



Hellcase Cup #8

Official Rulebook and Regulations

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# I. Introduction

## 1. Acceptance of the Rules

The Hellcase Cup #8 (hereinafter Tournament) is an official competition with its own rules and regulations.

The Hellcase Cup #8 official rulebook and guidelines provided to team representatives valid throughout all activities during the tournament until the end.

## 2. Tournament participants

A Tournament official participant is a team or a player that is participating in a HellCase Cup #8 competition. The teams and registered members are accountable for all rule violations registered member made during the tournament.

One participant cannot be a part of more than one organization at the same time if the other is not recognized by the tournament organizer or allowed by the main referee of the Tournament.

## 3. Penalties

### *a) Definition and rights*

Penalties are given to the team members and team representatives for any violation of the rules within the tournament length. Communication regarding appeals should be between team representative and the main referee of the tournament.

The tournament organizer has the rights on disqualification and public statements about the decision made in the case of a rule violation such as but not limited to:

- Violation of rules of conduct or abusive language during participation in any phase of the tournament.
- Ignoring decisions of an administrator
- Failing to show up for the match.

### *b) Disqualification*

Disqualification will happen only with the most crucial rule violations such as cheating, match-fixing, repeated failure to show up for the match, public image damage for the tournament organizer and so on.

The disqualification may lead to get banned from participating in any StarLadder events for a period up to 1 year depending on the degree of violation.

## 4. Official matches

The term "Official matches" refers to matches that take place under the banner of HellCase Cup #8 for any stage of the tournament.

## 5. Broadcast and the rights

Broadcast refers to official Live showing of any match during the tournament on any platform the organizer decides to do so, in any of the tournament stages.

Tournament organizer has the rights to allow official broadcasts for any person or partners they want.

Teams cannot refuse to play in a match officially broadcasted by the organizer or partners.

## 6. Data rights

Every participant allows the use of personal data by the tournament organizer.

## II. General

### 1. Rules and Regulations changes

StarLadder reserves the right to remove, modify or change the rules without further notice on any stage of the tournament to save the sport integrity of the tournament. StarLadder also reserves the right to make decisions on cases not covered by the current rulebook to prevent any breaching on fair competition and sportsmanship.

### 2. Confidentiality

All dialogs between the tournament organizer representatives and players or team representatives, by any communication channels, are deemed strictly confidential. The publication of such material is prohibited without written confirmation from the StarLadder Head Referee.

### 3. General responsibilities, agreements

The HellCase Cup #8 administration takes responsibility on hosting all the stages of the tournament and providing information on time via the official communication channels of tournament organizer.

The tournament organizer is not responsible for any information provided on 3rd party websites or resources.

The tournament organizer is not responsible for any agreements between individuals or teams, which can conflict with HellCase Cup #8 rulebook and regulations, and will not allow them to take place.

### 4. Live broadcast

Any Tournament matches can be chosen to be broadcasted by the tournament organizer or partners. Live broadcasts will be organized on different platforms and will be distributed via different media sources.

#### *a) Rights*

All broadcasting rights of HellCase Cup #8 are owned by the StarLadder Limited. This includes but is not limited to: video streams (e.g. PoV streams), radio streams, GOTV, replays, demos or TV broadcasts.

#### *b) Personal broadcasts*

Players or casters are not allowed to broadcast their own or selected matches without prior approval of the tournament organizer.

#### *c) Protection of the rights*

The tournament organizer has the right to protect its own products created during or after the tournament from rebroadcast or unauthorized usage in post-production.

#### *d) Agreement*

Each participant or team member agrees that his personal data can be used in tournament promotion with advertising purposes, including but is not limited to, in the official or affiliated partners broadcast. Players cannot refuse to take part in the broadcasted match and cannot choose in what manner or style the broadcast is made, or withdraw his consent on his personal data processing during the Tournament.

### 5. Communication

Communication between tournament organizer and team representatives specified in the rules. The official communication resource is StarLadder CS:GO discord server.

