

CS2 Tournament Regulation

Testing tournament CS2 · DeafESG · 23–25 October 2026

1. General provisions

1.1. The final decision on any issue is made by the panel of judges and/or the chief administrator of the tournament. Decisions of the administration must be carried out unconditionally. Situations not covered by this regulation, or of an exceptional nature, are resolved in the spirit of fair play and common sense.

1.2. Players with hearing loss who have registered and received confirmation on the DeafESG website may take part in the DeafESG tournament.

1.3. By submitting an application, a participant automatically confirms that they have read the rules and this regulation.

1.4. The tournament is rated ("Rating: Counted"). Points are awarded under the rules of the DeafESG rating system after a manager confirms the match results.

1.5. The tournament is held in test mode. In case of technical failures, significant organizational errors, or violations, the organizers may annul the results and any awarded points and hold the tournament again. Such a decision is published on the official tournament resources.

1.6. The tournament has a single administrator. When the administrator is busy, a helper may perform some technical functions (for example, creating lobbies and entering results); decisions on disputes, protests and sanctions are made by the chief administrator. Replies from the administrator may not be instant.

2. Tournament format

2.1. The tournament is held online in the Single format: a group stage followed by a single-elimination playoff.

2.2. The maximum number of teams is 16.

2.3. Group stage: 4 groups of 4 teams; each team plays every other team in its group. All group matches are best-of-1 (bo1).

2.4. Eight teams advance to the playoff: the top two teams of each group.

2.5. Playoff: all matches (quarterfinals, semifinals, third-place match and final) are best-of-3 (bo3). The bracket is formed from the group stage results; teams from the same group should, where possible, not meet in the quarterfinals.

2.6. If fewer than 16 teams register, the organizer determines the number of groups and the number of teams advancing to the playoff and announces it before the draw.

2.7. Group places are determined by points. If two teams are tied on points, the head-to-head match decides; if three or more teams are tied, the difference between rounds won and lost decides.

2.8. If the tie remains after that, places are determined by the greater number of rounds won, and then by the administrator's decision (an additional match or a draw).

3. Registration and dates

3.1. Registration for the tournament: 04.10.2026 to 21.10.2026.

3.2. The tournament runs from 23.10.2026 to 25.10.2026 and ends with the playoff final. If matches cannot be completed in time, the tournament may be extended.

3.3. The draw takes place on 22 October 2026, live on the DeafESG YouTube/Twitch channel.

3.4. All times in this regulation are Moscow time.

4. Participants

4.1. There is no Faceit level restriction.

4.2. The team captain must: assemble the team; send the administrator, by direct message, links to each player's Faceit account; provide the team name and roster; send the team logo.

5. Match time and team attendance

5.1. Teams must appear for the match at the agreed time; captains agree on the time in advance.

5.2. A delay of no more than 15 minutes is allowed. If a team does not appear, or if one or more players are absent within 15 minutes of the scheduled start, the team receives a technical defeat with a score of 13:0.

5.3. A match may be rescheduled only by decision of the administrator. If a match must be rescheduled, contact the tournament administrator.

5.4. The group stage starts at 21:00 on 23.10.2026 and must be completed before 18:00 on 24.10.2026. The playoff starts in the evening of 24.10.2026 (approximately 19:00) and ends with the final on 25.10.2026, no later than 23:59.

5.5. If the group stage ends early, the administrator may start the playoff ahead of schedule, notifying the teams in advance.

5.6. If teams are ready to play earlier than the scheduled time, contact the administrators.

6. Conduct of the match

6.1. Matches are played in a Faceit hub. The server IP address is available to players and organizers on the FACEIT platform.

6.2. Before joining the server, all players must launch FACEIT Anticheat.

6.3. All players without exception must join the team's Discord channel (or WhatsApp) with the webcam on for the entire match. The camera must show the player, the monitor, the keyboard and the mouse. Before the match, the player shows on camera: both ears (hair pulled back), hands, the desk, all audio devices and audio ports, and the room in a slow circular sweep. The administrator may at any time require the player to show the ears, the desk or the room again.

6.3.1. The check is visual. Before the match, the player shows on screen that sound is turned off in the game and in the system (CS2 volume and the Windows volume mixer). Speakers, headphones and any sound sources must be disconnected and visible on camera.

6.3.2. The presence in the room of third parties who prompt the player (by gestures, voice, text or via a screen) is prohibited. Prompting and help from third parties are violations and lead to disqualification.

6.4. Each match is played by two teams of 5 players. Playing with an incomplete roster is prohibited: 5x5 only. If a player has technical problems, contact the tournament administrator.

6.5. Matches are played on the maps: Ancient, Anubis, Cache, Dust II, Inferno, Mirage, Nuke.

6.6. Maps are determined by the captains through bans in Faceit.

6.7. After the first half (12 rounds), the teams switch sides. At a score of 12:12, overtime of 6 rounds is played (sides switch after 3 rounds). The team that wins 4 or more rounds in overtime wins the match; at 3:3 another overtime is played, and so on until a winner is determined. Sides in

overtime are not chosen: in the first and every odd overtime, teams start on the same sides they played in the second half of regulation; in even overtimes, on the opposite sides.

