



OMEN WGR European Challenge is a tournament of the videogame Counter-Strike: Global Offensive, organized by Hyped, Ltd, with the support of **OMEN** and **Worten Game Ring**. The players should have the consideration that by signing up, they can qualify, and by that, they will need to be available to play the other phases of the tournament.

1. Information

1.1. Formats and dates

The tournament is composed of three main phases: Open qualification, Closed qualification and playoffs.

1.1.1. European Open Qualifiers

- Format: Single elimination BO1
- Platform: Faceit
- Participation limit: 256 teams
- Starts at: 14h00 CET
- Each qualifier qualifies two teams to the Closed Qualifier
- Qualifiers:
 - European Open Qualifier #1 – 11/01/2021 ([link](#))
 - European Open Qualifier #2 – 13/01/2021 ([link](#))
 - European Open Qualifier #3 – 15/01/2021 ([link](#))

1.1.2. Iberian Open Qualifiers

- Format: Single elimination BO1
- Platform: Faceit
- Participation limit: 64 teams
- Starts at: 18h00 CET
- Each qualifier qualifies one team to the Closed Qualifier
- Qualifiers:
 - Iberian Open Qualifier #1 – 12/01/2021 ([link](#))
 - Iberian Open Qualifier #2 – 14/01/2021 ([link](#))

1.1.3. Closed Qualifier

- Format: Double elimination (upper bracket BO1, lower bracket BO1)
- Platform: None – TO's servers
- Participation limit: 8 teams
- Qualifies four teams to Playoffs
- Rounds:
 - Round 1 Upper Bracket – 27/01/2021 18:00 CET
 - Round 2 Upper Bracket – 27/01/2021 19:00 CET
 - Round 1 Lower Bracket – 27/01/2021 20:00 CET
 - Round 2 Lower Bracket - 29/01/2021 20:00 CET

1.1.4. Playoffs

- Format: Double elimination (upper bracket BO1, lower bracket BO3)
- Platform: None – TO's servers
- Participation limit: 8 teams (4 invited + 4 qualified)
- Dates: 30/01/2021 and 31/01/2021

1.2. Prize pool

The total prize pool of the tournament is 15 000€, and its distributed as follows:

- 1st place – 8 000€
- 2nd place – 4 000€
- 3rd place – 2 000€
- 4th place – 1 000€

1.3. Registration

Attention: Failure to complete one of this steps can lead to disqualification of the team.

1.3.1. The players, captain or team manager have to fill every required information on the platform where the matches are taking place.

1.3.2. On Faceit, the team will have to check-in the hour before the tournament starts.

1.3.3. After qualifying from the Open Qualification stage, each team (that qualifies and moves to the next stage) will need to fill out a form. This form is required and sensitive information that may be asked on said form will be kept private and securely stored. The captain/representative of a qualified team should contact the TO through discord or email to receive access to said form. The contact must be established in no more then one hour after qualifying.

1.3.4. The above mentioned form needs to be filled out in no more then 48 hours.

2. General Rules

2.1. Players

Its considered a “player” everyone that made part of a team competing in the tournament, this includes but is not limited to: Primary players, substitutes, coaches and team managers. All players have to follow the following rules:

- 2.1.1.** Being respectful to the Administration, other players and spectators. They should, too, have good sportsmanship, during all phases of the tournament.
- 2.1.2.** Be ready to start the games at the designated time.
- 2.1.3.** Have a CS:GO and FaceIT account, that is eligible to play.
- 2.1.4.** A player can only be a part of one team, during this tournament.

2.2. Teams

- 2.2.1.** A team needs to have a minimum of 5 players.
- 2.2.2.** A team can have, at maximum, 2 substitutes.
- 2.2.3.** A team can have, at maximum, 1 coach.
- 2.2.4.** A team can submit the following changes to be approved by the Tournament Administration:
 - 2.2.4.1.** Change team name and/or team logo.

2.3. Team Captain

- 2.3.1.** Every team needs to define a captain. The Captain will be the Player with the responsibility to:
 - Making the communication between team and Tournament Administration.
 - Making the communication between team and other teams.

2.4. Eligibility to participate

- 2.4.1.** A player can't have a prohibition of VALVE, STEAM or Faceit in order to attend this tournament.
- 2.4.2.** A player can't have a job contract (temporary or effective) with VALVE or the Tournament Administration.