#### *a) Communication with the tournament organizer*

Any communication with tournament organizer by email, discord or other means are confidential and cannot be publicly shared. All messages sent to the organizer or by the organizer are recognized as official messages and cannot be shared to third parties. The tournament organizer has the right to not to react on messages which were sent by an unofficial source of communication.

#### *b) Communication with players*

Communication with players will be limited to the team official communication representative through the email registered in the team profile or via discord. All communication will be limited to email and discord if other means are not specified by organizers in an email (e.g. moving the discussion to messengers or text servers).

### 6. Players details and nicknames

By the request, players are required to send us all needed information including but not limited to: full name, contact details, date of birth, address, email, phone number and photo. The Player need to submit his nickname during the registration period and is no longer able to change it without pre-approve from the organizer side.

### 7. Game accounts

Each player needs to submit his steamID on the qualification platform or with the provided by organizer personal data collection way and cannot change the account during all phases of the tournament, until the end.

A player who was VAC-banned on any of his own accounts is not eligible to take part in the tournament.

The player understands that the organizer has the right to check any of his accounts and confirm that player eligible to take part in the tournament.

## 8. Team accounts

### *a) Team names*

The team name may not have any extensions in the team names. The team name may only be used for one participating team and be submitted before the start of the first matches of the Tournament. If an organization has more than 1 roster, they have to determine, which roster will represent them before the start of the first matches of the tournament.

A title sponsor may only be used in the name of one participating team and must be determined prior to the start of the first matches of the Tournament. The title sponsor may not switch teams even if the original choice is eliminated. The title sponsor cannot be betting, gambling, key resellers or other companies, who interact with in-game skins or players inventory.

### *b) Changes in Team accounts*

Any changes in Team accounts must be approved beforehand by StarLadder. In case of late notification before the actual start of the games, the organizer has the right to deny any changes in the Team account.

## 9. Slot holder

### *a) Definition*

HellCase Cup #8 slot will be owned by teams who meet the following criteria:

- have kept 3 out of 5 players who played in the last stage;
- If team failed to keep 3 out of 5 players in the starting roster, the slot will be transferred to an organizer reserve.

### *b) Duration*

Slots will be given to the owners only for the duration of HellCase Cup #8.

### *c) Team Slot*

Team slot in team competitions can be owned by the legal entity. A legal entity can only own one slot in the same competition.

If players are not represented by any legal entity - the slot will be given to the actual team, where the team leader or organizer will be the designated contact person for this team. This person will be responsible for keeping the team in order, and holding all questions regarding team account submitting and maintenance, but in such a case the right to the license can only be sustained if the majority of the players that actively played in the last stage(s) of the qualification stay on the team. The slot owner or representative is responsible for all actions and commitments of the team.

### *d) Teams ownership*

Each organization and its legal entity can only acquire one slot per tournament. Therefore it is not allowed for a squad to participate in a HellCase Cup #8 tournament if...

- Another squad of the same organization has been invited or qualified from the Open Qualifiers.
- Another squad of the same organization has signed up for the same qualifier.

Such squads can be disqualified without prior notification from any stage of the tournament.

The players and teams are required to affirm that they have no business entanglement (including, but not limited to, shared management, shared ownership of entities, licensing, and loans) with any other participating team or its players. If you have an agreement or business arrangement that you think may be of concern, then please reach out to the Tournament organizer team for further discussion.

*e) Transfer of a slot*

Slot owner can ask to transfer a slot if they are keeping a roster majority and transferring it to another Legal entity or the majority of players before the roster deadline.

*f) Withdrawal of a slot*

StarLadder reserves the right to withdraw or deny slot ownership from any participant if owners breached within the guidelines and/or rulebook set out by the organizer.

*g) Participant replacement*

In the situation that the organizer requires replacement for a team invited to the Group stage or Play-Off, invitation will be issued at the discretion of the organizer.

