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1 Summary

- The competition consists of a best of 2 group stage. This is followed by a best of 3 playoff stage.
- The group stage matches are to be played on the date given to them. If this proves to be impractical for one of the teams, the teams are expected to find a different date to play the match. This has to be done within 2 weeks after the in initial date, and must be communicated to the competition managers.
- A match date and time must be confirmed 96 hours before the original and new scheduled time.
- All group stage matches will be played online. The location of the playoffs will be decided upon later during the competition.
- FACEIT servers will be used during the competition. This means that all participants are required to have a profile. The FACEIT anti-cheat will also be used.
- The competition will use the ESL CS:GO 5v5 Ladder Config (MR15). For overtime, 12500 starting money will be used. The official competitive map pool will also be used.
- Additionally, the DSL platform will also be used for registration and results, so an account is also required here.
- The use of custom player skins is not allowed.
- The use of cheats or scripts is also disallowed. The use of buy, jump-throw, toggle and demo scripts is allowed.
- During the competition, respectful behaviour is expected towards, but is not limited to, the officials, your own team, and opposing teams.
- Clantags need to be disabled, unless the clan tag represents the team you are playing for.

2 General Rules

2.1 Performance enhancing substances

Playing competition matches under the influence drugs or other performance affecting substances is strictly not allowed. This could lead to immediate disqualification, and will potentially nullify all results achieved by the team prior. Prescription medication is excluded from this clause.

2.2 Responsibility

2.2.1 Sportsmanlike conduct

By taking part in the competition a team takes the responsibility to take part in the competition in a fair and respectful manner. This applies to, but is not limited to, referees, opponents, and your own teammates. Failing to do so can lead to a punishment being handed out.

2.2.2 Showing up for matches

By taking part in the competition a team also takes the responsibility to play all their assigned matches before the end of the competition. For group stage matches, this means that all matches have to be played within two weeks from the initial scheduled time, and a week before the playoffs. For elimination matches this means that they have to played at the assigned day at the assigned time. If a team does not play at least 60% of their matches, they will not be eligible for any prizes.

3 Roles

3.1 Competition officials

The competition officials consist of organisers and admins.

3.1.1 Competition Organisers

Competition organisers hold the highest form of authority within the competition. They are responsible for the progression of the competition, and have several responsibilities to ensure this. These responsibilities include but are not limited to:

- Processing team registration
- Initial scheduling
- Processing and handing out punishments for violations of the rules
- Inform team captains of any relevant changes
- Handling and making decisions related to the cashflow
- Managing social media and the website
- Promote the competition

Organisers are allowed to have members of the community help with such tasks if they are willing to do so. Organisers are allowed to edit the rules upon discussion with each other, if they deem that this will benefit the competition.

3.1.2 Admins

Admins hold a relevant form of authority with respect to the game they are present for, also including matches in which they are playing themselves and no other admins are available. They are able to resolve minor conflicts and solve issues that occur during a game. These include and are limited to:

- Contact faceit admins in case of server issues.
- Contact faceit admins to pause a game in case of technical difficulties.
- Restart vetoes in case of an issue and agreement by both teams.

When an admin is present for a game in which they are not playing, they are also entitled to perform the following:

- Allow a map or match to be postponed in case of significant technical

difficulties, in agreement with the teams.

- Guide the map vetoes, in case a punishment has been awarded to either team for the match.

Every action taken by an admin must be communicated to the organisers at the latest after the match has been played.

3.2 Participants

A participant is a person who has been recognised and approved by the officials. This includes players, substitutes, team captains and coaches. Every participant must satisfy the for their role appropriate admission rules and will get added to the DCCS database.

3.2.1 Players

A DCCS approved player is a student studying in the Netherlands. The DCCS defines a student as someone that at the start of the competition studies at a University, Hoger beroepsonderwijs (HBO) or Middelbaar beroepsonderwijs (MBO).

A player is only allowed to represent one team per split. Changing teams, or substituting in for a different team is therefore not allowed.

A player can belong to either of the two categories below:

- Local Players: A Local Player is defined as a player that is enrolled at the university, HBO or MBO that their team represents, or is a member of the association they represent.
- External Players: An External Player is defined as a player that is not enrolled at the university, HBO or MBO that the team represents.