2.5. Game Conducts

- 2.5.1.** It's forbidden to use bugs and/or exploits in the game, in a way to have an advantage on the opponents.
- 2.5.2.** It's forbidden to use any type of hacks, being in-game or out of the game.
- 2.5.3.** Account-sharing is forbidden (more than one player in each account).
- 2.5.4.** The teams can use to three (3) tactical timeouts, 60 seconds each, by map

3. Game Rules

3.1. Map Veto

3.1.1. BO1 matches

- Faceit: Initial team will be randomize
- Final phase: Upper team will pick who starts
- Team A bans 1 map;
- Team B bans 1 map;
- Team A bans 1 map;
- Team B bans 1 map;
- Team A bans 1 map;
- Team B bans 1 map;
- The last map will be the chosen map;

3.1.2. BO3 matches

- Final phase: Upper team will pick who starts
- Team A bans 1 map;
- Team B bans 1 map;
- Team A chooses 1 map, being the 1st Map; Team B chooses starting side;
- Team B chooses 1 map, being the 2nd Map; Team A chooses starting side;
- Team A bans 1 map;
- Team B bans 1 map;
- The last map will be the 3rd Map, in case of tie in the first two maps;
- Knife round is used to determine sides on the last map

3.1.3. Server settings

- In case of BO1, Knife round is made at the start of each map, where the winner chooses which side to start.
- Round time = 1.55 minutes;
- Freeze time = 15 seconds;
- Buy-Time = 20 seconds;
- Bomb time = 40 seconds;

3.1.4. Overtime settings

- Bo3;
- Money = 16 000;

4. Schedule

- 4.1. Unless stated otherwise, all games are “ASAP” – As Soon As Possible – meaning that once the previous game finishes the teams should be ready to play.
- 4.2. The teams have to consider that the games can start before or after the initial time, if the games before will delay or end before the time.
- 4.3. The Team Captain should be ready to do the veto, 30 minutes before the match schedule, unless stated otherwise by the Tournament Administration.

5. Sportsmanship

- 5.1. Every players should be respectful of the rules and have to show sportsmanship in all parts of the tournament.
- 5.2. It's extremely forbidden any type of comment/behavior anti-sportsmanship, racist, xenophobic, offensive, etc.. that can destroy or affect someone well-being. This is a sensitive subject and using this type of comments/behaviors, to gain advantage or just using it, can lead to a disqualification.

6. Notes and Conducts

- 6.1. The data given by the players will be only available to the Tournament Administration.
- 6.2. By registering on the tournament the players are giving authorization for free use of image to the administration.
- 6.3. If participating on the tournament, all the rules are agreed to and can't be taken after.
- 6.4. The administration reserves the right to change any rules, without any warning in any taken moment.
- 6.5. Any type of disrespect or offensive comments/behavior to the administration, players or spectators, can be punished with the disqualification.
- 6.6. All streaming rights belongs to the Tournament Administration. A team can't say they don't want to get streamed.
- 6.7. It's forbidden to stream the Qualifiers or Final Four, by any entity, team, player or spectator, without the Tournament Administration authorization. If there is a non-authorized stream, you can get punished.
- 6.8. The administration is superior in every decision.

7. Contacts

- Discord: <http://discord.gamersmedia.pt>
- Email: torneios@gamersmedia.pt

8. Warning

- 8.1. Tournament Administration and Organization reserves the right to change and apply any new rules during the duration of the Tournament. This type of action includes, but is not limited to: software updates, decisions about the functioning of the stream, the competition or any tertiary activity that may occur organized by the administration during the competition. It also includes any type of penalty that the organization decides to apply based on good sense and good performance of the competition, even if it did not specify or foresee the problem in question and the penalty applied. Participants are asked to carefully read the entire regulation and to understand that, rather than rules, this text serves as a guideline to ensure fair play and the smooth running of the tournament so, in extreme cases, the organization reserves the right to deviate or increase these rules.
- 8.2. All content contained in this regulation is the property of Gamers Media and Hyped, Ltd, and is protected by copyright laws. Copying, reproduction, dissemination, transmission, use, modification, sale, publication, distribution or any other use, in whole or in part, in any type of support, is expressly prohibited, except in the cases previously and expressly provided for by our entity or without prior written authorization from us. Exceptions to this prohibition are free uses authorized by law, namely the right to quote, as long as their origin is clearly identified.

