



ROG MASTERS 2021

Official Rulebook and Regulations

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I. Introduction

1. Acceptance of the Rules

The ROG Masters 2021 (hereinafter Tournament) is an official competition with its own rules and regulations.

The ROG Masters 2021 official rulebook and guidelines provided to team representatives valid throughout all activities during the tournament until the end.

Each participant or team representative must confirm that he read, understood and accepted all rules and regulations stated in this document. Detailed information with respect to how to play and win prizes in connection with this specific Tournament, [ASUS Terms of Use Notice](#), and [ASUS Privacy Policy](#), constitutes part of this Official Rulebook and Regulations.

Participating in this Tournament is deemed acceptance of these Official Rulebook and Regulations. ASUSTek Computer Inc. ("ASUS") may at any time revise the Official Rulebook and Regulations and other rules set forth by ASUS. Tournament participants (as defined below) shall be bound by any such revisions.

2. Tournament participants and Tournament Period

A Tournament official participant is a team or a player that is participating in a ROG Masters 2021 competition. The teams and registered members are accountable for all penalties or rule violations registered member made during the tournament.

One participant cannot be a part of more than one organization at the same time if the other is not recognized by the tournament organizer or allowed by the main referee of the Tournament.

Official event period is from February 1, 2021 to April 30, 2021.

3. Regional distribution

For the Tournament the APAC Region will be divided into countries with its own competition phases.

List of Countries:

- Australia
- Bangladesh
- Cambodia
- Hong Kong
- India
- Indonesia
- Japan
- Korea
- Malaysia
- Myanmar
- Philippines
- Singapore
- Sri Lanka
- Thailand
- Vietnam

4. Penalties

a) Definition and rights

Penalties are given to the team members and team representatives for any violation of the rules within the tournament length. They may be classified as minor or major penalty points, disqualification from the match or the tournament. Participants will be informed about punishment by mail and will be given time to appeal on the decision. Communication regarding appeals should be between the license-holder or his assigned communication manager and the main referee of the tournament.

The tournament organizer has the rights on the deduction of prize earnings, disqualification and public statements about the decision made in the case of a rule violation.

b) Minor violation

Minor penalty points are given for minor incidents such as not providing required team data before a deadline, violation of rules of conduct or abusive language during participation in any phase of the tournament. Every minor penalty point will deduct prize earnings by 1%.

c) Major violation

Major violation penalty points are given for major incidents such as ignoring decisions of an administrator, failing to show up for the match, repeated Minor penalty points, rule breaking, ignoring of media activities and so on. Every major penalty point will deduct prize earnings by 5%.

d) Disqualification

Disqualification will happen only with the most crucial rule violations such as cheating, match-fixing, repeated failure to show up for the match, public image damage for the tournament organizer and so on.

The disqualified participants forfeit all prize money for the competition and get banned from participating in any ROG events for a period up to 1 year depending on the degree of violation.

5. Official matches

The term "Official matches" refers to matches that take place under the banner of ROG Masters 2021 for any stage of the tournament.

6. Broadcast and the rights

Broadcast refers to official Live showing of any match during the tournament on any platform the organizer decides to do so, in any of the tournament stages.

Tournament organizer has the rights to allow official broadcasts for any person or partners they want.

Teams cannot refuse to play in a match officially broadcasted by the organizer or partners.

7. Tournament organizer

The ROG Masters 2021 is organized by ASUS and partners.

II. General

1. Rules and Regulations changes

ASUS reserves the right to remove, modify or change the rules without further notice on any stage of the tournament to save the sport integrity of the tournament. ASUS also reserves the right to make decisions on cases not covered by the current rulebook to prevent any breaching on fair competition and sportsmanship.

2. Confidentiality

All dialogs between the tournament organizer representatives and players or team representatives, by any communication channels, are deemed strictly confidential. The publication of such material is prohibited without written confirmation from the ASUS Head Referee.

To ensure an appropriate level of confidentiality, the Tournament organizer concludes non-disclosure agreements (NDA) with all its partners and contractors, and also complies with security requirements and rules in accordance with its internal policies and instructions.

