

***Betcl*ic**

CLASH
ONLINE

**BETCLIC CLASH ONLINE
RULEBOOK**

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1. SECTION I - General information

1.1. Operator

The operator of the "Betclit Clash Online" tournament is SCS Gaming sp. z o.o., which is based in Wrocław, Marsz. Józefa Piłsudskiego 91/1, 50-019; EU VAT ID: PL8971957325.

1.2. Rule changes

The operator reserves the right to change the rules without prior warning. In a case that is not covered by the written rules, the operator reserves the right to take measures to preserve the integrity and fair-play spirit of the competition.

1.3. Collection of personal data

The administrator of personal data collected for the purposes of the tournament (i.e., data provided by participants for the purpose of participating in the tournament) is the operator. Participants can request to validate, edit or delete their data. To make such a request please contact us at tournaments@whatever.gg with an email title "personal data request". Failure to provide or provision of false data may result in inability to participate in the tournament.

1.4. The game

The game played in the tournament is Counter Strike 2 published by Valve Corporation.

1.5. Tournament schedule

The schedule of the tournament is specified in Appendix 1 to the rulebook.

1.6. Contact persons

NAME	ROLE	EMAIL	DISCORD
TYMOTEUSZ CIERZAN	TOURNAMENT DIRECTOR	TYMOTEUSZ.CIERZAN@WHATEVER.GG	zobekk

1.7. Broadcast rights

1.7.1. Open qualifier stage

During the open qualifier stage, the rights to broadcast matches are available to the public. A person who wishes to broadcast a match must do so by streaming their own POV or using FACEIT CSTV (if the platform is unable to provide CSTV the operator is not obliged to provide one). The signal is provided free of charge.

1.7.2. Main stage

During the Main stage, the operator provides a clean-feed signal. Restreaming is allowed only with the exclusive permission of the operator. To get the restreaming rights please contact the operator via email or Discord.

1.8. Entry fee

The tournament is free to join.

2. SECTION II - Players rules

2.1. Player age

A participant in the games can be a person who is at least 14 years old on the day the tournament begins.

2.2. Parental consent

If the participant is a minor (<18 years old), they must have parental consent to participate in the tournament.

2.3. Player nickname

Each player must choose his own nickname, which he uses during the games. This name cannot be changed without the permission of the operator.

3. SECTION III - Teams rules

3.1. Team region

Due to the VRS filter applied, teams participating require a European core. Players must be based in Europe. Players from the CIS region (Armenia, Azerbaijan, Belarus, Kazakhstan, Kyrgyzstan, Moldova, Russia, Tajikistan, Turkmenistan, Uzbekistan) are not eligible.

3.2. Team size

A team may consist of 5 core players, 1 reserve player and 1 coach. The coach can be both a coach and a reserve player.

3.3. Team name

Each team must have its own name, which must be provided while registering for the tournament. This name cannot be changed without the permission of the operator.

3.4. Team captain

Each team must have its captain, who must be indicated during team registration.

3.5. Contact person

The captain of each team designates a contact person for the operator, administrators and other teams. The contact person needs to join the official Discord server.

3.6. Emergency player change

In the event of an emergency or if a team is unable to field a full squad due to unforeseen circumstances, the operator may allow an emergency substitution. However, such a change must be supported by valid and appropriate justification. A player completing the lineup cannot be a member of any team participating in the competition. Decisions on allowing an emergency change are made by the operator on a case-by-case basis.

4. SECTION IV - Game rules

4.1. Game version

The latest available version of the game will be used during the tournament. In the event that the latest

version is considered unplayable, the tournament administration may decide to play the tournament on the latest playable version of the client (if technically possible).

4.2. Map pool

The tournament will use the Valve Active Duty Map Group pool, which consists of:

- de_anubis
- de_ancient
- de_dust2
- de_inferno
- de_mirage
- de_nuke
- de_overpass

4.3. Change of map pool

The operator reserves the right to make changes to the map pool in exceptional situations (e.g. an error in the map causing that the game on it does not meet the rules of fair-play).

