



General

1.1 Rule Change

The Tournament head reserves the right to change any of the rules to make sure fair play is maintained throughout the tournament.

1.2 Confidentiality

Any communication between players at Admins/Tournament Head/Event Organisers is deemed confidential and will not be shared with anyone outside of the event or any other team/player.

1.3 Code of Conduct

All players agree to behave properly throughout the event and act respectfully to other players, Admins and Event Staff.

1.4 Additional Agreements

Resonate is not responsible for any sponsorship agreements or business arrangements between teams and players. We are purely supplying a tournament platform, also any arrangements that break our Code of Conduct will result in said player or team being disqualified.

1.5 Drugs and Alcohol

Throughout the event we do not allow players to be under the influence of any kind of drug, alcohol or performance enhancing substances.

1.6 Publisher's anti-cheat system

Any player who has been caught cheating by the VAC system (Valve Anti-Cheat) in Counter-Strike: Global Offensive is not allowed to participate in this tournament.

1.7 Prize Money

All prize money will be paid out within 30 days of the event being over. Please make sure you supply the correct payment information if not this could delay the process.

1.8 Penalties and Leaving

1.8.1 Leaving during any stage

If a player leaves the event before their team has been knocked out or does not turn up to the final, the team may replace the player as long as the replacement does not delay the event.

1.8.2 Ban for players

If a participant gets disqualified from Resonate during an active stage, all the team will be disqualified from the event and have a ban against them for the event.

1.10 Match Start

1.10.1 Punctuality

All Matches will start as to when the timetable indicates, if a team fails to turn up within the allowed time that team may face disqualification or lose the map entirely to a default win. This is down to the Admins final decision which will be final at all times.

1.10.2 Delaying the Match

For any delay over 15 minutes the team will be regarded as a no show and if the admin sees fit will give a default match win to the opposing team. If for any reason both teams are delayed it is down to Admin discretion what course of action is taken.

2 Resonate Compete

The tournament will support eight teams randomly seeded in to a double elimination bracket playing a Best-of-One (BO1) format. All finals will be Best-of-Three (BO3) format, all maps will be picked in advance for each part of the bracket.

3 Event Rules

3.1 Punctuality

All players should be at their station by the time given, in this time they should sort all technical issues or make an admin aware. If you think you will be late at any point during the tournament please let staff or and Admin know. Any delays caused by showing up late may lead losing the match in question.

3.2 Equipment

Resonate Compete will provide all Computers and Monitors for the event, players will need to bring their own Mouse, Keyboard and Headsets for the event. Please make sure you have all relevant adapters.

3.3 Administrators

Administrator's rules and instructions should always be followed in all circumstances. Failure to follow an Admin's decision could lead to disqualification.

3.4 Interview

All teams participating may be used for pre or post-match interviews which will be used for promotion of the event and B roll footage throughout Resonate.

3.5 Stage Matches

Grand Finals will be played on the main stage on the Sunday at the event. If for some reason you cannot play on the main stage please let us know (medical reasons etc).

3.6 Demos and Replays

All Demos must be saved to the PC and then transferred to a USB provided by the Admin after the Match.

3.7 Photo and Other Media Rights

By competing in the tournament, all players and teams accept that they may be recorded or have their picture taken. This will be used by Resonate for all promotion and social media use.

4 Misconduct

4.1 Insults

At no point will a player insult any other Player, Admin or Event Staff, this includes any kind of chanting or any hateful language towards anyone. This will not be tolerated at all and anyone caught doing this will be disqualified.

4.2 Behaviour

Players will show respect to everyone at the event and no bad behaviour shall be tolerated. We will uphold sporting behaviour throughout the event, any breach in this may lead to disqualification.

4.3 Cheating

In the unlikely chance of a player cheating the player in question will be banned from any future tournaments and the team in question will be removed from the current tournament. The following hacks apply to CS: GO, Multihacks, Wallhacks, Aimbot, No-Recoil, No-Flash and sound changes. It is however not limited to those, if an Admin deems you cheating it will be investigated.

4.4 Lying/Misleading

Any attempted to mislead players or admins will be dealt with by defaulting the current or previous match.