3. General responsibilities, agreements

The ROG Masters 2021 administration takes responsibility on hosting all the stages of the tournament and providing information on time via the official communication channels of tournament organizer and the official site of the competition:

The tournament organizer is not responsible for any information provided on 3rd party websites or resources.

The tournament organizer is not responsible for any agreements between individuals or teams, which can conflict with ROG Masters 2021 rulebook and regulations and will not allow them to take place.

4. Live broadcast

Any Tournament matches can be chosen to be broadcasted by the tournament organizer or partners. Live broadcasts will be organized on different platforms and will be distributed via different media sources.

a) Rights

All broadcasting rights of ROG Masters 2021 are owned by ASUS. This includes but is not limited to: video streams (e.g. PoV streams), radio streams, GOTV, replays, demos or TV broadcasts.

b) Personal broadcasts

Players or casters are not allowed to broadcast their own or selected matches without prior approval of the tournament organizer.

c) Protection of the rights

The tournament organizer has the right to protect its own products created during or after the

tournament from rebroadcast or unauthorized usage in post-production.

d) Agreement

Each participant or team member agrees that his personal data can be used in tournament promotion with advertising purposes, including but is not limited to, in the official or affiliated partners broadcast. Players cannot refuse to take part in the broadcasted match and cannot choose in what manner or style the broadcast is made, or withdraw his consent on his personal data processing during the Tournament.

5. Communication

Communication between tournament organizer and team representatives specified in the rules. The official communication resource is email if any other is not previously specified by the organizer in the email sent to players and team representatives.

a) Communication with the tournament organizer

Any communication with tournament organizer by email or other means are confidential and cannot be publicly shared. All emails sent to the organizer or by the organizer are recognized as official messages and cannot be shared to third parties. The tournament organizer has the right to not to react on messages which were sent by an unofficial source of communication.

b) Communication with players

Communication with players will be limited to the team official communication representative through the email registered in the team profile. All communication will be limited to email if other means are not specified by organizers in an email (e.g. moving the discussion to messengers or text servers).

6. Participation conditions

The following conditions must be met in order to participate in the ROG Masters 2021.

a) Age restrictions

All participants of ROG Masters 2021 must be over 18 years old and over the age of majority in the country of participants' citizenship -before the first online match scheduled for the team. In case the participant is younger than the above age threshold, he/she has to declare that he/she has sought legal guardian or parent's approval to participate and to provide information to ASUS in the ROG Masters 2020. Inherent risks are associated with any activity and by granting permission for the above younger participant to participate, the legal guardian or parent acknowledges that such risks exist.

b) Regional Limitations

Teams and players are limited to participate only in one country during the qualifications.

c) Player's Nationality

A player's nationality is determined by a valid passport from, according to the country. If the player holds passports from more than one country - he will be counted as representative of the country he participated during the first match of the tournament. This decision will be final during the whole tournament.

For the team, the home country is determined by the majority of the players registered in

the roster. If there is no such majority, the team cannot take part in qualifiers without prior approval from tournament administration.

Qualifiers and invites for ROG Masters 2021 are usually based on the majority of the lineup registered to a country, region or subregion. A team is only allowed to take part in qualifiers for their respective home region which will be decided by the team's nationality. Exceptions from this rule are possible if the organizer can be convinced that there is a valid reason why the team would be unable to attend all required parts of the qualifier in their home region and why the team should be allowed to play the qualifier in the region suggested by the team. In the case the team wish to participate in another region, the team should confirm the possibility with the tournament organizer prior to registration, otherwise it will be disqualified from the tournament.

An example of this exception would be that the player is not a citizen of the country but a permanent resident, in which this case will still have to provide valid documentation to prove that he/she is a permanent resident of said country.

If such an exception has been granted, the respective region will be considered the team's home region for the entire event or (if that happens before the end of the event) until the conditions for the exception expire.

d) Majority of the lineup

The majority of the lineup present in the team match must have the home country in the region they are registered as participants.

