



Rules and Regulations

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INTRODUCTION

- i. The following guide contains rules and regulations for carrying out “**CFWL 2026**” and “**CFOL WEST**” (hereinafter “**LEAGUE**”).
- ii. The rules and regulations of the **LEAGUE** apply to all participating publishers, teams, players, coach, and other parties involved.
- iii. The rules and regulations in this document apply only to the **LEAGUE** and not to other CROSSFIRE esports competitions.
- iv. Participating teams in the **LEAGUE** are determined by **SMILEGATE**.
- v. The rules and regulations of the **LEAGUE** will use English as its default language. For any disputes or discrepancies, rules in English will be referred to foremost in making a decision.
- vi. The **LEAGUE** organizing committee reserves the right to make judgment on cases not specifically covered by the rulebook to preserve the spirit of fair competition and sportsmanship.



CFS CODE OF ETHICS

A. General Ethics & Fair Play

- i. All players and team coaches **MUST** adhere to the CFS Code of Ethics and uphold the spirit of fair play at all times.
- ii. Any behavior that harms the reputation of others, manipulates results, or compromises the integrity of the competition is strictly prohibited.
- iii. Players **MUST NOT** engage in any immoral, discriminatory, or unethical behavior; including but not limited to discrimination based on race, gender, religion, or nationality.

B. Behavior & Language

- i. Players **MUST** maintain professional conduct at all times; including but not limited to at the venue, hotel, or during transportation.
- ii. Players must not engage in any activity or speech that is considered by the organizer as immoral, shameful, or contrary to conventional ethical behavior standards. This includes but is not limited to discrimination of any kind whatsoever, be it race, color, sex, sexual orientation, language, religion, political or other opinion, national or social origin, property, birth, or other status.
- iii. Players **MUST NOT** show improper etiquette or unsportsmanlike behavior toward other players, officials, or the audience.

C. Respect Toward Officials

- i. Players **MUST** follow all instructions from league officials, referees, and staff.
- ii. Abusive speech, threats, or disrespectful behavior toward officials or staff members will not be tolerated.
- iii. Bribing or attempting to bribe league officials or staff is strictly forbidden.

D. Communication & Information

- i. Players **MUST NOT** provide false information in their profiles or documents.
- ii. Public statements that include confidential information, unofficial roster changes, or disparaging remarks toward **SMILEGATE**, **CFS** or **CFS HQ** are prohibited.

E. Gambling

- i. Players, coaches, and team staff are strictly forbidden from betting or gambling on any official CFS matches, or from providing inside information that may assist such activities.
- ii. Any action intended to influence or manipulate match outcomes by any means will result in disciplinary measures.

F. Appearance & Equipment

- i. Players **MUST** wear their official team uniforms during scheduled matches, unless otherwise approved by **SMILEGATE**.
- ii. If no team uniform is available, players **MUST** wear formal clothing as directed by the organizer.
- iii. Clothing, accessories, or visible items displaying inappropriate, offensive, or unrelated game titles are not permitted.

1. PARTICIPATION ELIGIBILITY

1.1. Definition

Category	Definition
"Players"	The term "Players" refers to all players (Starting Players or Substitute Players) who are registered to compete in the LEAGUE.
"Roster"	The term "Roster" refers to a group of 6 to 8 people registered to compete in the LEAGUE.
"Starting Player"	A "Starting Player" is a Player of a Team's Roster. Any Roster must have FIVE Starting Players to be validly registered.
"Substitute"	A "Substitute" is a Player of a Team's Roster. Each team may register up to TWO(2) Substitute Players.
"Coach"	The term "Coach" refers to the person responsible for assisting Players in their in-game preparation, as well as supporting administrative and logistical duties.

- 1.1.1. Each Player, Coach, and any related parties must read, acknowledge and accept these Rules, and agree to abide by them at all times in order to remain eligible to participate in the **LEAGUE**.

1.2. Team Composition Regulations

Role Category	Definition	Player or Non-Player
"Team Leader"	The main leader of the players	Player
"Main Player"	Five starting players of the team	Player
"Substitute"	The players who can replace a main player in certain situation	Player
"Coach"	The person responsible for both managing/coaching players	Non-Player

1.2.1. General Regulations

1.2.1.1. Player and Non-Player

- i Only personnel who registered as a **"Player"** is eligible to participate in the LEAGUE.
- ii The **"Coach"** is ineligible to participate in the LEAGUE as a **"Player"**.
- iii Each role group must participate in the LEAGUE faithfully in accordance with the purposes intended by **SMILEGATE**.

- 1.2.1.2. Each Team **MUST** designate ONE(1) **"Team Leader"** and/or ONE(1) **"Coach"** among the registered roster who will be responsible for all decisions regarding the team during the League.

- 1.2.1.3. Team personnel **MUST NOT** be employee of SMILEGATE, the publisher or any organizer associated with the League.

- 1.2.1.4. The Team members **MUST** only represent their registered team ONLY.

1.2.1.5. Roles not listed in the table above shall not be recognized by **SMILEGATE**.

1.2.2. The Role of Coach

1.2.2.1. Eligibility

- i If no coach is registered, the registered **Substitute** may serve as the **Coach**.
- ii If a team already has a registered coach, the substitute **MUST NOT** act as the **Coach**.

1.2.2.2. Participation in Pre-Match Procedures

- i The Coach may participate in the Map Ban/Pick and Side Selection Process and act as the team leader during this procedure.

1.2.2.3. Position and Observation

- i During Matches, neither the Coach nor the Substitute Player may be present in the match room/playing area. They must observe the Match from a separate location for observation.
- ii The Coach may analyze gameplay by observing the players' in-game screens and listening to team communications **only via League-approved method(s) and on League-approved platform(s)**.
- iii All Coach–Player communications must take place only on platforms pre-approved by the League.
- iv The Coach must use a webcam at all times while observing and must ensure the webcam feed remains stable and of sufficient quality so that League Officials can continuously monitor it.

1.2.2.4. Communication Rules

- i The Coach may or may not communicate verbally with players under the following conditions:

(a) Pre- and Post-Match Discussions – Permitted

- Before a Match: All communication must end immediately upon the notification from league officials.

- Between Sets: The duration for communication will be announced by league officials.

- During Timeouts: The Team Leader or Coach may request a Timeout to discuss tactics, in accordance with Clause 6.3.2.

- During Side Change: Communication between players and coaches is allowed during both automatic and manual Side Changes.

**Automatic Side Change refers to the Side Change supported by the in-game system between Round 9 and Round 10.*

**Manual Side Change refers to the process of manually switching sides in the game lobby.*

In both cases, communication is allowed until the Side Change is completed and the teams enter the match.

- Any communication outside the approved time frame will result in penalties.

(b) Technical Pause – Prohibited

- Communication between the Coach and players is strictly forbidden.
- Violations will result in severe penalties.

1.3. Roster Regulations

1.3.1. Minimum Team Roster

1.3.1.1. Each team **MUST** register a minimum of SIX(6) players (“**Minimum Team Roster**” – 5 starting players and 1 substitute player) to confirm participation.

1.3.2. Maximum Team Roster

1.3.2.1. Each team may register up to EIGHT(8) members (“**Maximum Team Roster**”) by adding ONE(1) additional “**Substitute**” and ONE(1) “**Coach**” from the “**Minimum Team Roster**”.

1.3.3. Documentation Submission and Deadlines

1.3.3.1. All teams and players **MUST** submit all required documentation by the deadline designated by **SMILEGATE** before the start of the LEAGUE.

1.3.3.2. The deadline for roster registration will be announced separately by **SMILEGATE** and will be strictly enforced.

