualifier #1 on September 9th: 64 teams¹

2.1.2. Open Online Qualifier #2 on September 10th: 64 teams¹

2.2. Closed Online Qualifier

8 invited Teams + 8 Teams selected by the Open Online Qualifier

2.3. Final Stage

- Team X (Invited) - Seed #1 (Semi-Final #1);
- Team A (Winner from the Closed Qualifier) -Seed #2 (Semi-Final #2);
- Team B (Second Place in the Closed Qualifier) - Seed #3 (Semi-Final #2);
- Team C (Third Place in the Closed Qualifier) - Seed #4 (Semi-Final #1)

2.4. Players

„Player“ designates anyone who is part of a team in the tournament, whether they are resident or surrogate players.

Players have the duty to:

2.4.1 Behave respectfully towards the Tournament Staff, other players and the audience, as well as to display correct, sportsmanship behavior during the tournament.

2.4.2 Be ready at the designated time for the beginning of the games

2.4.3 Have a CS:GO account that allows the player to participate in the tournament

2.4.4 A player can only be registered in one team

2.5 Teams

2.5.1 Need to have at least 5 players

2.5.2 Have a maximum of 2 surrogates (optional, liable to team disqualification, should the team not have 5 available players registered for the tournament).

2.5.3 Have 1 Coach and 1 Analyst (optional, without penalties).

2.5.4 Having previously informed the Organizers, the team can, ahead of tournament or in between tournament pauses (after the Open Qualifier and/or Closed Qualifier or before the Offline Phase), appeal on the following items:

¹ The Organizers can change the limit of participants for each qualifier on behalf of players. As such, a final timeline for the qualifiers will be revealed shortly before they start (on the website and through official communication).



MASTERS

- 2.5.4.1** Enroll players due to not having reached the limit of 7, as long as they are not competing in the tournament.
- 2.5.4.2** Replace players, as long as the replacement does not account for more than 50% of the enrolled team players
- 2.5.4.3** Change the name and image²

Important Note: Item 2.5.4.3 can conflict with the exit of teams from organizations or between organizations. The Administration aims at mutually protecting the teams and their representatives and therefore, for equality purposes, does not accept any unilateral decision among players or organizations. Our decision encompasses two angles: players and representing team, for example:

2.6 Team's Captain

All teams must select one captain, who will represent the team. The captain will be responsible for:

- 2.6.1** Promoting the communication between his team and the Staff members.
- 2.6.2** Promoting the communication between his team and the remaining teams.
- 2.6.3** Conveying the team's decisions during the tournament (such as possible desistance, technical problems, or player replacement)
- 2.6.4** Efficiently representing the ideas of the team as a whole.

3. TOURNAMENT

3.1 Open Qualifier

- 3.1.1** It will have a maximum of a hundred and twenty eight (128) teams.
- 3.1.2** It will be online.
- 3.1.3** The eight (8) best ranked teams – 4 from each qualifier -- will have access to the Closed Qualifier, which will count as a Final Qualifier to the Offline Final.
- 3.1.4** The games will be in BO1 (Best of 1) format, Single Elimination.
- 3.1.5** You will be able to use one stand-in during the entire qualifier, and can enroll, ahead of registration in the Qualifier, 6 players – 5 residents and 1 surrogate. Rules for the use of such a stand-in will be in line with the rules on Facelt's website.
- 3.1.6** Maps:
 - De_cache;
 - De_cbble;
 - De_inferno;
 - De_nuke;
 - De_mirage;
 - De_train;
 - De_overpass;

3.2 Closed Qualifier

- 3.2.1** It will have a total of sixteen (16) participants, 8 of which invited, and the remaining 8 selected from the Open Qualifier.
- 3.2.2** It will be online.

² Please bear in mind that the administration of the tournament will need to approve the request.



MASTERS

3.2.3 The teams will need to meet on GamersMedia's discord (GamersMedia.pt/discord) to receive server information, learn about map veto, as well as to improve the communication among Organizers, GamersMedia and the team.