4.4. Match settings

- Rounds: Best out of 24 (mp_maxrounds 24)
- Round time: 1 minute 55 seconds (mp_roundtime 1.92)
- Start money: \$800 (mp_startmoney 800)
- Buy time: 20 seconds (mp_buytime 20)
- Freeze time: 20 seconds (mp_freezetime 20)
- Bomb timer: 40 seconds (mp_c4timer 40)
- Overtime rounds: Best out of 6 (mp_overtime_maxrounds 6)
- Overtime start money: \$12,500 (mp_overtime_startmoney 12500)
- Round restart delay: 5 seconds (mp_round_restart_delay 5)
- Break during half time in overtimes: disabled

4.5. Game platform

Open Qualifiers are played on the FACEIT platform. To participate in the tournament, a player must have an account on the above-mentioned platform.

Main Phase is being played on servers provided by the operator.

4.6. Anti-cheat

In order to participate in the tournament, a player must have active FACEIT Anti-Cheat software. If a player is not able to run the above-mentioned software for technical reasons, they are not allowed to participate in the tournament.

The operator may require players to download and use another anti-cheat software during Main Phase.

4.7. Open qualifier stage

Polish qualifier

- Single elimination bracket
- Bo1 matches, promotion matches Bo3
- Top 4 advances to Main Stage

European Qualifier

- Single elimination bracket with Bo3 decider for places 9-12
- Bo1 matches, promotion and decider matches Bo3
- Top 12 advance to Main Stage

4.8. Main stage

Group stage

Participants:

- 4 teams - Open qualifier - Poland
- 12 teams - Open qualifier - Europe

Seeding: Main Stage participants are seeded by their VRS ranking, if VRS is n/a the Operator will use most recent HLTV ranking

Structure: GSL Groups of 4 teams

Match Rules:

- Upper Bracket: Bo1
- Lower Bracket: Bo3

Playoffs

Participants: Top 8 teams from the Group stage.

Structure: Double elimination bracket.

Match Rules:

- Upper Bracket: Opening matches Bo1, remainder Bo3.
- Lower Bracket: All matches Bo3.

4.9. VRS Additional information

All VRS information can be found at the website:

https://github.com/Seasonal-Clash-Series/betcliv-clash-online/blob/main/vrs_information.md

4.10. Tactical pause

A team can use the pause option in the game menu (ESC -> Call Vote -> Call Tactical Timeout) to order a tactical pause. During regulation game time, each team has 3 tactical pauses, each lasting 30 seconds.

During overtime, each team has only 1 tactical pause of 30 seconds each for each overtime period.

4.11. Technical pause

In the event of a technical problem preventing the match from being played, a team may use the "!pause" command to pause the game. The pause will start during the next freezetime. It is the team's responsibility to immediately inform the administrator of the reason for using a technical pause.

4.12. Agent skins

Agent skins are not allowed.

4.13. Higher seed

During the Online Phase team's seeding during map veto is determined by the platform itself.

During Main Phase team's seeding during map veto is determined in the following order of priority:

VRS ranking – the latest global team ranking published by Valve Corporation.

HLTV ranking – the latest global team ranking published by HLTV.org, used only if the VRS ranking is unavailable.

A team with the VRS ranking will always be seeded higher than a team whose seeding is based on HLTV.

4.14. B01 veto

The higher seeded team decides whether it wants to be the A or B team. Team A begins the veto procedure with the following order:

- Team A - Ban
- Team B - Ban
- Team B - Ban
- Team A - Ban
- Team A - Ban
- Team B - Ban
- Remaining map is being played

Starting sides are decided by the knife round.

4.15. B03 veto

The better seeded team decides whether it wants to be the A or B team. Team A begins the veto procedure with the following order:

- Team A removes 1 map
- Team B removes 1 map
- Team A pick 1 map (Team B pick side)
- Team B pick 1 map (Team A pick side)
- Team A remove 1 map
- Team B remove 1 map
- Remaining map will be played as a decider (if needed; starting sides are decided by the knife round)

4.16. Veto time

During Open Qualifier players must comply with the veto timings set by the FACEIT platform.

During the Main Phase, map veto starts 30 minutes before the scheduled start time of the match. Teams have 20 minutes to conduct map veto. If one of the teams does not conduct the veto within the above mentioned time, they may receive a walkover penalty.