1.3.3.3. Failure to submit the required documents within the deadline may result in penalties or disqualification at the full discretion of **SMILEGATE**.

1.3.4. Starting Player

1.3.4.1. Each team **MUST** submit its “**Starting Player**” before every scheduled match.

- i Once submitted, NO changes will be allowed.
- ii The submission deadline will be announced by LEAGUE Officials before each match.
- iii If a “**Starting Player**” **MUST** be changed due to unforeseen circumstances, the case will be reviewed by **SMILEGATE**.

1.3.5. Substitution

1.3.5.1. “**Substitution**” refers to any main player change after the Starting Player list has been submitted.

1.3.5.2. Teams may make a “**Substitution**” between the ‘Sets’ and ‘Matches’, only with the registered roster.

1.3.5.3. Substitutions are not permitted during an ongoing round (Between Rounds).

1.3.5.4. The “**Substitute**” **MUST** always be on standby for potential replacement during scheduled matches.

- i The team is responsible for preparing designated “Substitute” immediately.
- ii Substitute **MUST** participate in the ongoing match within 3 minutes.

- iii Failure to participate in the ongoing match with in the designated time will result in a severe penalty.
 - iv Any substitution due to unforeseen circumstances will be reviewed and determined by **SMILEGATE**.
 - v **SMILEGATE** and the LEAGUE organizer reserve right to reject any substitution requests if it could harm the broadcast or league operation.
- 1.3.5.5. If a substitution is made, any player who is substituted out during that match may not re-enter the match through another substitution.
- 1.3.5.6. Substitution regulations may vary depending on the league conditions.

1.4. Team & Player Name Regulations

1.4.1. Team Name Submission

- 1.4.1.1. Each team **MUST** submit its official team name when submitting the team roster.
- 1.4.1.2. Any team name that violates public morals, community standards, or CROSSFIRE service policies **MUST** be changed at the request of **SMILEGATE**.

1.4.2. Team Name and Player Nickname

- 1.4.2.1. Players **MUST** maintain the nickname and in-game name used in previous official CFS or regional events.
- 1.4.2.2. Any name change **MUST** be reviewed and approved by **SMILEGATE** in advance.

Category	Team Tag	Player Nickname
Nature	Represents the team's identity; consists of a full name and an abbreviation.	The name displayed on-screen and in-game.
Modification	Not permitted under any circumstances once registered.	Modification is only allowed in the designated period, and it should have a specific reason.
Team / Sponsorship Name	Teams may include their sponsor in their team name; however, team names must not feature sponsors from socially sensitive or otherwise restricted industries.	Duplicate team or sponsor names will not be permitted.
Format Requirements	Character Limits - Full Name: No restriction - Abbreviation: 2 – 4 capital characters Other Rules - English alphabets and numbers only; no spaces or special characters	Character Limits - Up to 7 characters Other Rules - English alphabets (A–Z, a–z) and numbers (0–9) only - No spaces or special characters - Case-sensitive (capitalization is distinguished) - Must be unique (duplicate nicknames are not allowed) - The player that registers later will be required to change the name.

1.5. Age and Residency Requirements

1.5.1. Age Eligibility

- 1.5.1.1. Legal minors (17 or less) are required to have written permission from parents to participate.
- 1.5.2. Residency and Nationality
- 1.5.2.1. Player **MUST** either:
- hold the nationality of the respective CFWL or
 - have legally resided in that region for at least TWO(2) years.
- 1.5.3. Players who have not resided in the region for two years **MUST** submit supporting documentation to **SMILEGATE** for review and final approval.
- 1.5.4. If a player returns to his/her original region after representing another region, that player will be ineligible to participate in the LEAGUE where it takes place at his/her original region.

1.6. Team Rebuild Regulations

- 1.6.1. **Team rebuilding** refers to any situation in which the existing roster is changed. A **team roster** is a collective group of players that has been finalized through this rebuilding process.
- 1.6.1.1. Definition

Category	Details
Common Rebuild Regulations	Teams are allowed to rebuild after the end of all scheduled leagues/tournaments in the year and until the start of Season 1 of the following year (2026 version). - Regardless of the form of rebuilding, all rebuilding attempts must be conducted through due process with mutual respect. - Disputes arising during rebuilding attempts shall be mediated by PUBLISHER (SGW) and HQ (SG) through the Dispute Resolution Committee upon request. The PUBLISHER (SGW) shall make the final decision.
Rebuild Regulations for Player-owned Team	- The Owner of the team ownership and league participation rights must be included as a player on the team roster. - PUBLISHER (SGW) and HQ (SG) shall not grant ownership rights to coaches. - The Owner (player) is not allowed to transfer to other teams or organizations until the ownership transfer procedure with PUBLISHER (SGW) and HQ (SG) ends. - All players except for a team owner can be rebuilt. - The number of players that are available for rebuilding varies depending on the transfer period. First transfer period: All players <u>except for the owner</u> can be changed Second transfer period: Up to TWO(2) "PLAYERS" from the Season 1 roster can be changed.
Rebuild Regulations for Organization-owned Team	- The team can change all team players; however, the number of players that can be rebuilt varies depending on the transfer period. First transfer period: All players in the roster can be changed. Second transfer period: Up to TWO(2) "PLAYERS" from the Season 1 roster can be changed.

1.7. Roster Change (Rebuild Period Regulations)

- 1.7.1. The roster change period regulations apply to both 'Player-owned teams' and 'Organization-owned teams'. Teams are free to make changes or rebuild their rosters during the designated period, as long as the changes comply with the rules. However, teams that have already secured a spot in an international tournament are not allowed to make any roster changes.

1.7.1.1. Roster Change Eligibility

- i **First change period:** After the end of League Season 2 and before the start of the next year's season 1
- ii **Second change period:** After the end of League Season 1 and before the start of Season 2
 - * Teams that secured a spot in the following international tournament are not allowed to change their roster.
 - * Teams that change their roster must notify HQ and PUBLISHER through an official email immediately.

1.7.2. Changes During the Undesignated Period

- 1.7.2.1. If an emergency roster change is needed during the undesignated period, PUBLISHER (SGW) and HQ (SG) will review its possibility.
- 1.7.2.2. Even in the case of an emergency, the number of roster changes cannot exceed TWO(2) players.

1.8. CFS 2026 Point System

1.8.1. Overview

- 1.8.1.1. The CFS Point System is designed to aggregate the performance of teams across each regional league and tournament, ensuring that teams with the best overall results advance to higher-level competitions.
- 1.8.1.2. Based on this system, each region will determine the teams that qualify for the international tournaments.

CFS 2026 Point Rewards for Each Season		
League	Rank	Rewarding Points
CFWL	1	150
	2	125
	3	110
	4	95
	5	80
	6	70
	7	60
	8	50
CFOL	1	50
	2	35
	3	25

	4	15
	5	10
	6	10
	7	5
	8	5

- 1.8.2. At the end of each Season, all Teams that participated in the CFWL/WEST CFOL Leagues will be rewarded with points based on their final standing of each Season.
- 1.8.2.1. The THREE(3) Teams with the highest sum of both Season scores will qualify for the Esports World Cup 2026.
- 1.8.2.2. The FOUR(4) Teams with the highest sum of both Season scores will qualify for the CFS 2026 Regional Finals.
- 1.8.2.3. The EIGHT(8) Teams with the final standings from 5th to 12th place will advance to the CFS 2026 Regional Qualifiers.
- 1.8.3. CFS Point System Tie Breaker Rules
- 1.8.3.1. The following tiebreaker rules shall apply to resolve ties in the event that multiple Teams have the same number of points in the CFS 2026 Point System.
- 1.8.3.2. If there are two or more teams with the same amount of the CFS 2026 Points at the end of the Season 2, the tiebreaker will be the teams' final standings of the CFWL/WEST CFOL Season 2.
- i For the avoidance of doubt, this means if team A and Team B have 275 Annual Points, their respective placement in the CFWL 2026 Season 2 will be used as the tie-breaker to determine their rankings.