Example: 3 out of 5 players in a team need to be from the home country if the team is registered to that national qualifiers.

e) Physical player location

The tournament organizer reserve the right to ask any player, who is playing in regional qualification from a country which is not recognized as his home country or the region according to the regional distribution, about the reasons for this and has the right to not allow players to continue participating in the tournament without the valid reasons to do so. Valid reasons can be seen in ['6.c Home Region'](#)

In connection with the Team appearance at and participation in the Tournament, the Team confirms, warrants, conveys and is obliged to provide that the Team and each of the players in the Team membership jointly and severally, give to (hereinafter referred to as Organizer) and its affiliates (collectively- Administration), a royalty-free, fully paid-up, perpetual, non-exclusive right and license, worldwide, in any and all manner and media now or hereafter devised, in each case for the sole purpose of promotion of the Tournament, to:

(i) filming, photographing, audio recording made by ASUS at the Tournament and during the Tournament Period: name, nickname, pseudonym, Team player separately as well as Squad of the Team, picture, biographical material, voice and/or likeness and to use the same in any manner or media now or hereafter known, in connection with the Tournament, and the advertising and promotion thereof, including, without limitation, in all forms of television, online, radio and other advertisements, promotions and publicity materials for the Tournament (collectively "Materials");

(ii) broadcast, reproduce, distribute and exhibit such "Materials" and/or recordings of the Tournament and/or the Materials, in any manner whatsoever, by any and all means, media,

devices, processes and technology now or hereafter known;

(iii) edit, modify, adapt, make derivative works from any of the Materials;

(iv) use and display Team player's names, Team name (including all professional Team player's names, Team names, Team player's tags, Team players nicknames or aliases etc.), as well as image, likeness, biographical material, logos, and designs in connection with the exploitation of the Tournament, including the marketing and promotion thereof. For the avoidance of doubt, the Team also hereby confirms, warrants, conveys and is obliged to provide that the rights granted herein include any and all necessary rights and licenses the Administration may need to effectuate the terms of the rights granted. Team hereby confirms and warrants that the Administration has the Team's consent to use and incorporate any photographs, audio-only or audiovisual recordings in which the Team appears (including, without limitation, news, television and/or motion picture footage) and which are made by ASUS at the Tournament and during the Tournament Period, in any materials of the Tournament and/or in connection with the marketing, advertising and promotion thereof, as well as for historical documentation and/or archival purposes, including without limitation, on the Administration website as well as the Team's consent and each of the players in the Team consent to hereby waive any right to any additional compensation therefor, including but not limited to, any excerpt and/or reuse fees and/or residual payments. Team hereby confirms, warrants, conveys and is obliged to provide that the Team agrees to comply, and shall force its players and other personnel (e.g., players, managers, employees, contractors, etc.) to comply with these rules and regulations of the Tournament, and to observe and comply with all written instructions of the Tournament and/or its designees regarding the Tournament and participation in the Tournament, including, without limitation, instructions regarding access to, and secure use of, any related facilities, hardware, software and equipment. The team confirms, warrants, conveys and is obliged to provide that the Team acknowledges that, in order to maintain the integrity of the Tournament and to ensure mandatory attendance in the Tournament, the Administration may impose a fine, suspension, disqualification, or other disciplinary action, all as provided in the Regulations. Notwithstanding aforementioned, all and any actions (directly or through representative) of the Participant(-s) according to and in connection with hereto, shall be treated as implied consent with all rules hereof until it is proven otherwise according to applicable legislation.

7. Game accounts

Each player needs to submit his SteamID on the qualification platform or with the provided by organizer personal data collection way and cannot change the account during all phases of the tournament, until the end.

A player who was VAC-banned on any of his own accounts is not eligible to take part in the tournament.

The player understands that the organizer has the right to check any of his accounts and confirm that player eligible to take part in the tournament.

8. Team accounts

a) Standards

For the open qualification the teams must create and submit a profile on the FACEIT.com platform.