4.17. Coaches

4.17.1. Open qualifier

During open qualifiers, coaches are allowed to join the server, if the FACEIT platform allows it.

4.17.2. Main Stage

During the Main Stage, players can stream their game to a coach via Discord. The coach can stay in communication with the team throughout the whole match.

4.18. Match rescheduling

In the event of an exceptional emergency, the operator may consider postponing a match. However, such a decision will only be made after careful consideration of the circumstances.

4.19. Main Phase additional rules

4.19.1. Cameras

During online stages of the tournament each player is required to provide a video signal from the camera (pointed at them and their PC setup - exact guidelines can be found here: www.clashseries.eu/player-cams.pdf). Compliance with this rule is mandatory. The camera needs to be turned on 10 minutes before the start of the match.

4.19.2. Penalties

If the player fails to deliver a video signal or its flawed (e.g. wrong framing) penalties may be imposed on the team (up to disqualification from the tournament).

4.19.3. Video signal cut off during the game

If the video signal is cut off during the game, the administrator can order the technical pause. During that pause the affected player needs to fix his video signal. From the moment of informing the player about the problem he or she has 10 minutes to fix the problem.

4.20. Main stage seeding

During the Main Stage the teams get seeded according to the most recent VRS ranking.

5. SECTION V - Prize pool

5.1. **Prize distribution**

The distribution of prize pool was determined as follows:

- 1st place: 10 000 PLN
- 2nd place: 5 000 PLN
- 3rd place: 3 000 PLN
- 4th place: 2 000 PLN

5.2. **Prize payout**

Prizes will be paid within 90 days from the end of the tournament to the bank account designated by the team, based on a correctly issued invoice or relevant payment document. If a team decides to invoice the operator in another currency, the operator is allowed to subtract processing fees from the prize pool.

If the team fails to provide the required information within 1 year of the tournament ending the prize money is forfeited.

6. SECTION VI - Integrity and conduct

6.1. **Cheating**

The use of any cheating software/hardware is prohibited. A player who uses such aids may be disqualified from the competition.

6.2. **Betting**

Players, staff and the operator must not be involved in betting on any matches in the competition.

6.3. **Use of third-party information**

The use of information obtained by fraudulent means (e.g. third-party assistance, stream sniping, etc.) during the tournament is prohibited.

6.4. **Match-fixing**

Match fixing during the tournament is strictly prohibited.

6.5. Bugs, glitches

The use of bugs, glitches that can give a disproportionate advantage over opponents is prohibited. Exceptions are bugs commonly used for part of gameplay. In case of doubt, a team may consult the admissibility of a bug with an administrator.

6.6. Penalties

The final form of punishment for the above offenses is determined by the administrator on a case-by-case basis.

7. APPENDIX I - Tournament schedule

<u>Polish Qualifier</u>		
21st May 2026		
Single elimination bracket		
17:00	Start of the qualifier	B01
ASAP	Remaining matches	B01 / B03 to qualify
<u>European Qualifier</u>		
22nd May 2026		
Single elimination bracket		
17:00	Start of the qualifier	B01
ASAP	Remaining matches	B01 / B03 to qualify
ASAP	Lower bracket for places 9 - 16	B03

<u>Main Phase (25th - 28th May 2026)</u>		
Day #1 - 25th May 2026		
13:00	Group A opening matches	B01
14:00	Group B opening matches	B01
15:00	Winners match group A & B	B01
16:00	Losers Match group A & B	B03
19:00	Consolidation Match group A & B	B03
Day #2 - 26th May 2026		
13:00	Group C opening matches	B01
14:00	Group D opening matches	B01
15:00	Winners match group C & D	B01
16:00	Losers Match group C & D	B03
19:00	Consolidation Match group C & D	B03
Day #3 - 27th May 2026		
11:00	Opening matches 1 & 2	B01
12:00	Opening matches 3 & 4	B01
13:00	Losers bracket round #1	B03
16:00	Upper bracket semis	B03
19:00	Lower bracket semis	B03
Day #4 - 28th May 2026		
12:00	Upper bracket final & lower bracket final	B03
15:00	Consolidation final	B03
18:00	Grand final	B03