2. LEAGUE STRUCTURE

2.1. Overview

- 2.1.1. The structure of the LEAGUE will consist of 3 stages which are divided into the **“Regular Season Phase 1,” “Regular Season Phase 2,”** and the **“Playoffs”**.
- 2.1.1.1. **“Phase 1”** is conducted to divide teams into the **“Elite Group”** (top teams) and the **“Contender Group”** (bottom teams).
- i The top four (4) teams from Phase 1 will be placed into the Elite Group, and the bottom four (4) teams will be placed into the Contender Group.
- 2.1.1.2. **“Phase 2”** is conducted for teams within the **“Elite Group”** and the **“Contender Group”** to compete for Playoffs seeding within their respective groups.
- i While the Elite Group is already qualified for the Playoffs, the benefits granted for seeding may vary depending on the final Regular Season standings.
- 2.1.1.3. The **“Playoffs”** will consist of a total of six (6) teams, and seeding benefits will be awarded based on the Phase 2 standings.

- 2.1.2. The structure of the LEAGUE may be adjusted depending on unforeseen circumstances. In such case, **SMILEGATE** will be responsible for announcing to the teams regarding the relevant adjustment.

2.2. Regular Season Phase 1

2.2.1. Format

Group Stage Format Details	
Basic Format	Single Round Robin
	Total 8 teams will compete for Phase 2 placement
	Best-of-Three Series (Bo3)
	Top 4 teams from the "Phase 1" will advance to the "Elite Group" Bottom 4 teams from the "Phase 1" will advance to the "Contender Group"

- 2.2.1.1. **Phase 1** is conducted in a Single Round Robin format, with the objective of determining the group allocation of the eight (8) participating teams.
- 2.2.1.2. Team standings shall be determined in accordance with the **Tie Breaker Rules** set forth in Section **2.3.3**. Based on the final standings, teams shall be classified as **Top Teams(Elite)** or **Bottom Teams(Contender)**.
- 2.2.1.3. Statistics recorded during **Regular Season Phase 1** shall **carry over** to **Regular Season Phase 2** and shall be used in determining the **Team Final Standings**.

2.3. Regular Season Phase 2

2.3.1. Format

Group Stage Format Details	
Basic Format	Single Round Robin <i>* Within each group, teams shall compete in a Single Round Robin format against all other teams <u>in the same group</u>.</i>
	Best-of-Three Series (Bo3)
	Elite Group 1st & 2nd "will advance to the Playoffs Upper Bracket Round 2" Elite Group 3rd & 4th "will advance to the Playoffs Upper Bracket Round 1" Contender Group 1st & 2nd "will advance to the Playoffs Upper Bracket Round 1" Contender Group 3rd & 4th "will advance to the Relegation"

- 2.3.1.1. **Phase 2** is conducted within the groups formed based on the Phase 1 results, with the objective of determining Playoffs seeding.
- 2.3.1.2. All teams in the **Elite Group** are guaranteed qualification for the Playoffs; however, their Playoffs seeds shall vary depending on their final Phase 2 standings.

2.3.1.3. For the **Contender Group**, the final Phase 2 standings shall determine (i) qualification for the Playoffs and (ii) whether the team is required to participate in a Relegation Match.

2.3.2. Team Standings

2.3.2.1. The final team standings of **Phase 1** and **Phase 2** shall be determined in accordance with the **Tie Breaker Rules** set forth in Section 2.3.3.

2.3.2.2. Upon entering Phase 2, all results accumulated in Phase 1—including Win/Loss record, Set Difference, and Round Difference—shall not be reset and will carry over into Phase 2.

2.3.3. Tie Breaker Rules

Regular Season Standing Determination Method		
Comparison Priority	Details	Calculation Method
1	Number of Match Wins	= Total Match Wins in the Regular Season
2	Set Differential Points	= Total Set Wins – Total Set Losses
3	Round Differential Points	= Total Round Wins – Total Round Losses
4	Kill Differential Comparison	= Total Kills – Total Deaths

2.3.3.1. Set Differential Comparison

- i If two or more teams have the same Win/Loss record, the **Set Differential Points (SDP)** will be compared.
- ii $SDP = \text{Total Sets Won} - \text{Total Set Lost}$

2.3.3.2. Round Differential Comparison

- i If the **Set Differential Points** are also tied, the **Round Differential Points (RDP)** will be compared.
- ii $RDP = \text{Total Rounds Won} - \text{Total Rounds Lost}$
- iii RDP includes all rounds played, including Extra Rounds and the Golden Round.

2.3.3.3. Kill Differential Comparison

- i If both SDP and RDP remain tied, the **Kill Differential (KD)** will be compared.
- ii $KD = \text{Total Kills} - \text{Total Deaths in the Regular Season}$

2.3.3.4. Tie-Breaker Match

- i If all the above criteria (Win/Loss, SDP, RDP, and KD) remain tied, a Tie-Breaker Match (Bo1) will be held to determine the final standings.
- ii The map will be randomly selected from the official competitive map pool.
- iii A coin toss will determine the team that selects the starting side.

- iv If three teams are tied: a draw will determine the order, followed by Bo1 matches in a Single-Elimination Ladder format to decide final standings.
- v If a situation arises that is not covered by these clauses, **SMILEGATE** reserves the right to make the final decision.

2.4. Playoffs

2.4.1. Format

Playoffs Format Details		
Basic Format	Double Elimination	
	Best-of-Five Series (Bo5)	
	* The first team to win 3 sets/maps out of the 5 sets/maps wins the match	
	[Upper Bracket]	[Lower Bracket]
	Upper Bracket Round 1 Match 1	Lower Bracket Round 1
	Upper Bracket Round 1 Match 2	Lower Bracket Round 2
Upper Bracket Round 2 Match 1	Lower Bracket Round 3	
Upper Bracket Round 2 Match 2	Lower Bracket Final	
Upper Bracket Final		
Total 10 matches, including Final		

2.4.2. Playoffs Seeding

2.4.2.1. Playoffs seeds shall be assigned based on the final standings of Regular Season Phase 2, as follows:

- i Elite Group – 1st and 2nd: Seeded directly into the Upper Bracket Round 2
- ii Elite Group – 3rd and 4th: Seeded into the Upper Bracket Round 1
- iii Contender Group – 1st and 2nd: Seeded into the Upper Bracket Round 1

2.4.3. Playoffs Structure

2.4.3.1. The “Playoffs” will consist of TEN(10) matches in total, structured as follows:

Playoffs Match Details			
No.	Match Name	Match-up	
		* Higher Seeds are marked as yellow	
		Side A	Side B
1	Upper Bracket Round 1 Match 1	Elite 3 rd	Contender 2 nd
2	Upper Bracket Round 1 Match 2	Elite 4 th	Contender 1 st
3	Upper Bracket Round 2 Match 1	Elite 2 nd	Winner of UB R1 M1
4	Upper Bracket Round 2 Match 2	Elite 1 st	Winner of UB R1 M2
5	Upper Bracket Final	Winner of UB R2 M1	Winner of UB R2 M2