3.2.4 The format will be BO1 (Best of 1), except for final games, where the format will be BO3 (Best of 3) by Double Elimination. Seeds will be randomized between two groups of 8 teams (Group A – Invited teams; Group B – Teams selected from the Open Qualifier), under the following methods:

- Winner Bracket – Round #1

- Ax Group vs By Group –A1 Game;
- Ax Group vs By Group – B1 Game;
- Ax Group vs By Group – C1 Game;
- Ax Group vs By Group – D1 Game;
- Ax Group vs By Group – E1 Game;
- Ax Group vs By Group – F1 Game;
- Ax Group vs By Group – G1 Game;
- Ax Group vs By Group – H1 Game;

- Winner Bracket – Round #2

- Winner of the A1 Game vs Winner of the B1 Game – A2 Game
- Winner of the C1 Game vs Winner of the D1 Game - B2 Game;
- Winner of the E1 Game vs Winner of the F1 Game – C2 Game;
- Winner of the G1 Game vs Winner of the H1 Game – D2 Game;

- Winner Bracket – Round #3

- Winner of the A2 Game vs Winner of the B2 Game – A3 Game;
- Winner of the C3 Game vs Winner of the D4 Game – B3 Game;

- Winner Bracket – Round #4 - Final

- Winner of the A3 Game vs Winner of the B3 Game – A4 Game;

- Losers Bracket – Round #1

- Loser of the A1 Game vs Loser of the H1 Game – A1L Game;
- Loser of the B1 Game vs Loser of the G1 Game – B1L Game;
- Loser of the C1 Game vs Loser of the F1 Game – C1L Game;
- Loser of the D1 Game vs Loser of the E1 Game – D1L Game;

- Losers Bracket - Round #2

- Loser of the A2 Game vs Winner of the A1L Game – A2L Game;
- Loser of the B2 Game vs Winner of the B1L Game– B2L Game;
- Loser of the C2 Game vs Winner of the C1L Game– C2L Game;
- Loser of the D2 Game vs Winner of the D1L Game– D2L Game;



MASTERS

- Losers Bracket – Round #3

- Winner of the A2L Game vs Winner of the B2L Game– A3L Game;
- Winner of the C2L Game vs Winner of the D2L Game– B3L Game;

- Losers Bracket – Round #4

- Loser of the A3 Game vs Winner of the A3L Game– A4L Game;
- Loser of the B3 Game vs Winner of the B3L Game – B4L Game;

- Losers Bracket – Round #5

- Winner of the A4L Game vs Winner of the B4L Game– A5L Game;
-

- Losers Bracket – Round #6 - Final

- Loser of the A4 Game vs Winner of the A5L Game – A6L Game;

3.2.5 Maps:

- De_cache;
- De_cbble;
- De_inferno;
- De_nuke;
- De_mirage;
- De_train;
- De_overpass;

3.3 Map Veto

3.3.1 For all the “Knockout” Games (best of 1):

- The Starting team is randomly selected;
- Team A bans 1 map;
- Team B bans 1 map;
- Team A bans 1 map;
- Team B bans 1 map;
- Team A bans 1 map;
- Team B bans 1 map;
- The remaining map will be the selected map for the game.

3.3.2 For all the BO3 (Best-of-3 games)

- Team A bans 1 map;
- Team B bans 1 map;
- Team A chooses 1 map, which remains selected as 1st map;
- Team B chooses 1 map, which remains selected as 2nd map;



MASTERS

- Team A bans 1 map;
- Team B bans 1 map;
- The remaining map will be selected as a 3rd map, in case of a tie between the first two.

3.4 Server Settings

- A knife-round is set in the beginning of each map, in order to choose the side on which each team starts.
- Round time = 1.55 minutes;
- Freeze time = 15 seconds;
- Buy-Time = 20 seconds;
- Bomb time = 40 seconds;
- Overtime Settings:
 - BO3 (Best of 3);
 - Prize Pool = 10.000€;
- The rest of the settings are found in config, provided by ESL, esl5on5;

4. SCHEDULES

4.1. Qualification Phases

- The schedules for every round, which must be respected, will be posted through the official channels of the Event and on the respective tournament platform (FaceIT).
- Players should present themselves in the game room 10 minutes ahead of schedule.
- In case both teams agree to do so, the games can start slightly ahead of the suggested schedule. However, in case of disagreement, the schedule is maintained, and only 10 minutes of delay are allowed for all the players to be prepared for playing.