3.2.2 Team

Every team has a name and represents either an esports association, university, HBO or MBO in the Netherlands. A team must consist of a combination of:

- At least three local players (see subsection 3.2.1),
- A total of five to seven players, with one player taking the role of team captain (see subsection 3.2.3).

The total amount of external players on a team may not exceed the amount of local players.

If a team consists of more than 5 players, the team is allowed to use any of their

players throughout the split, without facing any consequences, as long as there are more local players than external players in a match.

A team may also have a coach, which are subject to rules discussed in subsubsection 3.2.4.

If a team represents an association, at least three of their players must be a member of that association, and the association must approve of the usage of their name, in addition to the previously mentioned rules.

A team also has a logo that belongs to it. If a team represent an association the logo must reflect this. If a team does not represent an association, they must provide a logo upon signup. A logo may not contain any offensive images, or contain imagery that affiliates them to parties they are not affiliated to. This is to be judged by the organisers. In case a team does not have their own logo, they are expected to provide the logo of the school they represent.

3.2.3 Team Captains

A team captain is defined as a player, who will represent a team and will be the main form of contact between their team with the officials and other teams. A team captain is assigned at the start of the split, and will not be changed, unless requested by the organisers. Organisers are entitled to decline a player the role of team captain, and can request the team to provide a different team captain instead.

3.2.4 Coaches

A team may have at most two coaches. A coach may belong to only one team, and may not be a participant in the DCCS itself, in order to maintain competitive integrity. A coach does not have to be a student.

A coach is only allowed to speak during tactical timeouts, at half time, and in between maps. At all other times, the coach must be visibly muted in discord.

3.2.5 Substitutes

A substitute is a participant who will fill in for a player on the team when they are not available. This differs from the two extra allowed players on a team. A substitute does not have to be signed up at the start of the competition. If a substitute is significantly better than the player they are replacing, this may also lead to a punishment being handed out. A substitute can also be denied from participating under this same rule. Substitutes are only allowed if no other options are available, and if the organisers deem it to be a fair solution.

4 Signup Procedure

4.1 Registration Period

Signups will be opened until the specified time in the official announcement. Signups after this date will be denied, however special requests can be filed to the organisers and can be accepted if they deem it reasonable.

4.2 Requirements Participant

4.2.1 FACEIT account

Players must have a FACEIT account ready to play on, corresponding to the FACEIT account they signed up with. The account should be your own, meaning account sharing is prohibited. This account should be your highest rated FACEIT account or be linked to your highest matchmaking account.

4.3 DSL Account

All players must also register on the DSL platform, and sign up for the competition through there. The DSL platform will be used for the results, and also to hand out the prizes.

4.3.1 Bans outside DCCS

Accounts with VAC bans are allowed to be used when granted permission by the DCCS committee. Bans from other (Steam) games do not affect a player in the DCCS. FACEIT bans for cheating are final, someone is prohibited from attending the DCCS when struck with a FACEIT cheating ban and will be disqualified, along with their team, when receiving one during the DCCS.

4.4 Organisation/Association

4.4.1 Team names

A team name is entered at signing up and cannot be changed during the split. A team name should entail the name of the association when applicable. Team names may not contain any offensive language, cause confusion or carry the name of any parties they are not affiliated with. The judgment of the competition managers on this is final.

4.5 FACEIT tournament

For the group stage and playoffs FACEIT servers will be used. You are required as a team to create a team on the platform to be able to join the competition. This should be ready before the start of the competition.

4.6 De-Register

If a team wants to de-register from the DCCS, they must contact the competition managers, and they will process your request. Teams will also automatically de-register from the competition at the end of a split, and must register again before the next split begins.

5 Competition Structure

5.1 Competition

The competition consists of a group stage and a playoff stage.

5.2 Group Stage

The DCCS consists of two groups with a maximum of 8 teams each. All teams within a group will play against every other team in the same group, in a round robin format. The format of the matches can be found in section 7. The top two ranked teams in both groups will proceed to the playoff stage.

5.3 Competition Standing (Rank)

A team is awarded with one point for winning a map in the group stage, and 0 points for losing a map. The position in the rankings is decided based on the number of points achieved at the end of the group stage. With an equal number of points, the round difference determines the position in the ranking. A round difference of 0 will be awarded for maps that end with overtime.