6	Lower Bracket Round 1	Loser of UB R1 M1	Loser of UB R1 M2
7	Lower Bracket Round 2	Loser of UB R2 M1 or M2	Winner of LB R1
8	Lower Bracket Round 3	Loser of UB R2 M1 or M2	Winner of LB R2
9	Lower Bracket Final	Loser of UB Final	Winner of LB R3
10	Final	Winner of UB Final	Winner of LB Final

2.5. Relegation

2.5.1. Format

Relegation Format Details	
Basic Format	Step Ladder
	Best-of-Five Series (Bo5) <i>* The first team to win 3 sets/maps out of the 5 sets/maps wins the match</i>
	Relegation Match 1 Relegation Match 2 Decider Match 1 Decider Match 2
	Total 4 matches

2.5.2. Relegation Seeding

2.5.2.1. Relegation seeds shall be assigned based on the final standings of CFWL Regular Season Phase 2 and CFOL Playoffs, as follows:

- i CFWL Contender Group – 3rd: Seeded into the Relegation Decider Match 1
- ii CFWL Contender Group – 4th: Seeded into the Relegation Decider Match 2
- iii CFOL Playoffs – 1st: Seeded into the Relegation Match 2
- iv CFOL Playoffs – 2nd & 3rd: Seeded into the Relegation Match 1

2.5.3. Relegation Structure

2.5.3.1. The “Relegation” will consist of FOUR(4) matches in total, structured as follows:

Relegation Match Details			
No.	Match Name	Match-up	
		<i>* Higher Seeds are marked as yellow</i>	
		Side A	Side B
1	Relegation Match 1	CFOL Playoffs 2nd	CFOL Playoffs 3rd
2	Relegation Match 2	CFOL Playoffs 1st	Winner of M1
3	Decider Match 1	CFWL Contender 3rd	Loser of M2
4	Decider Match 2	CFWL Contender 4th	Winner of M2

3. GAME REGULATIONS

3.1. General Information

No.	Category	Details
1	Game Version	CROSSFIRE WEST, latest game version
2	Match Mode	Search and Destroy (Team Match)
3	Format	5 vs 5 (Team play, 5 Players per team)
4	Round Time	2 minutes 30 seconds
5	View	1 st Person
6	Live Viewing	Deny

3.2. Match Regulations

General Format	
Category	Details
Format	5 vs. 5 (Team Play, 5 Players per team)
Round Time	2 Minutes 30 Seconds
Match	A match consists of THREE(3) or FIVE(5) Sets
Set	A set consists of 18 rounds and the overtime rounds (Extra Rounds and Golden Round)

3.2.1. Regular Rounds

- 3.2.1.1. Each Set will consist of a maximum of EIGHTEEN(18) rounds.
 - i NINE(9) rounds as Global Risk and NINE(9) rounds as Black List per team.
- 3.2.1.2. After the first NINE(9) rounds (first half), teams will switch sides.
- 3.2.1.3. The Set ends once a team reaches TEN(10) round wins; the team is declared the Set winner.

3.2.2. Extra Rounds

- 3.2.2.1. If a Set ends in a 9:9 draw, SIX(6) Extra Rounds will be played:
 - i THREE(3) rounds as Global Risk and THREE(3) rounds as Black List per team.
- 3.2.2.2. The Set ends when a team achieves 4 round wins within these Extra Rounds.
- 3.2.2.3. The starting side and map for the Extra Rounds will be identical to the first half of the current Set.

3.2.3. Golden Round

- 3.2.3.1. If the Extra Rounds end in another draw (12:12), ONE(1) Golden Round will be played to determine the winner.
- 3.2.3.2. The starting side and map for the Golden Round will be identical to the second half of the Extra Rounds.

3.3. Server

3.3.1. Server Allocation

3.3.1.1. NA [Alpha/Bravo/Charlie] / Esports Limited Access

3.3.1.2. The designation of home and away status for NA or Esports Limited Access servers is based on the regional affiliation of each team. For the avoidance of doubt, this means that teams based in NA will use the NA server as their home server, while teams based in the EU will use the EU Esports Limited Access server as their home server.

3.3.2. If an unforeseen network issue that causes multiple disconnections or it causes a huge amount of ping increase, and therefore it affects the progress of the match, **SMILEGATE** will evaluate the situation and make the Final Decision to resolve the issue in any way or form it deems appropriate. **SMILEGATE** is responsible for informing every participant involved in the **LEAGUE**.

3.4. Weapons, Items, Characters, and Map Pool

3.4.1. Allowed Weapons

3.4.1.1. Only CFS-balanced weapons shall be used.

3.4.1.2. Any items not listed below are NOT permitted (e.g. ZP/MP/VIP weapons or characters, parachute, FP plus, costumes, ring accessory, etc.)

Allowed Weapons List	
Category	Name
Rifle	AK-47- CF Balance
	M4A1- CF Balance
	Scar Light- CF Balance
	HK-417-CF Balance
	M14EBR- CF Balance
Sniper	AWM- CF Balance
	TRG-21- CF Balance CFS
MG	XM214 Gatling Gun- CF Balance
	MG36- CF Balance
	Lewis Gun- CF Balance
	KAC ChainSAW- CF Balance
SMG	MP5- CF Balance
	Kriss Super V- CF Balance
	MP7- CF Balance
	Vepr-12- CF Balance
Shotgun	FN TPS- CF Balance

	A-Bolt Shotgun- CF Balance
Secondary(Pistol)	Desert Eagle- CF Balance
	COLT1911- CF Balance
	USP Match- CF Balance
	MAC-10- CF Balance
Melee	Kukri- CF Balance
	Field Shovel- CF Balance
	Black Carbon Axe- CF Balance
	Jungle Knife- CF Balance
	Knife- CF Balance
Utilities	Grenade- CF Balance
	Flashbang- CF Balance
	Smoke- CF Balance

3.4.2. Allowed Items

Allowed Items List	
No.	Name
1	Bag 1 ~ 4
2	C4 Setup & Defuse Kit
3	Expand Grenade Slot
4	Bulletproof Helmet and Vest
5	EXP Plus items that are NOT dress items
6	All extra ammo items that are NOT other weapons
7	Clan Bag
8	Muzzle Flash items

3.4.2.1. The above list may be subject to change by **SMILEGATE**. All the players are advised to check the notice prior to their matches.

3.4.2.2. Players caught using prohibited items, including weapons/characters, will receive an official penalty.

3.4.3. Allowed Skins

Allowed Skins List	
Category	Details
Primary Weapon	ONLY CF BALANCED WEAPONS ARE ALLOWED Grenade-CFS 2014, M4A1-CFS 2015, such skins are NO LONGER ALLOWED
Machine Gun	
Sub-Machinegun	
Sniper	
White Weapon	
Grenades	
Secondary	

3.4.4. Allowed Characters

3.4.4.1. Players MUST use Version 2.0 Characters (SWAT 2.0, SAS 2.0, OMOH 2.0)

3.4.5. Map Pool

3.4.5.1. The **LEAGUE** will be played on the competitive map pool which consists the following maps:

Map Pool Details	
No.	Map Name
1	Black Widow-T
2	Sub Base-T
3	Port-T
4	Ankara-T
5	Compound-T
6	Eagle Eye-T
7	Mexico-T

4. MAP AND SIDE SELECTION PROCESS

4.1. Process Introduction

4.1.1. General Procedure

4.1.1.1. The Map Ban/Pick and Side Selection Process will be conducted by the league officials before each match, except for Tie-Breaker Matches.

4.1.1.2. Only the Team Leader and/or Coach may represent their team during the process.

4.1.2. Time Limit & Decision Rules

4.1.2.1. Each team will have 45 seconds to complete their map pick/ban or side selection.

4.1.2.2. If a team fails to make a decision within 45 seconds, the league officials will make

a random decision on behalf of the team.