4.2. Offline Finals

- The Schedules are given and presented to the teams during the briefings and cannot be changed upon players request.
- A team should be ready, having all its members gathered and available, as soon as the previous game (the one before their own) starts.
- During the BO3 (Best-of-3) rounds, the teams only have an 8-minute break between the games. In case the players fail to gather and are not seated and ready to play after those 8 minutes, it will count as a defeat.
- Should a team have completed a BO3 series, and have another series right after, the break will be of 15 minutes.



MASTERS

5. GENERAL RULES

5.1.1 A team that becomes disqualified before the beginning of a game, won't be able to participate in that game. A team that becomes disqualified during a game, should disconnect itself from the game. A team that is disqualified won't receive its part of the Prize, regardless of its current or final score. The same team and its players can also get a temporary or permanent suspension from future competitions.

5.1.2 The teams should have at least four (4) online players and they should be ready to play 15 minutes before the scheduled time in order to start preparing the game. In case a team does not present four (4) online players that are ready to play 15 minutes before the scheduled time, it loses by absence. (If it is a BO3 (Best of 3) series, the team can play in the remaining maps, as long the rules are followed in those maps). The game will only begin once the 5 players from each team are present on the server and ready to play. Note that there is a maximum delay time of 10 minutes after the scheduled hour. In case one of the teams isn't ready after those 10 minutes, it will lose by default. If none of the teams are ready to play after the 10 minutes, the case is analysed by 4Gamers, and a decision is made at the time.

5.1.3 If one team intends to contest the result of a map, that team will have to inform the tournament commissioner prior to the beginning of the following map. In case one of the teams is interested in contesting the result of a game, it will have to do so by informing the tournament commissioner up to a maximum of 1 hour after the game is over. 4Gamers Administration reserves itself the right of choice without any kind of explanation.

5.1.4 Inside the server, the players' nicknames should correspond to the ones found on the team's registration form. (Nicknames can contain other information excluding, of course, offensive or disrespectful words). * For example: If a player registers itself as "Player A", it can use names as "PLAYER AbestPT"*.

5.1.5 As for logotypes, they should correspond to the team's logotypes and/or other pictures approved by the tournament commissioner, and can by no means be offensive or disrespectful.³

5.1.6 The tournament commissioner is responsible for all the decisions.

5.2 Open Qualifier

5.2.1 Each game will consist of two (2) parts of 15 rounds. A game will be over if one of the teams wins 16 rounds in the normal game period (Two (2) parts of 15 rounds each, which accounts for a total of 30 rounds). Should a tie be reached (15 rounds) after the regular period (30 rounds), the games will proceed to Overtime. Overtime consists of a BO-3 (Best-of-3 series), with an initial Prize of 10.000€. It will consist of two (2) parts of 3 rounds each. The game will be over if one of the teams wins 4 rounds in the Overtime period (2 parts of 3 rounds each, which accounts for a total of 6 rounds). Should a tie be reached (3 rounds) at the end of the Overtime period (6 rounds), another period of Overtime starts until a winner is found.

5.2.1 The server will be offered by Facelt after the veto map.

5.2.3 Between each map players will have a 10-minute break to rest and prepare the next map.

5.2.4 The maximum delay time is 10 minutes.

5.2.5 Veto Map will be made at the time of the game and will have a maximum duration of 15 minutes.

5.2.6 The use of JumpThrow bind is forbidden.

5.2.7 The use of bugs and/or game exploits to gain any kind of advantage over the opponents is forbidden.

5.2.8 The use of any type of game hacks is forbidden.

5.2.9 Account-sharing (the use of the same account by many users) is forbidden.

5.2.10 Teams can use two (2) tactical timeouts per map – 1 for each side.

³ For example, pictures of the players can be used.