## 10. Teams sponsors

Team sponsors who can be identified as racist, pornographic, related to illegal drugs, adult/mature or non-ethical resources are not allowed to be presented on StarLadder events.

## 11. Roster changes

Teams are allowed to make a roster change only by following these criteria:

- During open qualifiers teams can only make a roster change according to [FACEIT rules](#).
- During group stage and play-off, teams can change up to 2 players. Team have to notify main referee about roster changes before the start of their match.

It is suggested that every team has a coach/reserve player registered in the roster that can act as a substitute to compensate for any player losses during the tournament.

In case original roster player was replaced during the match by coach/reserve/stand-in, match referee have the right to insist that substitute have to play until the end of the map.

*a) Players addition*

A player who starts the qualifier with one team is locked in that team for the whole duration of the team participation in the tournament. In case the team considers the addition of any player to the roster, they need to be sure that the player meets the following criteria:

- A player can't be a part of another participating team.

- Approved by main referee.

#### *b) Requirements*

Before the team decides to add a player to the roster, StarLadder needs to be informed accord to communication channels with the following information:

- Nickname
- Full name
- Steam ID

StarLadder has the right to deny the addition if a player does not meet the requirements for a Player addition.

## 12. Prize money

All prize payments will be done 90 days after the event finished. Teams will be contacted by the organizer and will provide details for the payment.

Prize pool distribution:

|        |                              |
|--------|------------------------------|
| 1      | \$4,000 +40% of Crowdfunding |
| 2      | \$2,000 +20% of Crowdfunding |
| 3      | \$1,000 +10% of Crowdfunding |
| 4      | \$1,000 +8% of Crowdfunding  |
| 5-6    | \$500 +6% of Crowdfunding    |
| 7-8    | \$500 +5% of Crowdfunding    |
| Total: | \$10,000                     |

## 13. Match start

#### *a) Punctuality*

Each team is required to be presented on the server/room/communication channel at least 15 minutes prior to the start of the match according to the schedule provided by the organizer.

#### *b) Not showing up*

If one or more players don't show up for the match on time, the organizer has the right to set forfeit lose for one map, or disqualify the team from the match after 15 minutes of waiting. Team representative must notify the referee of the tournament, 30 minutes before the match start, that team could possibly be late.

#### *c) Match reschedule*

Teams' representative must confirm or reschedule match date/time 24 hours before the match date which is written in Players Doc.

#### *d) Match procedure*

The match will be played on a server that was agreed between both teams until the last round. Before the match teams are required to submit map vetoes.

#### *e) Match results*

Results of the match are considered confirmed by both parties if there is no protest submitted right after finishing.

### **14. Match protests**

#### *a) Definition*

A protest needs to be filed during a match for things like incorrect server settings, ineligible players on the server or other related issues. After the match, protests will be reviewed by the administration as soon as possible. A protest is the official communication between the parties and the admin. Team representatives are not allowed to share any of the dialog, decisions, people involved in the protests review, etc, without the permission of the organizer.

#### *b) Deadline for protest*

Protest can be submitted after the match within 10 minutes after it finishes. If the team protest about the result after the deadline, the organizer has the right to not to react to the protest.

#### *c) Filling the protest*

The protest must contain detailed info about why the protest was created. A protest may be declined if proper documentation is not presented. A simple „they are cheaters“ will not apply and will be denied by the organizer.

#### *d) Communication during the protest*

Communication from the team is only allowed to be made by one representative chosen by the players (team manager or team captain). Teams must confirm that they will act like professionals and will not abuse opponents or referees during dialogs between all parties.

#### *e) Decision on the protest*

Decisions on the protests are final and cannot be arbitrated.

### **15. Conflict of interests**

All participants agree and confirm that they don't have any conflict of interest before the start of the first match on the tournament for them. In case a participant is not sure how to consider certain situations he should contact the tournament organizer beforehand and receive confirmation of his eligibility to take part in the tournament.