4.1.2.3. Once a decision is made, it cannot be revoked or changed.

4.1.3. Tie Breaker Exception

4.1.3.1. For Tie Breaker Matches, the Map Ban/Pick and Side Selection Process will be administered directly by the league officials prior to the match.

4.1.4. Attendance Requirement

4.1.4.1. If a team arrives more than 5 minutes late or fails to appear (no-show) for the Map Ban/Pick & Side Selection Process, the league officials will randomly assign the starting side for that team.

4.1.5. Regular Season – Bo3

4.1.5.1. A **“COIN TOSS”** will determine which team chooses to be Team A or Team B.

4.1.5.2. Team A begins the Map Ban/Pick & Side Selection Process as follows:

Step	Action
A	Team A removes one map
B	Team B removes one map
C	Team A picks Map 1 / Team B chooses starting side
D	Team B picks Map 2 / Team A chooses starting side
E	Team A removes one map
F	Team B removes one map
G	Team A chooses starting side for Map 3

4.1.6. Playoffs – Bo5 (Higher Seed)

4.1.6.1. The team with the **“HIGHER SEED”** decides whether to be Team A or Team B.

4.1.6.2. Team A begins the Map Ban/Pick & Side Selection Process as follows:

Step	Action
A	Team A removes one map
B	Team B removes one map
C	Team A picks Map 1 / Team B chooses starting side
D	Team B picks Map 2 / Team A chooses starting side
E	Team A picks Map 3 / Team B chooses starting side
F	Team B picks Map 4 / Team A chooses starting side
G	Team B chooses starting side for Map 5
[Applicable Matches] Upper Bracket Round 1 Match 1 & 2 Upper Bracket Round 2 Match 1 & 2 Final	

4.1.7. Playoffs – Bo5 (Coin Toss)

4.1.7.1. A “**COIN TOSS**” will determine which team chooses to be Team A or Team B.

4.1.7.2. Team A begins the Map Ban/Pick & Side Selection Process as follows:

Step	Action
A	Team A removes one map
B	Team B removes one map
C	Team A picks Map 1 / Team B chooses starting side
D	Team B picks Map 2 / Team A chooses starting side
E	Team A picks Map 3 / Team B chooses starting side
F	Team B picks Map 4 / Team A chooses starting side
G	Team B chooses starting side for Map 5
[Applicable Matches] Upper Bracket Final Lower Bracket Round 1 Lower Bracket Round 2 Lower Bracket Round 3 Lower Bracket Round 4	

5. MATCH PREPARATION

5.1. Before the Match

- 5.1.1. Players must be present 30 minutes before the scheduled match and guarantee their own playing conditions.
- 5.1.2. All “Players” must have Webcam, and it should be fully prepared to use for the broadcasting.
- 5.1.3. All “Players” are recommended to use their personal in-ear sound equipment. **SMILEGATE** will mandatorily require Players to use our (**SMILEGATE**-provided) in-ear sound equipment in the future tournaments.
 - 5.1.3.1. The organizer will not be responsible for performance issues related to the players peripherals.

5.2. After the Match

- 5.2.1. Each team is required to confirm scores and submit replays for every map played in the match.
- 5.2.2. Scores need to be submitted via Discord group chat/server.
- 5.2.3. Replay files need to be submitted via Discord, and **ONLY** the team leader should submit scores/replay.

6. TECHNICAL ISSUES, REMAKES, AND PAUSES

6.1. Definition & Regulations

Terms	Description
Disconnection	Any connection loss between Players caused by system, network, PC, or power-related issues.
System Error	Inability to continue the match due to PC or peripheral malfunction.

6.1.1. Reporting Issues

- 6.1.1.1. In the event of an unintentional issue (Disconnection or System Error), players **MUST** immediately inform the league officials.
- 6.1.1.2. The decision on whether to remake the round will follow the **“15 Seconds Rule”** described in Clause 6.2.

6.1.2. Intentional Disconnection

- 6.1.2.1. Intentional disconnection or leaving the match mid-game is strictly prohibited.
- 6.1.2.2. If a player or team must leave the match for any reason, they **MUST** notify the officials in advance.
- i Any violation will result in a team penalty at the discretion of the officials

6.2. Remakes Rules

6.2.1. Situations Eligible for a Remake

- 6.2.1.1. Disconnection of at least ONE(1) player during game loading
- 6.2.1.2. Situations that meet the **15 Seconds Rule criteria**:
 - i A technical issue occurs to at least one (1) player within 15 seconds after the round starts, before any damage is dealt or received.
 - ii An unintentional disconnection of at least one (1) player occurs within 15 seconds after the round begins, before any damage is dealt or received.
 - iii Simultaneous disconnections among multiple players occur.
 - iv No remakes will be granted if 15 seconds have passed since the round started or if any player has received or inflicted damage.
 - v The final remake decision can only be made by **SMILEGATE** or authorized league officials.
 - vi Any self-initiated action without official approval may result in severe penalties as defined in Clause 7.4.

6.2.2. Observer & Administration Issues

- 6.2.2.1. **SMILEGATE** reserves the right to disregard any rounds that were not properly observed or administered by officials.
- 6.2.2.2. If observers cannot connect to the match within a reasonable time, the round will

be invalidated and the match will restart from that round at the full discretion of **SMILEGATE**.

6.3. Technical Pauses

6.3.1. Purpose and Eligibility

- 6.3.1.1. A Technical Pause may be used only in the event of a player disconnection or network-related technical issue.
- 6.3.1.2. The team must inform officials and submit the request via the official league communication channel (requested by the team leader).

6.3.2. Limit and Duration

- 6.3.2.1. Each team is allowed ONE (1) Technical Pause per match.
- 6.3.2.2. The maximum duration of a Technical Pause is FIVE (5) minutes.
- 6.3.2.3. If additional time is required to resolve the issue, officials (SMILEGATE / League officials) may grant an **“Extended Technical Pause”** at their discretion.
- 6.3.2.4. The maximum duration of the Extended Technical Pause is FIVE (5) minutes.

6.3.3. Substitute Readiness and Replacement

- 6.3.3.1. Upon requesting a Technical Pause, the team **MUST** immediately prepare its registered Substitute.
- 6.3.3.2. The Substitute must be ready to play within the Technical Pause duration (including any extended time).
- 6.3.3.3. If the issue is not resolved by the end of the Extended Technical Pause, the team **MUST** replace the affected player with the registered Substitute.
- 6.3.3.4. A player replaced due to a technical issue is not eligible to participate further in the current match (**SMILEGATE** does not consider the replaced player as being in playable status).

6.3.4. Forfeits and Match Continuation

- 6.3.4.1. If the team refuses or fails to replace the affected player when required, the team may be subject to Set or Match forfeit.
- 6.3.4.2. If the same or similar technical issue occurs again after replacement, the team will forfeit the current Set.
- 6.3.4.3. If a team receives a forfeit loss in the First Set due to a technical issue, the team will be given TEN (10) minutes before the Second Set begins to prevent further forfeit penalties.
- 6.3.4.4. If the technical issue remains unresolved after the Extended Technical Pause, the team will be subject to Set or Match forfeit.

6.3.5. Special Circumstances

- 6.3.5.1. If the technical issue is clearly caused by a natural disaster, SMILEGATE will evaluate the situation and may adjust penalties and/or pause duration at its

discretion.

6.3.6. Exceptions (Blackbox)

- 6.3.6.1. If the pause is caused by a Blackbox issue, it does not count against the team's Technical Pause limit.
- 6.3.6.2. The team must submit evidence to officials via Discord (e.g., an error message showing the current time).
- 6.3.6.3. The evidence must be submitted within TWO (2) minutes of the pause request.
- 6.3.6.4. If the team fails to prove the issue is caused by Blackbox, the pause will be withdrawn immediately.