MASTERS

5.2.11 Teams can't use any technical problem, such as disconnecting from TeamSpeak, disconnecting any cable/tool required to the correct function of the player's material, etc, to be able to recourse to another timeout.

5.2.12 If one of the players loses the connection during the first minute (60 seconds) of the round and none of the players is dead, nor has a bomb been seeded, the round should restart.

5.2.13 If one player disconnects himself from the server, the round won't restart. The player will have permission to get back to the server and finish the game, but it will be considered dead in the round in which he left. If the entire team disconnects at the same time, that round will be considered as a withdrawal, and will be handed to the team that is connected to the server.

5.2.14 It is only allowed to chat about the game in the general chat. Any other type of chat can have (negative) consequences.

5.3 Closed Qualifier

5.3.1 Each game will consist of two (2) parts of 15 rounds each. A game will be over if one of the teams wins 16 rounds in the normal game period (Two (2) parts of 15 rounds each, which accounts for a total of 30 rounds). Should there be a tie (15 rounds) after the regular period (30 rounds), the games will proceed to Overtime. Overtime consists of a BO3 (Best-of-3 series), with an initial Prize of 10.000€. Overtime will consist of two (2) parts of 3 rounds each. The game will be over if one of the teams wins 4 rounds in the Overtime period (2 parts of 3 rounds each, which accounts for a total of 6 rounds). Once the Overtime period is over (6 rounds), should a tie persist (3 rounds), another period of Overtime starts, until a winner is selected.

5.3.2 The server will be available 15 minutes before the scheduled time, so that the teams can initiate access to the server.

5.3.3 Between each map, players will have a 10 minute break to rest and prepare the next map.

5.3.4 The maximum delay time is 10 minutes.

5.3.5 Veto Map will be made 30 minutes before the scheduled time.

5.3.6 The use of JumpThrow bind is forbidden.

5.3.7 The use of bugs and/or game exploits to gain any kind of advantage over the opponents is forbidden.

5.3.8 The use of any type of game hacks is forbidden.

5.3.9 Account-sharing (the use of the same account by many users) is forbidden.

5.3.10 Teams can use two (2) tactical timeouts per map – 1 for each side.

5.3.11 Teams can't use any technical problems, such as disconnecting from TeamSpeak, disconnecting any cable/tool required to the correct function of the player's material, etc, to be able to recourse to another timeout.

5.3.12 If one of the players loses the connection during the first minute (60 seconds) of the round and none of the players is dead, nor has a bomb been seeded, the round should restart.

5.3.13 If one player disconnects himself from the server, the round won't restart. The player will have permission to get back in the server and finish the game, but it will be considered dead in the round that he left. If the entire team disconnects at the same time, that round will be considered as a withdrawal, and will be handed to the team that is connected to the server.

5.3.14 It is only allowed to chat about the game in the general chat. Any other type of chat can have (negative) consequences.



MASTERS

5.4 Finals (Offline)

5.4.1 Each game will consist of two (2) parts of 15 rounds. A game will be over if one of the teams wins 16 rounds in the normal game period (Two (2) parts of 15 rounds each, which accounts for a total of 30 rounds). Should a tie be reached (15 rounds) after the regular period (30 rounds), the games will proceed to Overtime. Overtime consists of a BO3 (Best-of-3 series), with an initial Prizemoney of 10. 000 €. It will consist of two (2) parts of 3 rounds each. The game will be over if one of the teams wins 4 rounds in the Overtime period (2 parts of 3 rounds each, which accounts for a total of 6 rounds). Should a tie be reached (3 rounds) at the end of the Overtime period (6 rounds), another period of Overtime starts until a winner is found.

5.4.2 The server will be available 15 minutes before the scheduled time, so that the teams can start their access to the server.