For the further stages, team representative will be asked to provide all team data to the organizer, such as but not limited to team logo, team contacts, team information etc.

b) Team names

The team name may not have any extensions in the team names. The team name may only

be used for one participating team and be submitted before the roster deadline before the Qualifiers. If an organization has more than 1 roster, they have to determine, which roster will represent them before the Qualifiers.

A title sponsor may only be used in the name of one participating team and must be determined prior to the Minors. The title sponsor may not switch teams even if the original choice is eliminated. The title sponsor cannot be betting, gambling, key resellers or other companies, who interact with in-game skins or players inventory.

c) Changes in Team accounts

Any changes in Team accounts must be approved beforehand by ASUS. In case of late notification before the actual start of the games, the organizer has the right to deny any changes in the Team account.

9. Teams sponsors

Team sponsors who can be identified as racist, pornographic, related to illegal drugs, adult/mature or non-ethical resources are not allowed to be presented on ROG Masters 2021.

10. Roster changes

Teams are allowed to make a roster change only by following these criteria:

- During national qualifiers teams can only make a roster change after the qualifier finishes, and only if the team failed to qualify. Changes in the roster during the qualifier are prohibited;
- During qualifiers the team can use coach/reserve player registered as substitution as between the matches;
- Further roster changes will be allowed only as emergency transfers;

It is suggested that every team has a coach/reserve player registered in the roster that can act as a substitute to compensate for any player losses during the tournament.

During the Qualifiers, any new player added to the starting five will act as a permanent player for further matches, while changed participants will no longer be able to return to the starting roster.

a) Players addition

A player who starts the qualifier with one team is locked in that team for the whole duration of the team participation in the tournament. In case the team considers the addition of any player to the roster, they need to be sure that the player meets the following criteria:

- A player that played in and qualified from a national qualifier is never allowed to participate in another national qualifier and he is not allowed to change to another team in the national qualifier.

b) Requirements

Before the team decides to add a player to the roster, ASUS needs to be informed accord to communication channels with the following information:

- Nickname
- Full name

ASUS has the right to deny the addition if a player does not meet the requirements for a Player addition.

c) Roster submit deadline

For the Qualifiers and all stages of the ROG Masters 2021, the roster submit deadline is on the 7th of January 2021 applies. During the qualifiers, players can be added to the roster any time before the check-in to a qualifier. Later additions are only possible in cases of emergency.

d) Emergency transfer

In case of a serious 'force majeure' situation that leaves a team without a full lineup to play with, the tournament direction can decide to allow an emergency transfer without applying of the Roster changes rules. Rule '[10.a Players addition](#)' remains in place even for emergency transfers. This rule can be applied if the team roster used a substitute/coach but the situation is not solved and they require for additional roster changes.

Example of emergency situations:

- A player was denied or didn't get approved visa on time;
- A player has a serious health problem which will not be allowing him to take part in the match.

The organizer has the right to ask for proof of an emergency situation with official documents.

11. Prize money

All prize payments will be done 90 days after the event finished. Teams will be contacted by the organizer and will provide details for the payment.

12. Match start

a) Punctuality

Each team is required to be presented on the server/room/communication channel at least 15 minutes prior to the start of the match according to the schedule provided by the organizer. If the team is late for the scheduled time and didn't notify the organizer, they will receive penalty points.

b) Not showing up

If one or more players don't show up for the match on time, the organizer has the right to disqualify the team from the match after 10 minutes of waiting.

c) Match procedure

The match will be played on a server that was agreed between both teams until the last round. Before the match teams are required to submit map vetoes. If a server cannot be agreed upon by both teams, the organizer will determine the server to be played on.

d) Match results

Results of the match are considered confirmed by both parties if there is no protest submitted right after finishing.