6.3.7. Abuse of Technical Pause

- 6.3.7.1. Abusive or excessive use of Technical Pauses that disrupt match flow will result in official penalties, and may lead to **SET FORFEIT** or **DISQUALIFICATION**, at the full discretion of **SMILEGATE**.
- 6.3.7.2. **SMILEGATE** retains exclusive authority to determine whether a pause was abusive.

6.3.8. Acceptable Reasons for a Technical Pause

- 6.3.8.1. Acceptable cases include, but are not limited to:
 - i A player disconnects due to network or PC crash.
 - ii Hardware malfunctions (e.g., monitor, peripherals).

** The final approval of a Technical Pause lies with the league officials.*

6.4. Timeout

6.4.1. Definition & Request Conditions

- 6.4.1.1. Each team may request ONE(1) Timeout per Set, lasting 90 seconds.
 - i Only the **“Coach”** and **“Team Leader”** may request a Timeout.
 - ii Requests must be made to the officials before the end of the round.
 - iii A submitted Timeout request cannot be withdrawn.
- 6.4.1.2. The Timeout will take effect at the beginning of the next round.
 - i If requested in Round 3, the Timeout begins at the start of Round 4.

6.4.2. Communication Rules During Timeout

- 6.4.2.1. During a Timeout:
 - i All players **MUST** remain seated with headsets on.
 - ii The team may communicate only with the registered Coach (or Substitute acting as Coach).
 - iii Communication **MUST** take place through the designated official voice program.
 - iv The voice channel must include: FIVE(5) starting players, ONE(1) Coach, and ONE(1) league official.

- v The Substitute may join only if acting as Coach (in the absence of a registered Coach).
- vi Communication between unauthorized individuals is strictly prohibited and will result in severe penalties.

6.4.3. Usage Limitations

- 6.4.3.1. Timeouts can only be requested during Regular Rounds.
 - i They cannot be used or carried over into Extra Rounds or the Golden Round.
 - ii Unused Timeouts at the end of Regular Rounds will be forfeited.
- 6.4.3.2. If both teams request a Timeout in the same round, the Timeout will be considered used for both teams and applied simultaneously.
- 6.4.3.3. The opposing team **MUST** be informed immediately once a Timeout is requested.

7. OFFICIAL WARNINGS AND PENALTIES

7.1. Overview

- 7.1.1. General Principle
 - 7.1.1.1. Violation of any rule or regulation may result in a Warning or a Penalty.
 - 7.1.1.2. All participants are expected to comply with instructions from **SMILEGATE** and league officials at all times. Failure to do so will result in an Official Warning.
- 7.1.2. Conduct & Professionalism
 - 7.1.2.1. Any negative or unprofessional attitude will lead to an Official Warning. This includes, but is not limited to:
 - i Cussing or using offensive language
 - ii Continuous complaining
 - iii Disrupting or sabotaging league operations

7.2. Type of the Penalties

7.2.1. Overview

Terms	Description
Verbal Warning	A notice issued to teams or players for minor rule violations. Repeated violations of the same rule will escalate to an Official Warning.
Official Warning	A formal disciplinary notice for serious or repeated violations, as specified in Clause 7.4. Accumulation of Official Warnings may lead to Forfeit or Disqualification.
Forfeit	Immediate LOSS of a SET or MATCH , depending on the severity or number of accumulated Official Warnings.

Disqualification	Complete removal from the league, issued for severe or repeated violations. May also result in forfeiture of prize money or other benefits.
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7.2.2. Verbal Warning

- 7.2.2.1. A Verbal Warning is issued for minor rule infractions.
- 7.2.2.2. If the same rule is violated again, the next Verbal Warning will automatically escalate to an Official Warning.
- 7.2.2.3. Certain violations may result in an immediate Official Warning, even for a first offense.

7.2.3. Official Warning

7.2.3.1. Issuance & Escalation

- i An Official Warning is issued for rule violations defined in Clause 7.4.
- ii Repeated offenses following a prior Verbal Warning for the same rule will result in an Official Warning.

7.2.3.2. Consequences

- i Penalties will be determined based on the number of accumulated Official Warnings during the league.
- ii Repeated or severe violations may escalate to Forfeit or Disqualification, as decided by **SMILEGATE**.

7.2.4. Forfeit

7.2.4.1. Definition

- i A Forfeit constitutes an **AUTOMATIC LOSS** of the specific Set or Match.
- ii The decision may be based on the number of severity of accumulated Official Warnings, or a direct rule violation under Clause 7.4.

7.2.4.2. Application

- i Forfeited sets will be recorded as 10:0 in favor of the opponent.
- ii Player statistics will be recorded as follows:

Category	Forfeited Team Player	Opponent Player
Kill	0	10
Death	10	0
Headshot	0	0

7.2.4.3. Enforcement

- i The decision to issue a Forfeit rests solely with **SMILEGATE** and league officials, based on the nature and impact of the violation.

7.2.5. Disqualification

7.2.5.1. Definition

- i **Disqualification (DQ)** is the severest form of penalty, imposed for: Major rule

violations, Repeated infractions of the same rule, or Conduct deemed harmful to league integrity.

7.2.5.2. Consequences

- i A Disqualified team will be completely removed from the ongoing league.
- ii Final determination of a Disqualification rests at the full discretion of **SMILEGATE**.

7.2.6. Monetary Penalties (Withholding/Revocation of Benefits)

- 7.2.6.1. Any disciplinary action imposed by Smilegate— including but not limited to an Official Warning, Forfeit, or Disqualification— may be accompanied by monetary penalties.
- 7.2.6.2. Monetary penalties may include, without limitation, the **withholding, reduction, revocation, and/or non-payment of Prize Money, Travel Support, appearance fees, and any other League-provided financial support or related benefits.**
- 7.2.6.3. The League reserves the right to determine the scope and application of monetary penalties based on the severity and circumstances of the violation.

7.3. Penalty for the Accumulated Warnings

- 7.3.1. The range of penalty will vary as illustrated in the table below, and may include, but not limited to, suspension period for a Team, Player or Team Staff member, set or match forfeits, etc.
- 7.3.2. Any Official Warning, whether issued as a single warning or multiple warnings, may be subject to prize-money deductions. The decision regarding any prize-money deduction will be made by **SMILEGATE**, and accumulated warnings may result in more severe penalties.