5.4.3 Between each map, players will have a 5 minute break to rest and prepare the next map.

5.4.4 The maximum delay time is 5 minutes.

5.4.5 Veto Map will be made 10 minutes before the scheduled time.

5.4.6 The use of JumpThrow bind is forbidden.

5.4.7 The use of bugs and/or game exploits to gain any kind of advantage over the opponents is forbidden.

5.4.8 The use of any tipe of game hacks is forbidden.

5.4.9 Teams can use two (2) tactical timeouts per map.

5.4.10 Teams can't use any technical problems, such as disconnecting from TeamSpeak, disconnecting any cable/tool required to the correct function of the player's material, etc, to be able to recourse to another timeout.

5.4.11 If one of the players loses the connection during the first minute (60 seconds) of the round and none of the players is dead, nor has a bomb been seeded, the round should restart.

5.4.12 If one player disconnects himself from the server, the round won't restart. The player will have permission to get back in the server and finish the game, but it will be considered dead in the round that he left. If the entire team disconnects at the same time, that round will be considered a withdrawal, and will be handed to the team that is connected to the server.

5.4.13 It is only allowed to chat about the game in the general chat. Any other type of chat can have (negative) consequences.

5.4.14 It is forbidden to take bottles without caps to the stage.

5.4.15 It is forbidden to insult or disrespect anyone in the event area.

5.4.16 It is forbidden to wear hats, hoodies or any kind of similar accessories while playing.

5.4.17 It is forbidden to peek on the monitors of the opponents.

5.4.18 It is forbidden to use any kind of bind/exploit to cancel the game's sound in order to better listen to the casters and have an advantage over the opponents.

5.4.19 Every team should gather near the stage 30 minutes before the scheduled game time, in order to prepare to play.

5.4.20 Teams must wait for the award ceremony (Sunday, 18:50) in order to be able to leave the event. ☒

5.4.21 Players should keep the isolating headset on until further information from a tournament administrator or the end of the game (or map, in case of a BO3).

5.4.22 Players should carry their own material (keyboard, mouse, mouse pad, microphone, earphones). ⁴

5.5 Rules of conduct

5.5.1 Any lack of respect or offense occurred during a tournament's game will have consequences and may even lead to the suspension and disqualification of the team.

⁴ Players may have to use sound material provided by the Organizers (eg. Isolaters and/or closed headsets.)



MASTERS

5.5.2 Any lack of respect or offense occurred outside a game but that can be linked to the tournament or to 4Gamers (such as on social networks, etc) will have consequences and may even lead to suspension and disqualification of the team.

6. MEDIA DAY

6.1 On October 20th, at 8 p.m., both players and their respective teams will have to attend a photo shooting and a pre-tournament event at a location to be announced by the Organization, either on the same site as the tournament or in its vicinity.

6.2 Failure to attend, either on the part of players or by the teams, will have consequences for them.

6.3 The Organization promotes media presence, but any other media planned by the teams or others will have to be previously discussed with the organizers from 4Gamers.

6.4 During the event, a cocktail for all teams will be served.

7. ADDITIONAL NOTES

7.1 Players/Teams are expected to play at their best level through all games, regardless of their ranking.

7.2 Players/Team should not lose on purpose or scheme and manipulate a result, in order to enhance or negatively impact another team or player.

7.3 All participants should display utmost respect towards staff and sponsors of 4Gamers.

7.4 The information given by the participants will be used for the organization of the event.

7.5 Personal data of those enrolled will be managed by the organization in observance of the legislation in force and will be registered as private in a system that is exclusive property of the organization.

7.6 The enrolled participant accepts and authorizes the inclusion of his/her data in the aforementioned register.

7.7 Enrollment and participation also imply acceptance that the participant grants his/her image rights (photo and/or video) to the Organization.

7.8 Participation in the tournament is subject to the acceptance of the terms and conditions referred to in this regulation.

7.9 The Organization has the right to change the regulation at any moment and without previous notice.

7.10 The Organization is sovereign in its decisions.

7.11 Any lack of respect or offense towards organizers and adversaries can be punished and lead to the Team's exclusion from the tournament.

7.12 In the event of extra regulated situations, the Organization can add or change a rule.