6.8. The server is chosen to be optimal for both teams. Available servers: Germany and Moscow. In a conflict, the administrators choose the server, and their choice is final.

6.9. A match may be cancelled or rescheduled by the administrator only if a player's ping exceeds 70 ms according to Faceit and the captain filed a complaint during the match with a screenshot or video as proof. Ping complaints after the match has ended are not accepted and the result stands.

6.10. The match result is entered on the platform and confirmed by the administrator.

6.11. If a player uses a hearing aid or a cochlear implant, the player must inform the administrator in advance; the administrator determines how it may be used.

7. Substitutions

7.1. Before the tournament starts, a team may add up to two substitute players to its roster. After the tournament starts, any change to the roster or Steam_ID is possible only with the administrator's consent.

7.2. No later than 1 hour before a match, the new player must be added to the team roster and the replaced player removed.

7.3. Before the match, the captain must inform the organizer of the team roster and whether any substitutions were made.

7.4. A team may have no more than two substitute players. Substitutes must be members of the team on the website and listed in the application.

7.5. A player replaced during the tournament cannot return to the team's roster in this tournament.

8. Pauses

8.1. Players may pause the match only for the following reasons and must immediately tell the opponent the reason: an unintentional disconnect; equipment failure or a software problem (for example, monitor power problems, failure of peripherals, or a game crash). Stopping the match for any other reason is considered a violation of fair play.

8.2. A single pause is limited to 30 seconds. Each team may use up to 4 pauses per match.

8.3. The game may be resumed only after the opponent confirms they are ready.

ATTENTION! Do not confuse a technical pause with a tactical one: a warning will be issued.

9. Protests

9.1. If the losing team is sure that the opponent violated the rules, it may file a protest within 5 minutes after the match ends. After 5 minutes the score is confirmed automatically on the website and protests are not accepted.

9.2. A protest may request no more than two POV demos.

9.3. A reply to a protest is given within 30 minutes of its submission.

9.4. If POV demos are requested in a protest, the opponent must archive the files, upload them to a file-sharing service and send the link.

9.5. Administration decisions on protests are final and not subject to review.

9.6. In other cases (for example, the game lags because of ping), proof in the form of a photo and/or video must be provided; otherwise the complaint will be ignored.

10. Rules and violations

10.1. The following actions may lead to disqualification of a team: use of macros; use of game bugs and errors; use of headphones; use of microphones, speakers and sound configuration; use of cheats; use of character skins.

10.2. If you are not sure whether your scripts are allowed, ask the administrator before the match starts.

10.3. If one or more of the points in 10.1 are violated, the team is not admitted to the match and receives a technical defeat.

10.4. Playing for another person, transferring an account, or participation of a player who has not passed verification on the DeafESG website leads to disqualification of the team. The administrator may require the player to undergo a repeated identity check in a format determined by the administrator.

11. Sanctions

11.1. A player and/or team may, by the judge's decision, receive a warning up to disqualification for:

- a) refusing to follow the instructions of the administrator and the requirements of the DeafESG tournament;
- b) objecting to players or administrators who demand compliance with the tournament rules;
- c) insults and racist remarks directed at opponents, teammates, participants, administrators, commentators and others;
- d) unsportsmanlike behavior (for example, sabotaging matches);
- e) a VAC ban in CS:GO/CS2 on any of the player's previous accounts;
- f) misleading or deceiving a judge;
- g) using more than one account in the tournament.

12. Player nicknames and team names

12.1. Player nicknames and team names must not contain obscene, racist or offensive language. Otherwise, measures up to disqualification may be applied to the team or player.

13. Broadcasts

13.1. Tournament matches may be broadcast on the DeafESG YouTube/Twitch channels. Broadcasting of all matches is not guaranteed: matches are shown when possible, at the organizer's discretion.

13.2. The absence of a broadcast of a match is not a reason to reschedule the match, file a protest, or cancel the result.

13.3. Video from players' webcams sent to the administrator for checks (clause 6.3) is not broadcast or published.

13.4. Those who wish to help with broadcasts on a voluntary, unpaid basis (the tournament is run by a public organization and no payment is provided) may contact the administrator.

14. Contacts and official sources

Chief administrator: Khaladzhani E.E. (@hee0305, Telegram).

Official sources of news and up-to-date tournament information: the tournament page on v2.deafesg.com and the DeafESG group on VK (vk.com/deafesg). Information from other sources that contradicts the official information is considered false.

Situations not covered by this regulation are resolved at the judge's discretion. The administrators may amend the regulation during the tournament, publishing changes on the official resources in advance. Administration decisions are not disputed.