

NSTLGA CS2 SEATTLE OPEN RULE BOOK

*Double-Elimination | Best of 3 Series | 2-Day Event
Presented by Generation NSTLGA & Gameworks Seattle*

EVENT OVERVIEW

- Dates: August 16th-17th, 12:00 PM - 8:00 PM
 - Format: Double-Elimination Bracket, Best of 3 series
 - Prize Pool: \$5,000 pot (\$3000 for 1st, \$1250 for 2nd, \$750 for 3rd)
 - Platform: PC – Counter-Strike 2
 - Location: Gameworks, 1511 7th Ave, Seattle, WA 98101
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GAMEWORKS VENUE RULES

NO OUTSIDE BEVERAGES OR FOOD (NO DOORDASH / DELIVERIES)!

Food & beverages are only purchasable within the Gameworks venue, which includes a dedicated food court and 2x dedicated bar areas (21+) that serve alcohol and drinks. Water bottles are allowed for staff and tournament teams attending.

Tournament spectator access: Spectating the event at the venue is free for all, and we provide spectator bundles for fans to support their favorite team/player/organization.

Arcade & Games Access: Any arcade & games at Gameworks are available at a separate cost, depending on your needs. Prices can be found at their website (www.gameworks.com)

All participants from teams to spectators are expected to show sportsmanship, respect, and cooperation with tournament and venue staff.

Gameworks venue diligently requires vibrant arm bands to be displayed to enter in/out of the bar areas (21+), and being caught underage drinking will result in being kicked from the event.

Failure to comply with Gameworks and Generation NSTLGA staff will result in being kicked from the venue and the event. This includes players, teams, and spectators.

PRIZE POOL & PAYOUT

Tournament Prize Pool Distribution:

- ***\$3,000 for the 1st place team***
- ***\$1,250 for the 2nd place team***
- ***\$750 for the 3rd place team***

Payout time: All teams will be sent the prize winnings directly after the grand final concludes, and be paid out in person with Generation NSTLGA and Gameworks staff present.

Payout options: All teams are given the option to have money sent either to 1 recipient who will then distribute their earnings with the team, or individually each registered team in person.

Accepted payout methods: Check, Paypal, Venmo, or Zelle.

MATCH CHECK-IN & SCHEDULING

Tournament Check-In Time: All teams must check in 30 minutes before the tournament.

Match Check-In Time: All teams must check in 30 minutes before their official match with an admin, and are given a full 30 minutes to set up equipment and warm up before each game.

Check-In Method: Teams must check with an admin for LAN or in via the official Discord for online events. Admins will give all information regarding the match to team captains.

- ***Late Check-In Rule:***
 - If a team is not checked in by 10 minutes after scheduled match time, they will receive a 1 map loss.
 - If a team is 20 minutes late, their match is forfeited.
 - Team captains are responsible for communicating any delays to admins.
 - ***Rescheduling:***
 - Admins may adjust schedules to accommodate technical issues or delays
 - All teams must be available for contact during the entire event time frame
 - If an emergency occurs, keep tournament admins updated throughout
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TOURNAMENT FORMAT & SEEDING

Tournament Seeding:

Teams are seeded based off of their Valve Global ranking, or their past 6 month performance history in online/LAN tournaments for the 1st round of the bracket.

Tournament Structure:

- All teams start in the Upper Bracket Opener.
- Teams that lose a match drop into the Lower Bracket.
- A second loss eliminates the team from the tournament
- Only 1 match will appear on the main stream at a time, with other matches having B & C streams.
- All matches are best of 3 (first to 2 maps), besides finals being best of 5 (first to 3 maps).
- The first half of the bracket is played on day 1, and the other half on day 2.