13. Match protests

a) Definition

A protest needs to be filed during a match for things like incorrect server settings, ineligible players on the server or other related issues. After the match, protests will be reviewed by the administration as soon as possible. A protest is the official communication between the parties and the admin. Team representatives are not allowed to share any of the dialog, decisions, people involved in the protests review, etc, without the permission of the organizer.

b) Deadline for protest

Protest can be submitted after the match within 10 minutes after it finishes. If the team protest about the result after the deadline, the organizer has the right to not to react to the protest.

c) Filling the protest

The protest must contain detailed info about why the protest was created. A protest may be declined if proper documentation is not presented. A simple "they are cheaters" will not apply and will be denied by the organizer.

d) Communication during the protest

Communication from the team is only allowed to be made by one representative chosen by the players (team manager or team captain). Teams must confirm that they will act like professionals and will not abuse opponents or referees during dialogs between all parties.

e) Decision on the protest

Decisions on the protests are final and cannot be arbitrated.

14. Media activities

Teams or their representatives are obligated to join remotely or on-site for any media activities scheduled by the organizer. Each team will be notified priorly of any media activities scheduled for them during the tournament.

15. Conflict of interests

All participants agree and confirm that they don't have any conflict of interest before the start of the first match on the tournament for them. In case a participant is not sure how to consider certain situations, he should contact the tournament organizer beforehand and receive confirmation of his eligibility to take part in the tournament.

III. Tournament qualification process

1. National Qualifiers

Each participant of the ROG Masters 2021 will be determined in online national qualifiers.

2. APAC Finals

Qualification for the APAC Finals is given to teams by following results:

- A team placed 1-3 in the National Qualifiers depending on the pre-assigned slots for each country. Refer to Appendix A for the country breakdown.

3. Participant replacement

In the situation that the organizer requires replacement for a team invited to the APAC Finals, but lost the majority of the players, the slot will be transferred to the next best team in the National Qualifiers stage.

During other stages, the slot will be given to the next not qualified team in the qualifier, which was represented by the replaced team.

In case of two or more teams have tied results, it will be decided by the organizer on his discretion according to other criteria such as the world rankings position, better results in the qualifier stages, etc.

IV. Online stage rules

1. Platform

Online matches will be played on the FACEIT.com platform. All teams will need to submit the roster for online qualifiers on the platform. Matches on this platform will require installation of an anti-cheat. Banned players on FACEIT will not be allowed to take part in the tournament.

2. Anti-cheat

FACEIT.com has own anti-cheat which requires beforehand installation.

3. Voice servers

The teams will provide the organizer access to their voice communication during the matches. The organizer has the right to be present on these channels for monitoring purposes and allowed to record the voice channel communication.

V. Rule violations

1. Behaviour

Each player and team representative, staff and visitors agree to behave in a respectful manner to any person during the event. They understand that the organizer will need to react on any report about harassment on gender, age, size and other insults, and will be punished with the possibility of disqualification from the tournament.

2. Single or continuing violations

In case of a single violation, participants will be punished or get a warning according to the severity of the violation. If they continue to act unmannerly and disrespectful towards other people - they may be disqualified from the tournament.

3. Cheating

a) Software

Any software which is giving anyone advantage during the game, listed here but not limited to the ones below is prohibited:

- Sound modifier;
- Texture modifier;
- Aim assistance.

b) Ghosting

In the case a player is sure that someone can see his screen, viewers screen or hear the casters, he should notify the tournament administration as soon as possible about this issue. It is prohibited to use any advantages of ghosting, which is not reported to the organizer.

c) Information abuse

Communication with the viewers, the coach (out of the allotted times) or other third parties during the match is prohibited.

4. Using alcohol or drugs

Players are prohibited to drink alcohol and use drugs during the tournament days. The organizer has the right to not to allow players to take part in the match if he is sure that the player is drunk or under the influence of drugs.

5. Betting

No players, team managers, staff or management of attending organizations may be involved in betting or gambling, associate with betters or gamblers, or provide anyone any information that may assist betting or gambling, either directly or indirectly, for any of the tournament matches or the tournament in general. Any betting or gambling against your own organizations matches will lead to an immediate disqualification of the organization and a ban from all Valve and ROG Master competitions for all persons involved. Any other violation will be penalized at the sole discretion of the tournament direction.

6. Results manipulation

Offering bribes or forcing other teams to manipulate results of a match will cause disqualification for all parties of the deal and ban from all ROG Master events in the future.