Type Of Warning	Number of Warnings	Description
Verbal Warning	0	<i>Lowest level of punishment – verbal notice issued to the player or team for a minor infraction.</i>
First Official Warning	1	<i>Formal written warning issued for a rule violation.</i>
Second Official Warning	2	<i>Additional written warning – continued misconduct will lead to heavier penalties.</i>
Third Official Warning	3	<i>Player or team may receive a SET FORFEIT, depending on the severity of the infraction.</i>

Fourth Official Warning	4	<i>Player or team may receive a MATCH FORFEIT, depending on the severity of the infraction.</i>
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7.4. Penalty Index

7.4.1. Detailed information

No.	Behaviors	Type Of Warning
1	Violation of the “ CFS Code of Ethics ”, including inappropriate public statements or failure to comply with official rules and regulations	Official Warning, Forfeit, or Disqualification
2	Missing “ Blackbox ” anti-cheat program	Official Warning
3	Failure to attend or arrive on time for a scheduled match, including the pre-match call time (30 minutes before the match)	Official Warning
4	Any action taken with keyboard and/or mouse after player has been knocked out in the game	Verbal Warning
5	Using unauthorized Weapon, Items, Skins, and Characters	Official Warning
6	Leaving the match without prior discussion or approval from league officials	Official Warning
7	Accessing restricted areas of game maps	Official Warning
8	The Violation of “Role or Communication Restriction of Coach/Substitute”	Official Warning
9	Insulting or slandering opponents or other participants through in-game or public communication (trolling, intentionally not defusing the planted C4, etc.)	Official Warning
10	Changing Player’s Nick name or In-game name without notice	Official Warning
11	Abusing or exploiting Technical Pause	Official Warning
12	C4 misuse (planting/defusing through walls, objects, non-visible areas or boosting-required areas)	Official Warning or Forfeit
13	Unsportsmanlike conduct during broadcast (e.g., excessive celebration, taunting, profanity, disrespecting sponsors or officials)	Official Warning or Forfeit

14	Changing Roster after the roster submission deadline	Official Warning or Forfeit
15	Failing to replace the player with a technical issue after the second pause	Forfeit
16	Failing to resolve its technical issue after the second pause	Forfeit
17	Unauthorized communication with audience, media, or external personnel during the match	Forfeit or Disqualification
18	Failing to meet the “ Minimum or Maximum Roster Requirement ”	Forfeit or Disqualification
19	The Violation of “ Team Composition & Team Roster ”	Forfeit or Disqualification
20	Colluding, Match fixing, Gambling, Bribery, Hacking, Cheating, or facilitating such acts	Disqualification
21	Possession or use of unauthorized electronic devices during the match	Official Warning or Forfeit or Disqualification
22	Exploiting abnormal movement methods	Official Warning or Forfeit or Disqualification
23	Any other inappropriate behaviors	Official Warning, Forfeit, or Disqualification
24	Revealing confidential information provided by SMILEGATE, Organizer, or any affiliate of SMILEGATE, by any method of communication	Official Warning, Forfeit or Disqualification
25	Revealing confidential information provided by SMILEGATE, Organizer, or any affiliate of SMILEGATE, by any method of communication	Official Warning, Forfeit or Disqualification

7.5. Additional Penalty Provisions

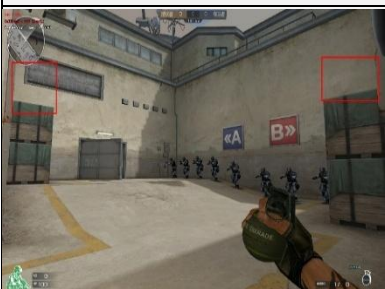
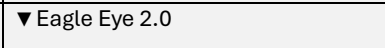
- 7.5.1. **SMILEGATE** reserves the right to impose any other form of punishment deemed appropriate for the specific rule violation. The final decision of **SMILEGATE** shall be absolute, and no objection or appeal will be accepted.
- 7.5.2. The Penalty Index may be updated or amended during the league at the sole discretion of **SMILEGATE**, without prior notice.
- 7.5.3. The scope and severity of penalties will depend on the nature of the infraction and may include, but are not limited to: prize forfeiture, temporary suspension, or permanent ban from future CFS Esports tournaments and leagues.

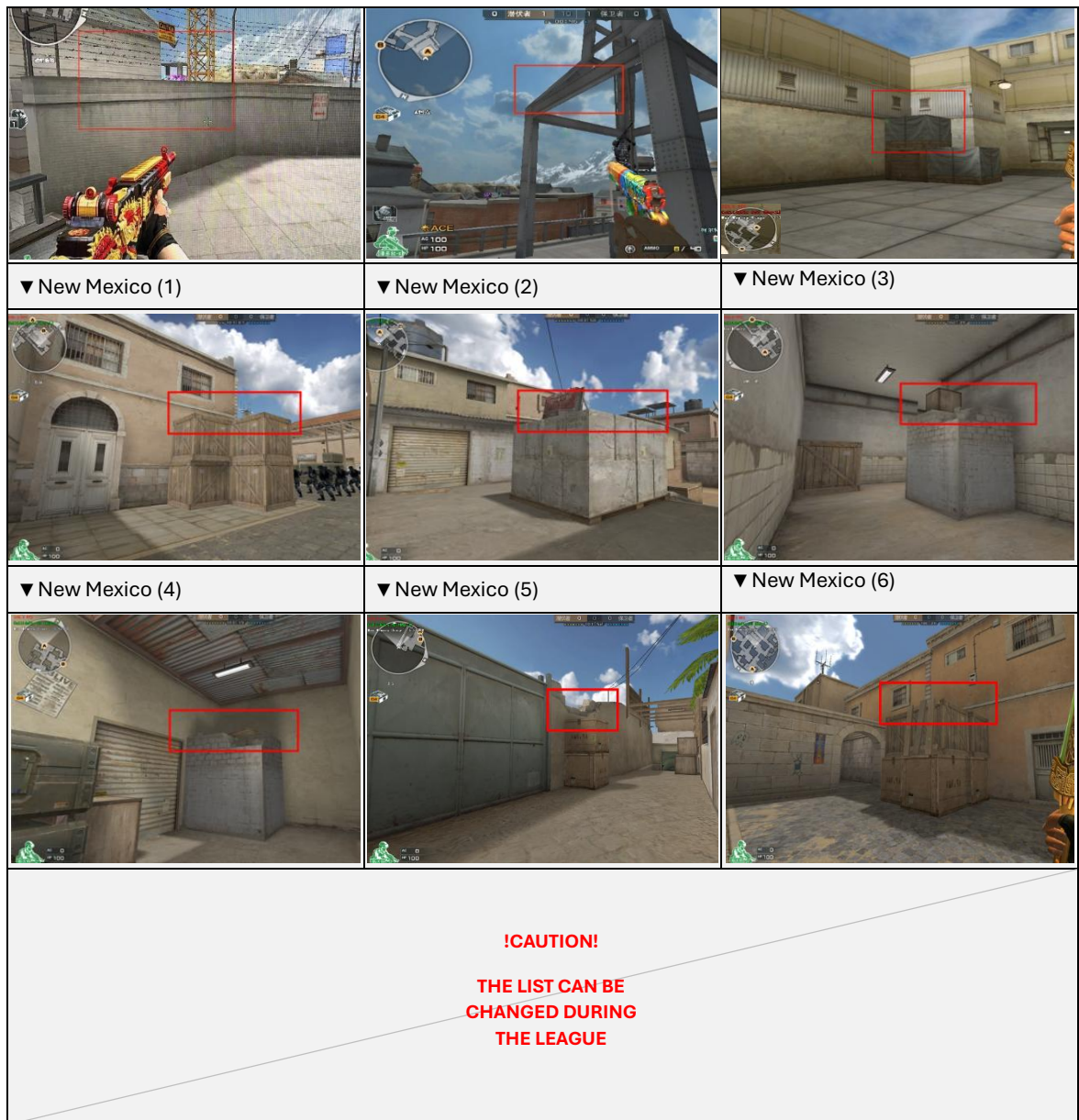
- 7.5.4. Verbal Warning, Official Warning, Forfeit, or Disqualification may be issued even for situations not explicitly specified in this rulebook, at the full discretion of **SMILEGATE**.

