

CROSSFIRE Global Invitational Qualifier

Rules

1. Tournament

- 1.1. By participating in the tournament you accept the following terms and conditions.
- 1.2. The tournament is taking place online and composed of two qualification phases. From each qualification phase four successful teams will be promoted to play-off stage.
- 1.3. The registration for qualifications is open for everyone.
- 1.4. Each team can register to Qualifier 1 and Qualifier 2 at the same time.

2. Team

- 2.1. Each participating team must be composed of five players (one captain and four team members). Teams are allowed two substitutes during the tournament.
- 2.2. During the tournament members of one team are not allowed to play in other teams.
- 2.3. Before the tournament begins each team must provide the name of the team, the team logo and the list of team members.
- 2.4. The roster can only be changed before the tournament begins.
- 2.5. The team's logo, name and the players' nicknames must not be offensive by any means or controversial in regards of politics or religion.
- 2.6. Player nicknames cannot be changed.
- 2.7. Employees of Smilegate or the organizer of the tournament cannot participate as players.

3. Matches – General Information

- 3.1. Players are obligated to treat their opponents with respect and dignity.
- 3.2. If a team is suspected to be cheating, that team may be removed from the tournament, if the suspicion is reasonable.
- 3.3. Each team is obligated to play a match at a time specified by an administrator/ Schedule provided on the match website.
 - 3.3.1 Qualifications and play-offs have pre-defined schedules.
 - 3.3.2. The match schedule is not subject to alteration by request of participating teams or players.
 - 3.3.3. A match may be rescheduled due to technical issues by the administration only.
- 3.4. Every match during every stage of the tournament is allocated a specific time by the administration.

3.4.1. Any agreements between teams made on other platforms/websites will not be taken into consideration.

3.5. Each team needs to be present 15 minutes before start of the match and must inform administration in the chat on the match website.

3.6. Each team can be delayed by a maximum of 10 minutes. After that time the admin can decide on a forfeit loss.

3.7. The match will only start if both teams are present (5 players each team).

3.8. The organizer will not be responsible for performance issues related to the players' personal peripherals.

4. Matches – Regulations

4.1. Game version: Crossfire Europe – latest version

4.2. Match mode: Search and Destroy (5 vs 5)

4.3. Round time: 2 minutes 20 seconds

4.4. Max match rounds: 18 (sides will be switched after 9 rounds)

4.5. Overtime: If a match is tied additional 6 rounds will be played: 3 rounds as Global Risk and 3 rounds as Black List. The match will end when one team reaches 4 victories.

4.6. Only the following items and maps are permitted in the tournament:

Weapons:

- MG: M60-CFS or default
- SMG: MP5-CFS or default, P90-CFS or default
- Rifle: M4A1-CFS or default, AK47-CFS or default, AUG-CFS or default, SG552-CFS or default
- Sniper: AWM-CFS or default
- Shotgun: DM1014-CFS or default
- Secondary: Colt1911-CFS or default, Desert Eagle-CFS or default
- Melee: knife-CFS or default, BC-axe-CFS or default
- Thrown: (standard) grenade default, smoke-CFS or default, flashbang-CFS or default

Characters:

- GP characters: SWAT 2.0
- OMOH 2.0
- SAS 2.0
- Only version 2.0 characters shall be used.

Maps:

- Black Widow
- Ankara
- Mexico
- Port

- Sub Base

Items:

- Bag 1-4
- C4 setup/defuse
- expand grenade slot
- bulletproof vest
- bulletproof helmet
- clan backpack

4.7. Items not specifically listed above are not permitted (cosmetic items, spay, etc.).

4.8. There is no limit to the number of snipers in one team.

4.9. Map selection will be done on the CROSSFIRE Global Invitational Qualifier website <http://www.eucrossfire.com/> (in match chat). A knife-only round will be played on a map agreed upon by both teams. If agreement cannot be reached, Black Widow will be used. Players will play in the center of the map. If a team is actively avoiding they will forfeit the knife round. The winning team will choose the starting side for the match.

The team that is first mentioned in the bracket will start the map banning phase .

4.10. All qualifications matches are BO1

4.10.1 All playoffs matches are BO3

4.10.2 Showmatch is BO5

4.10.1. Veto Process

BO1:

- Team A ban map
- Team B ban map
- Team A ban map
- Team B ban map
- Last map: decider

BO3:

- Team A ban map
- Team B ban map
- Team A pick map
- Team B pick map
- Last map: decider

BO5

Team A pick map

Team B pick map

Team A pick map

Team B pick map

Last map: decider

4.11. All qualified teams will be seeded in the play-off bracket randomly.

4.12. Match for the 3rd place will be played during the finals. The game won't be streamed.

5. Match – Play

5.1. Players must abide to all of the admins' instructions in all of the matches.

5.2. Each team is allowed to take two breaks during a half (four breaks during one match) but the total time of breaks cannot exceed eight (8) minutes.