## **III. Tournament structure**

### **1. Open qualifications**

#### **1.1 Platform**

All open qualifications matches will be played on the FACEIT.com platform. All teams will need to submit the roster for online qualifiers on the platform. Matches on this platform will require installation of an anti-cheat. Banned players on FACEIT will not be allowed to take

part in the tournament. Here you can read [FACEIT.com rules](#). Four winners specified in open qualifiers will proceed to the group stage.

### 1.2 Anticheat

FACEIT.com has own anti-cheat which requires beforehand installation.

## 2 Group stage

Group Stage will be played with four double elimination groups with 4 teams each, ending after the 1 best team is determined. Twelve teams will be invited and four will be determined by Open qualifications. All matches will be played in 'Best of Three' format.

## 3. Play-Off

Play-off will be played as double elimination 'Best of Three' bracket. During this stage twelve teams will compete for prize pool. Four of them will be determined by group stage, four will get direct invite.

## IV. Rule violations

### 1. Behaviour

Each player and team representative, staff and visitors agree to behave in a respectful manner to any person during the event. They understand that the organizer will need to react on any report about harassment on gender, age, size and other insults, and will be punished with the possibility of disqualification from the tournament.

### 2. Single or continuing violations

In case of a single violation, participants will be punished or get a warning according to the severity of the violation. If they continue to act unmannerly and disrespectful towards other people - they may be disqualified from the tournament.

### 3. Cheating

Any software which is giving anyone advantage during the game is prohibited

### 4. Betting

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 tournament 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 ban from all Valve and StarLadder competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

## 5. Results manipulation

Offering bribes or forcing other teams to manipulate results of a match will cause disqualification for all parties of the deal and ban from all StarLadder events in the future.

## 6. Match-fixing

Asking or trying to manipulate the results of a match for betting purposes will be considered as match-fixing, and the involved parties will be disqualified.

## 7. Media behavior

Teams and their representatives should try to solve any issues with the organizer before making any social media statements that could damage the brand or tarnish the reputation of the organizer. In case if it is not possible and the organizer refused to take any actions, teams are allowed to post statements to social media.

## 8. Brand damage

In case if a team representative publicly aims on damage the reputation of StarLadder or any sponsors for the event, the organizer has the right to disqualify and ban all involved parties from future events and start court process to defend the brand's reputation.

# V. Game Specific rules

## 1. Game version

During the tournament, the last official version of CS:GO will be used for the matches. Clients will be updated for the latest patch. In case crucial bugs appeared in the latest version of CS:GO, the organizer will try to arrange reversing of the version to a previous patch, with the agreement from the teams.

## 2. Acceptance of data collection

Players and their representatives confirm that they allow the organizer to collect data of the accounts and every action on the PCs during matches.

## 3. Maps and veto process

### *a) Map pool*

Active duty map group map pool will be used for the whole duration of the tournament.

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

### *b) Map selection*

During group stage and play-off matches, the map selection will be done on the discord server in the match room. Map veto will start 30 minutes prior to the match schedule provided by the organizer. Teams will have 15 minutes to finish the veto.

Team A and Team B will be determined by coin-toss. Team A starts the process and the order of the ban / pick is as follows:

1. Team A removes one map.
2. Team B removes one map.
5. Team A picks the first-played map.
6. Team B picks the second-played map.
3. Team A removes one map.
4. Team B removes one map.

The remaining map is played as a decider if required.

The sides on the maps are determined by a knife round.

### *c) Grand final veto process*

The team proceeded to Grand final through upper brackets decides who is starting the veto process.

## **4. Match settings**

Following settings will be applied in all matches of the tournament:

- Round duration: 1 minute 55 seconds
- Max rounds: 30
- Freezetime: 20 seconds
- Buy Time: 20 seconds
- c4 timer: 40 seconds
- Round restart delay: 5

### *a) Overtime settings*

Overtimes will be played in case of a 15-15 score after main rounds. Team will stay on the side they played the previous half.