5.4 Playoffs

At the end of every split, playoffs will also be played to determine the winner of the split. This will be done with a match between the winner of either group, against the number two of the other group. The winners of these matches will play a final to determine the winner. The losers of these finals will also play a losers final, to determine third place.

6 Competition Rules

6.1 Schedule

The competition schedule can be found on the faceit tournament page, which is to be found in the discord once the brackets are generated. This schedule is to be followed, though the teams do have the ability to discuss a more fitting time if this is needed.

6.2 Line Up

Every team has to be present with a valid line-up. A valid line up is in line with subsection 3.2.2. A team's line up is entered at signup and can not be changed until the end of the split. A substitute can be enrolled at the very last moment before a match, but the tournament officials should still be contacted about this, so they can assess the substitute based on subsection 3.2.5.

Please note that a team is not allowed to play a match, if their roster does not contain at least three local players.

6.3 Completeness of the team

Participating teams will always attend with 5 valid players. A team will start a game with these 5 players and must end the game with all 5 players remaining. Failing to maintain all 5 players in the server will be sanctioned

6.4 Match date and Match time

6.4.1 Group Stage

Group stage matches are to be played at the time designated to the teams. If a team is not available at this time, it is up to them to schedule a match at another time with the opponent. This new time also has to be communicated to the tournament managers. A team has to communicate when a match is played 96 hours before both the originally scheduled time, and the newly scheduled time, as to allow for casters and tournament officials to be available for the match. If this requirement is not followed, the tournament officials will hand out a sanction, and the match may be postponed, if no casters are available at the newly scheduled time. A group stage match can be rescheduled for a maximum of two weeks after the original date. If this limit must be exceeded, competition managers must be contacted, and a valid reason must be given. If a valid reason is not given, a sanction shall be handed out.

6.4.2 Playoffs

Playoff matches are to be played at the time and date assigned to them, with no rescheduling possible. In case of a team not being able to make a given

time, tournament officials are to be contacted at least 1 week before the match. Tournament officials will try and find a solution, but if this is not possible, the match will still be played at the original date and time and a sanction will be handed out.

6.5 Being late

In the event of a delay of more than 15 minutes a team will be classified as late. This should be communicated to the organisers or admins and a sanction shall be handed out. In the event of a team being late, it is to be discussed between the two teams whether or not the match is to be played when all players are available, or whether the match will be postponed to a later date. The organisers should also be made aware of this.

7 Ingame Procedure

7.1 Blocked skins

The use of custom player skins is strictly disallowed, and must be disabled prior to the match. Failure to do so will lead to a sanction being handed out. Additionally, the player must reconnect to the server and disable their player skin directly.

7.2 Clantags

Players are not allowed to use custom clantags. Clantags are only allowed, when the clantag matches the team which the player is part of. Punishments will be awarded when the match is streamed, the extent based on the clantag itself. When matches are not streamed punishments will be awarded after the third occurrence.

7.3 Gamemode

During the competition the matches will be played according to the ESL CS:GO 5v5 Ladder Config (MR15). This means that the first team to reach 16 rounds wins. If a score of 15-15 occurs, overtime will be played according to MR3 with starting money of 12500.

7.4 Maps

During the competition the official competitive mappool will be used. This mappool currently consists of:

- Dust II
- Mirage
- Inferno
- Overpass
- Ancient
- Nuke
- Vertigo

Changes to the competitive mappool will be implemented by the organisers when they deem fit.

7.5 Beginning a match

At the designated time slot, both teams need to have their Faceit Anti-Cheat ready, and connect to the match page. Once the match starts they should be ready to pick maps (See subsection 7.6). Once maps have been selected, the option to join the game will be available. Players have 10 minutes to join the lobby, and ready up. This has to be done by the captain using "!Ready" in chat. The knife round will then start (See subsection 7.7)

7.6 Picks and Bans

For the following, team A will be the team on the left in the FACEIT hub, team B will be the team on the right side in the FACEIT hub. Picks and bans will proceed as follows:

7.6.1 BO2

For a best of two series it goes as follows:

- Team A bans one map
- Team B bans one map
- Team A bans one map
- Team B bans one map
- Team A picks one map
- Team B picks one map
- The remaining map will be discarded

7.6.2 BO3

For a best of three series it goes as follows:

- Team A bans one map
- Team B bans one map
- Team A picks one map
- Team B picks one map
- Team A bans one map
- Team B bans one map

- The remaining map will be played as a decider

7.7 Side Selection

In a series a knife round will start when both teams have readied up. However this knife round is to be awarded to the team that did not choose the map, as they get to select the side. (eg. Team A picks Mirage, then Team B gets to select side) In case of a BO3, a knife round is to be played properly for the decider map, with the winning team being allowed to select the side.

7.8 Bugs

The use of bugs or exploits is strictly forbidden. If these have a significant impact on the outcome of the game, the officials have every right to apply a fitting punishment. These bugs or exploits include, but are not limited to:

- Pixel walking
- Planting the bomb in a location where it can not be defused.
- Clipping through surfaces that were clearly not intended to pass through.

7.9 All Chat

The use of all chat is allowed, however respectful behaviour is expected between the two teams.

7.10 Series

During series consisting of multiple maps, a break may be taken in between two maps. This break can be at most 10 minutes, as will be evident when loaded into the next map. It is the responsibility of the team to be ready after these 10 minutes, and failure to do so may lead to punishment.

7.11 Pauses

During the game there are two types of pauses that can be called, tactical and technical.

7.11.1 Tactical Pause

During a game 4 tactical pauses of 1 minute can be called per team. During this time the team may discuss anything regarding the game being played.

7.11.2 Technical Pause

During a game a technical pause of undefined length can be called. Upon calling one of these pauses, an admin must be contacted immediately with the reason

of the pause. During these pauses the teams may not discuss things regarding the game that is being played. If within the 5 minutes of technical pause the admins have not yet responded, it is expected of the opponent to also call a technical timeout.

8 Sanctions

8.1 Possible sanctions

Violation of the rules will result in a sanction determined by the competition managers. The severity of the sanction will depend on the gravity of the violation. The following sanctions can be imposed: test

8.1.1 Map Pick

During the map vetoes a different order of picks and bans can be assigned which is to be disadvantageous to the sanctioned team. This veto will then be performed in the chat of the match page, after which the correct maps are then voted in manually.

8.1.2 Map Advantage

Either in group stages (BO2) or in playoffs (BO3), the team can start with a map disadvantage.

8.1.3 Point deduction

During the group stage a number of points can be deducted from their current standing.

8.1.4 Automatic loss of a match

The competition managers can determine that a particular match is automatically lost by a team. A round difference of 32 will also be awarded.

8.1.5 Suspension

In the event of a suspension, a player will not be able to participate in a certain amount of matches with his/her team. The number of matches will be determined by the competition managers. A replacement must be assigned at the moment of the suspension which will replace the suspended player. This will not have an effect on rules related to substitution

8.1.6 Disqualification

For serious offenses such as (but not limited to) cheating or using different players the competition managers have the option to disqualify a player and/or team. A player and/or team will always be given a valid reason for their disqualification.

8.2 Common violations

For the following common violations during the group stage, the punishments are set beforehand. However, organisers are able to stray from these sanctions if they deem fit.

8.2.1 Use of player skins

- First time: Removal of one ban.
- Second time: Removal of two bans.
- Third time: Opponent picks two maps directly.
- Every subsequent time: One point deduction.

8.2.2 Late Rescheduling

- First time: Removal of one ban.
- Second time: Removal of two bans.
- Every subsequent time: One point deduction.

9 Objections

9.1 Objection to the match result

In case of objection to the match result, the captain of the team must notify one of the competition managers on Discord within 72 hours after the match with the objection. If an objection is only submitted after 72 hours, the competition manager has the right to reject the objection without reason. The objection must contain at least the following:

- League
- Round
- Name of the team
- Name of the opponent
- Reason for objection (motivation)

Video evidence is also allowed to strengthen your case.

9.2 Objection to official decision

In case of objection to an official decision, the team captain of the team must notify one of the competition managers on Discord. It must state:

- The team or player to who the rule applies
- The rule
- Reason for objection

Only when all these conditions are met will the objection be reviewed and investigated.