7. Match-fixing

Asking or trying to manipulate the results of a match for betting purposes will be considered as match-fixing, and the involved parties will be disqualified.

8. Media behavior

Teams and their representatives should try to solve any issues with the organizer before making any social media statements that could damage the brand or tarnish the reputation of the organizer. In case if it is not possible and the organizer refused to take any actions, teams are allowed to post statements to social media.

9. Brand damage

In case if a team representative publicly aims on damage the reputation of ROG Master or any sponsors for the event, the organizer has the right to disqualify and ban all involved parties from future events and start court process to defend the brand's reputation.

VI. Game Specific rules

1. Game version

During the tournament, the last official version of CS:GO will be used for the matches. Clients will be updated for the latest patch. In case crucial bugs appeared in the latest version of CS:GO.

2. Acceptance of data collection

Players and their representatives confirm that they allow the organizer to collect data of the accounts and every action on the PCs during matches.

3. Maps and veto process

a) Map pool

Active duty map group map pool will be used for the whole duration of the tournament.

- de_dust2
- de_inferno
- de_mirage
- de_nuke
- de_overpass
- de_train
- de_vertigo

b) Map selection

- Online-part

During online matches, the map selection will be done on the FACEIT.com platform in the match room right after it is created. Teams will have 5 minutes to finish the veto.

For Best of One matches the process will be:

The random team will be assigned as the Team A or Team B. Team A starts the process and the order of the ban / pick is as follows:

1. Team A removes one map.
2. Team B removes one map.
3. Team A removes one map.
4. Team B removes one map.
5. Team A removes one map.
6. Team B removes one map.
7. Remaining map is being played.

The sides on the map are determined by a knife round.

For Best of Three matches process will be:

The random team will be assigned as the Team A or Team B. Team A starts the process and the order of the ban / pick is as follows:

1. Team A removes one map.
2. Team B removes one map.
5. Team A picks the first-played map.
6. Team B picks the second-played map.

3. Team A removes one map.

4. Team B removes one map.

The remaining map is played as a decider if required.

The sides on the maps are determined by a knife round.

4. Match settings

Following settings will be applied in all matches of the tournament:

- Round duration: 1 min,55 secs
- Max rounds: 30 secs
- Freezetime: 20 secs
- Buytime: 20 secs
- c4 timer: 40 secs
- Round restart delay: 5 secs
- Halftime: up to 2 minutes

a) Overtime settings

Overtimes will be played in case of a 15-15 score after main rounds. Team will stay on the side they played the previous half.

- Max rounds: 6
- Starting money: 10000\$
- Halftime duration: 0

5. Game chat

All communication not connected to the match between teams are restricted to be sent in global chat.

6. Coaching

Only coaches registered in the team profile will be allowed to join the server or stay behind the team.

a) Online-part

During the online closed qualifiers, coaches need to be registered in the team profile before check-in. Coaches will be allowed to be on the server on a coaching position (coach T/CT). Upon request, FACEIT Admins will be available to assign them manually to the team. The coaches will be allowed to communicate with the team without restrictions. During the national qualifiers, this feature will be disabled.

7. Pause rules

Players can call for the pause at any moment, and pause will start from next round's freezetime or, if the pause was called during freezetime, it will be immediate.

a) Online matches

During online matches, players can call the pause by typing !pause in chat. The server will be paused on freezetime. Each team has up to 6 minutes of pauses (3 pauses, 2 minutes per pause) during the match.

b) Offline matches

During the Minors and Majors, each team is allowed to call a timeout (tactical pause) of 30 seconds up to four times per map. Timeouts can be called via the in-game vote system (ESC - Call Vote - Call Tactical Timeout). Teams are allowed to take all four timeouts at once by calling them all individually once the previous timeout expires. Teams will not be given additional timeouts in the overtime, but the unused timeouts can still be used in overtime.

- Technical pause

During the Online Games, typing !pause in chat will call a technical pause.

During Offline/LAN Games, players should type in chat or report to a line referee about technical issues, and the server admin will set match on pause.

During technical pause players and coaches will be muted and restricted to communicate with in-game chat or by voice. The organizer can allow players to communicate with each other in case of long pause due to solving serious technical issues.