Bracket Structure:



Map Veto Process:

- A coinflip decides which team is Team A and B, and thus who starts the map veto.
- Conducted in the lobby before each match with an admin following this procedure:
 1. Team A bans one map
 2. Team B bans one map
 3. Team A picks map 1
 4. Team B picks map 2
 5. Team A bans one map
 6. Team B picks map 3
 7. Team A picks their starting side (CT or T)

Map Pool: Dust 2, Mirage, Train, Inferno, Anubis, Ancient, Nuke

MATCH & TIMEOUT RULES

Match Ruleset:

- **Game Mode:** Competitive
- **Regulation Format:** MR12 (up to 24 rounds, first to 13 wins), \$800 start each half.
- **Overtime Format:** MR3 (up to 6 rounds, first to 4 wins), \$12,500 start each half.
- **Server Location:** Locally hosted through LAN.
- **Spectators:** Coaches and tournament stream accounts.
- **Match Setup:** Each team is given 30 minutes to set up equipment and warm up before their first game, where they can also inform admins of any technical issues.
- **Match breaks:** Between maps 1 & 2 players are given a 5 minute break. If the match goes 3 maps, then a 10 minute break is given between maps 2 & 3. Failure to return to the match after your break will result in a map loss, unless communicated with an admin.

Timeout Rules:

- 3 Tactical timeouts per map regulation (MR12). 1 Tactical timeout per overtime (MR6).
 - No technical pause limit, however any team/coach communication is not allowed & shut off while there is a technical pause (all voice and text chats).
 - Only admins can talk with the player(s) or coach who called the technical pause.
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PLAYER, COACH & TEAM RULES

Official Rules:

- All players must use their registered Steam account during their matches that were provided to Generation NSTLGA in their team applications.
- Team captains are responsible for communicating to admins regarding checking in, match scores, as well as any technical issues.
- Players are required to bring their own peripheral gear such as a mouse, mousepad, keyboard, headset and earbuds.
- Coaches are only allowed to interact with their team during tactical timeouts, match half, and pre/post game.
- Before/After each match, if teams wish to shake hands, they cannot touch or tamper with opponents equipment/setups.
- Teams are only allowed to keep their water/beverages under their desk space.

Banashible offenses:

- Smurfing or account sharing is strictly prohibited and will result in disqualification.
- Cheating, scripting, or using any non permitted third-party software is grounds for instant removal and ban from future events.
- The use of discriminatory language based on gender, race, religion, nationality, or any other slurs is strictly prohibited. Teams caught using discriminatory language will be banned from all future events. (Discriminatory language does NOT include swearing and trash talk towards an enemy team's in-game performance).

ADMIN DISCRETION & FINAL SAY

Admins have the final word on all disputes and rule interpretations. Admins will also work with Gameworks staff if any complaints are filed towards a team or player by Gameworks.

- ***Admins may:***
 - Adjust match times for technical or logistical reasons.
 - Remove players or teams for toxic behavior, cheating, or disruptive conduct.
 - Override rules if a unique situation arises that threatens the integrity of the event.
 - All participants are expected to show sportsmanship, respect, and cooperation with tournament and venue staff.
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CONTACT & SUPPORT

For any clarification on the rule book, please contact @Nstlga_GG on X, or us on Discord.

- **Official Discord Channel:** <https://discord.gg/uU8bw5HgWS>
 - **Admin Availability:** Fully throughout both operational hours of the tournament
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RULE CLARIFICATIONS & REFERENCES

For any rules not listed in this rulebook, we will refer to the ESL one 2025 rulebook in case of an outlying complaint or issue:

<https://pro.eslgaming.com/tour/2025/02/2025-rulebook-update-2/>

FINAL MESSAGE

Our mission is to build a community around the Pacific NorthWest for die hard esports fans eager to support their local scene. Following this rule book allows us to give fans of Counter-Strike the best tournament we can host without any hiccups. We worked hard to plan out every aspect of this event for teams and fans, so we hope you respect our and the venue's rules just as much as we respect the community.

And remember, GLHF – Good Luck, Have Fun!