5.2.1 Exceeding the limit of 8 minutes will be penalized:

- Exceed by 0-3 minutes – 1 round awarded to the other team
- Exceed by 3-6 minutes – 2 rounds awarded to the other team
- Exceed by 6+ minutes – the other team will be advance by forfeit loss

5.3. Teams are allowed a three (3) minutes break between the first and second half of a match.

5.4. Players' nicknames in-game should be the same as on the website <http://www.eucrossfire.com/>

5.5. During the matches no spectators are allowed on the server.

5.5.1. Organizer employees are excepted.

5.6 A match can be repeated if:

- Disconnection occurs upon game loading
- Disconnection of one player at the beginning of the match while all players are still alive
- Simultaneous disconnection of all players in the match

5.7. It is forbidden to disconnect intentionally or leave the match in the middle of the game, to the lobby, and reconnect without reason. Such an act will be subject to penalty at the discretion of the referee.

5.8. Spam and overuse of the „all chat” (F2) is forbidden.

5.9. C4 must be planted in a visible and accessible location.

5.10. Players must not use game bugs to their advantage.

5.11. All players must set the color setting to 32 bit.

5.12. Unauthorized hardware, illegal/specific software, hacking are strictly forbidden and risks disqualification the team.

5.13. Other forbidden actions:

- Use of vulgar, insulting, threatening, abusing, slandering, defaming, discriminatory language
- Providing false information
- Abusive speech against organizer staff, other players or audience
- Match fixing
- Use of bug/glitch that the game was not meant to be played (e.g. Chinese Walk). If the admins rule an exploit, the team who benefited from said exploit will lose that round.

5.14. The admins decisions shall be ultimate. No objection will be accepted.

6. Match – Media

6.1. Every player who participates in a match is obligated to:

- Make a screenshot of on-screen results of every game that is played
- Upload the screenshots after the match, to any host or to the match website
- Save the replay of the match
- Upload replay to any host (if requested by admin)
- Keep all documentation mentioned above for at least 14 days

6.2. If one or more players of a team are missing any of the match media, the other team will advance by forfeit.

6.3. If one or more players of each team are missing any of the match media, will result in the deletion of the match result, if there is no explanation given on the match website (chat).

7. Antycheats

7.1. MOSS (Monitor System Status and Screenshot)

- Every player has to use MOSS during tournament (no exception)
- MOSS has to be started before BlackBox Antycheat
- Latest version of MOSS must be used (<https://nohope.eu/>)
- MOSS parameters must be set to CROSSFIRE and capture frequency of 120 seconds
- User cannot change any file in *.zip generated by MOSS
- Each player must upload his MOSS *.zip file to host website after every match and link it in BlackBox chat (e.g. www.datafilehost.com , www.filedropper.com)
- User must keep *.zip file for 14 days
- If you have any problem with the system contact us or visit the official forum <https://nohope.eu/forum/>

7.2. BlackBox Anticheat

- Every player must register his/her account and download the latest version of the anti-cheat client from here: <https://blackbox.ac/> (we recommend translating the website to English for

example using Chrome, alternatively you can also follow this tutorial:

<https://www.youtube.com/watch?v=DwmxGov0Va0>

- Every player MUST start Moss before they launch BlackBox
- Once a player launch d BlackBox, he/she need to log in using email and password
- The ID (“Partida”) and PASSWORD (“Senha”) will be given before the game, via the match page (chat). Then each player must write it in BlackBox software and click “Entrar” button.
- After the game each player must finalize the match in BlackBox client (“Finalizar” button)

8. Warning system

8.1. Each team can receive a maximum of 2 warnings (if a team has received 2 warnings they will be disqualified from the tournament)

8.1.1. Subject to warning

- If MOSS has crashed you must provide a screenshot as proof otherwise you will receive a warning
- Any other violations of rules

8.1.2. Warnings are accumulated (if you receive 1 warning you will keep it until the end of all Qualifiers: Qualifier 1, Qualifier 2 and Playoffs)

9. Content Ownership

9.1. The organizer reserves the right to stream each match.

9.2. It is prohibited to stream a match from a personal PC (or other hardware) while the match is streamed on the official channel.

9.3. By participating all teams and players grant their image rights to Smilegate and the organizer. Some of the images can be used for the creation of website content or any other promotional purpose.

10. Awards

10.1. Qualification tournaments

- Four successful teams will be promoted to the play-off stage.

10.2. Playoffs

- Winner CFPL qualifier: 1000 € + a slot in the CF Pro League
- Winner CFGI qualifier: 500€ + a slot in four-day Offline Final in China with fly costs and accommodation costs cover
- 2nd CFGI qualifier: 300€
- 3rd CFGI qualifier: 200€

11. Schedule

11.1. Registrations: 09-15.06.2017

11.2. Qualification matches #1: 16.06.2017

11.3. Qualification matches #2: 19.06.2017

11.4. Playoffs: 24.06.2017*

11.5. Showmatch vs Flipsid3: 25.06.2017*

*Livestream https://www.twitch.tv/cf_europe