- Max rounds: 6
- Starting money: 10000\$
- Halftime duration: 0

## **5. Match server**

All matches will be played on official servers provided by the tournament organizer. Participants are not allowed to share IP's or passwords from the servers to any third party representatives.

## **6. Game chat**

All communication not connected to the match between teams are restricted to be sent in global chat.

## 7. Coaching

Only coaches registered in the team profile will be allowed to join the server.  
The coaches will be allowed to communicate with the team without restrictions.

## 8. Pause rules

Players can call for the pause at any moment, and pause will start from next round's freetime or, if the pause was called during freetime, it will be immediate.

### - Timeout

Each team is allowed to call a timeout (tactical pause) of 30 seconds up to four times per map. Timeouts can be called via the in-game vote system (ESC - Call Vote - Call Tactical Timeout). Teams are allowed to take all four timeouts at once by calling them all individually once the previous timeout expires. Teams will not be given additional timeouts in the overtime, but the unused timeouts can still be used in overtime.

### - Technical pause

During the match, typing .pause in chat will call a technical pause. Right after technical pause was set players should type in chat or report to a match referee about technical issues, and he will set match on pause.

### - Server-admin pause

The server admin can call a pause on server on any time due to technical issues with broadcast or other problems related to production or rule violations.

## 9. Player settings

### *a) Using scripts*

- Using any of scripts is prohibited. Scripts are understood as binding two or more different activities on one button by current rules.

Exception given for the scripts using for jumthrow and quickbuy.

### *b) Using of overlays or other features*

Players are restricted to modify the CS:GO client with third party files (such as custom chat messages, radar modifications, etc).

### - Nickname

During Group stage and Play-Off - the server will be modified according to the team data provided to the tournament organizer.

### - Avatar

During Group stage and Play-Off - Players avatars will be modified to the team logo in case team doesn't have team logo, organizer will provide default avatar.

Players are not allowed to use any avatars which violate the code of conduct.

### - Skin name tag

Players are not allowed to use weapon name tags during Group stage and Play-Off.

### *c) DDoS attacks*

Tournament participants oblige themselves to protect own selves from DDoS attacks and avoid leak of personal information during match-days. If team was struck with DDoS attack during match, and it's not possible to reschedule match, teams are required to use stand-in's, which must be agreed with tournament main referee.

## 10. Match procedure

### *a) Breaks during/after the match*

Teams will have at least 15 minutes of a break between matches and 10 minutes between maps.

The exact times will be communicated by the tournament administration depending on the broadcast needs.

### *b) Number of players*

Matches can officially start only when the 5 players from both sides join the server. In case of one or more players are not able to join the server, the team will forfeit the map.

### *c) Server issues or match interruptions*

- In case players were dropped before the first damage on the map, the round will be replayed after they rejoin the server.
- In case a player was dropped after the first damage on the map, a pause will be set during next freetime, and the round won't be replayed.
- In case the server crashes before the first damage, the round will be replayed.

### *d) Using of bugs or game glitches*

Using of bugs or game glitches is prohibited. If a player discovers a new bug or glitch, he is obligated to immediately report it to head admin before using it.

The usage of the following bugs is strictly forbidden. If any bug is used which is not listed here it is up to the referee's discretion whether or not a punishment will be given.

- Moving through clipped areas where the movement by the design of the map is not possible is strictly forbidden (any walls, ceilings, floors, etc).
- The bomb may not be planted in a location where it cannot be defused. Planting the bomb in such a way that no one can hear the sound is forbidden.
- Standing on top of teammates is generally allowed, it is only forbidden when such actions allow the player to peek over, under and/or through a solid object (e.g. wall, box, ceiling) that should not be allowed according to map design.
- Pixel walking is forbidden. A player will be considered to be pixel walking if they sit or stand on invisible pixels on the map, where there is no visible edge or any texture he is staying on.

We recommend checking with the tournament referees whether certain bug or glitch is considered prohibited.