- Server-admin pause

The server admin can call a pause on server on any time due to technical issues with broadcast or other problems related to production or rule violations.

8. Player settings

a) Using scripts

Using of scripts will be regulated by the following rules:

- Using any of scripts is prohibited. Scripts are understood as binding two or more different activities on one button by current rules.

Exception given for the scripts using for jumpthrow and quickbuy.

All tournament PCs will have a log of activities from the players. In case it's the first time breaching this rule - the team will receive a warning, after the second they will be penalized with Minor/Major penalties and possible disqualification.

b) Using of overlays or other features

Players are prohibited to manipulate the computers with third-party software drivers for the GPU, audio card and other equipment.

It's restricted to use features of NVIDIA Overlays during the tournament.

Players are restricted to modify the CS:GO client with third party files (such as custom chat messages, radar modifications, etc).

c) In-game account

In-game account parts will be modified by the tournament organizer during most of the tournament stages.

- Nickname

For online qualifiers, the server will modify the nicknames of players according to the registered nickname during registration.

During LAN events - the server will be modified according to the team data provided to the tournament organizer.

Players are restricted to use any additions to nicknames (e.g. <3, h8 etc.), sponsors and other words, which is not part of the original nickname.

- Avatar

Players avatars will be modified to the team logo or personal photos during LAN stages of the tournament.

Players are not allowed to use any avatars which violate the code of conduct.

- Skins modifications

Using any third party software for modifying skins in the client is restricted and can be banned by the anti-cheat.

- Skin nametag

Players are not allowed to use weapon nametags which violate codes of conduct or have sponsors/advertisement on it.

9. Match procedure

a) Breaks during/after the match

Teams will have at least 15 minutes of a break between matches and 10 minutes between maps in best-of-three.

The exact times will be communicated by the tournament administration depending on the logistic possibilities on the schedule.

b) Number of players

Matches can officially start only when the 5 players from both sides join the server. In case of one or more players are not able to join the server, the team will forfeit the map.

c) Server issues or match interruptions

- In case players were dropped before the first damage on the map, the round will be replayed after they rejoin the server.
- In case a player was dropped after the first damage on the map, a pause will be set during next freezetime, and the round won't be replayed.
- In case the server crashes before the first damage, the round will be replayed.
- In case the server crashes during a round, the server admin will try to simulate a situation on the map. If it's not possible, the decision if the round will be replayed or if it will be given to the leading team in the round is up to the main tournament referee.

d) Using of bugs or game glitches

Using of bugs or game glitches is prohibited. If a player discovers a new bug or glitch, he is obligated to immediately report it to head admin before using it.

The usage of the following bugs is strictly forbidden. If any bug is used which is not listed here it is up to the referee's discretion whether or not a punishment will be given.

- Moving through clipped areas where the movement by the design of the map is not possible is strictly forbidden (any walls, ceilings, floors, etc).
- The bomb may not be planted in a location where it cannot be defused. Planting the bomb in such a way that no one can hear the sound is forbidden.
- Standing on top of teammates is generally allowed, it is only forbidden when such actions allow the player to peek over, under and/or through a solid object (e.g. wall, box, ceiling) that should not be allowed according to map design.

- Pixel walking is forbidden. A player will be considered to be pixel walking if they sit or stand on invisible pixels on the map, where there is no visible edge or any texture he is staying on.
- We recommend checking with the tournament referees whether certain bug or glitch is considered prohibited.
- In case of any questions from Tournament participants for the ROG Masters 2021, Tournament participants can contact inquiry@rogmasters.gg for more details.
- All content of The Rules and Regulations of ROG Masters 2021 is subject to change without prior notice.

Appendix

A) Regional Finals' slots allocated to country

Country	Slots
Australia	3
Bangladesh	1
Cambodia	2
Hong Kong	2
India	3
Indonesia	3
Japan	3
Malaysia	2
Philippines	2
Singapore	2
South Korea	3
Sri Lanka	1
Thailand	3
Vietnam	2