8. Other Regulations

8.1. Permitted

- 8.1.1. Verbal communication among teammates after being eliminated (“Dead” in-game).
- 8.1.2. Boosting or climbing using teammates or nearby structures is permitted, provided it does not allow access to restricted areas defined by **SMILEGATE**.
- 8.1.3. Double Jumping
- 8.1.3.1. Double Jumping is permitted. However, Double Jumping into restricted areas remains prohibited.
- 8.1.3.2. The restricted areas will remain in place as below:

Forbidden Areas		
▼ Black Widow (1) 	▼ Black Widow (2) 	▼ Black Widow (3) 
▼ New Compound (1) 	▼ New Compound (2) 	▼ New Compound (3) 
▼ New Compound (4) 	▼ New Compound (5) 	▼ New Compound (6) 
▼ Eagle Eye 2.0 	▼ Eagle Eye 2.0 	▼ Ankara (1) 



8.1.3.3. The list of forbidden areas may be updated during the league.

8.1.4. Thrown Weapon Items

8.1.4.1. Any throwing mechanics or trajectories available in the Live Client is permitted during the league.

8.2. Prohibited

8.2.1. General instruction

8.2.1.1. Any player or team found to be gaining an unfair advantage through an external source (e.g., press, other players, spectators, or external communication), will be subject to disqualification from the league.

8.2.1.2. Playing under the influence of alcohol or psychoactive substances, regardless of whether they are officially listed as prohibited drugs, is forbidden and may result in

severe punishment.

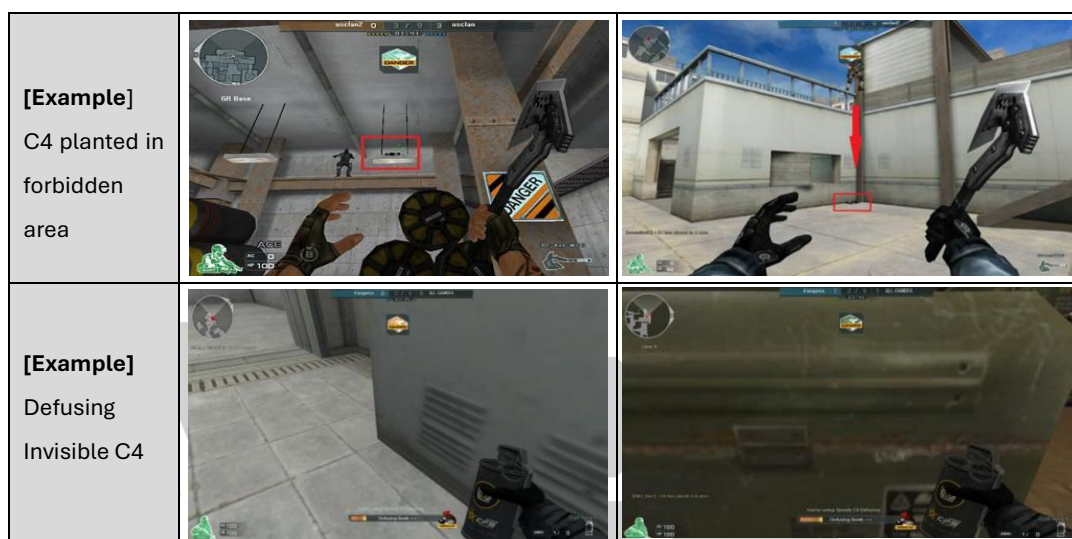
- 8.2.1.3. Any violations of regulations and guidelines set forth by the Host Country, **SMILEGATE**, or other competent authorities may result in disqualification.

8.2.2. C4-related infractions

- 8.2.2.1. planting or defusing in non-visible or boosted positions are prohibited.

- 8.2.2.2. All C4 placements must remain clearly visible to players during both installation and defusal.

- i Installing or defusing C4 behind the object are prohibited.
- ii However; players can move their point of view after they start defusing a visible C4.



8.2.3. NVIDIA Setting Regulations

- 8.2.3.1. Any change of NVIDIA Configuration should be notified to the LEAGUE officials in advance, and failing to notify the officials will result in the “Forfeit” penalty.

- 8.2.3.2. The usage of the program “NVIDIA GeForce Experience” is prohibited during the league. Any usage of the program will result in the “Forfeit” Penalty.

9. RIGHTS TO RAISE AN OBJECTION

9.1. Process of Solution

- 9.1.1. If a team disagrees with a decision made during a match, the team may immediately raise an “Objection and Decision Review” request through the communication channel designated by **SMILEGATE**.

- 9.1.1.1. Upon receiving an objection, league officials will review the case and make the Final Decision to resolve the dispute.

- 9.1.1.2. During the Decision Review Process, only the team’s coach and team leader are authorized to represent the team and communicate with the officials.

- 9.1.1.3. Once the Final Decision has been made, no further objection or appeal will be

accepted. Teams disagreeing with the decision will be deemed to “forfeit” the match.

9.1.1.4. Objection regarding matches that have already ended will not be accepted.

SMILEGATE reserves the right to reject any post-match claims at its full discretion.

9.1.1.5. **SMILEGATE** has the full authority over any “official” decision in regards to any dispute within the league.

10. RIGHTS TO CONTENT OWNERSHIP

10.1. Rights to **SMILEGATE**, Organizer, and affiliated parties

10.1.1. By participating in the league, all teams and players hereby grant **SMILEGATE**, the Organizer, and affiliated parties the following rights without limitation:

10.1.1.1. The image, name, likeness, photograph of all participating players may be used by **SMILEGATE**, the Organizer, and affiliated parties for marketing, promotion, broadcast, digital content, or related commercial materials without additional consent or compensation.

10.1.1.2. All broadcasting rights, and recorded materials of the league shall be the exclusive property of **SMILEGATE** and the Organizer.

10.1.2. Participating players and teams waive any claim to copyright, ownership, or revenue arising from league broadcasts, promotional contents, or derivative materials produced by **SMILEGATE** and affiliated parties.

11. ESSENTIAL SOFTWARES

11.1. Discord

11.1.1. General Instructions

11.1.1.1. Discord will be used for all league communications.

11.1.1.2. All team members should enter the designated Discord Voice Channel before their scheduled match.

11.1.2. Other available Communication Software

11.1.2.1. Teamspeak is also allowed to use during the scheduled “**Match**” but Discord will be the only official communication tool for the league operation.

11.2. Anti-cheat Software

11.2.1. General Instructions

11.2.1.1. League Organizer will use one of the following anti-cheat program depending on the situation:

i Blackbox

11.2.1.2. Use of Blackbox Anti-cheat is mandatory from all players and can be downloaded from the [Blackbox Website](#).

11.2.1.3. Proof of use of the anti-cheat will be asked for, at the discretion of the official and cannot be deleted until instructed by the official.

- i Proof of use of the anti-cheat is required from both teams, regardless of who has won or lost.
- ii It is the responsibility of the player to install and to make sure the Blackbox Anti-cheat is working effectively prior to the scheduled match.

12. FINAL PROVISIONS

12.1. These rules may be amended or supplemented under the following circumstances at the sole discretion of SMILEGATE:

- 12.1.1. When the use of a new or updated game patch version requires adjustments to in-game settings or options.
- 12.1.2. When the introduction or replacement of a cheat protection program or function.
- 12.1.3. When adjustments to game settings or operational guidelines are required due to differences between online and offline league conditions.
- 12.1.4. When **SMILEGATE** determines that such amendment or supplementation is in the best interest of the league.
- 12.1.5. In the event of any rule amendment, the organizer shall be responsible for notifying all participating teams and players.

12.2. Right of SMILEGATE & league Organizing Committee

12.2.1. SMILEGATE

12.2.1.1. **SMILEGATE** reserves the right to make final decisions on any matters not explicitly stated within this rulebook.

12.2.2. Competitive Integrity

12.2.2.1. The league organizing committee reserves the right to interpret and enforce any rules not specifically covered herein, in order to preserve fair play, competitive integrity, and sportsmanship.