



# DAMAGEINC

## Valhalla League

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# 1. Introduction

## 1. 1. Acceptance of the Rules

The Valhalla League (hereinafter league) is a Damage Inc run competition. The rules and regulations provided in this rulebook are valid throughout all activities during the league. Each team representative must confirm that they and their team read, understood, and accepted all rules and regulations stated in this document.

## 1. 2. Participants

A participant can only be part of one (1) team at a time. Every participant is accountable for any rule violations and the ensuing penalties committed during the tournament.

## 1. 3. Region and Time Zone

The tournament will be hosted in the Europe region. A full list of countries for the Europe region can be found in the annex A. 1.

Furthermore, participants can only play in the region they belong in. If their location changes during the league the participant can only compete with written consent from AFU staff and if their ping is below 130ms.

Respective times of matches can be found on the battlefy page of the Valhalla League under Schedule.

## 1. 4. Code of Conduct

To ensure a pleasant and sportsmanlike experience during the tournament it is essential that all participants have a fair and sportive attitude. Breaches of the code of conduct can lead to warnings up to disqualifications of a player or team. The most common points are listed under 9. Sanctions. League admins may issue penalty points for other types of unsportsmanlike behaviour not explicitly listed below.

Players are expected to conduct themselves professionally in game. No form of inappropriate conduct is allowed. This includes but is not limited to toxic remarks, abusive jokes, or otherwise negative attitude. This kind of behaviour can lead to immediate disqualification of a player for that match day.

## 1. 5. Confidentiality

The content of match protests, support tickets, discussions, or any other correspondence between participants and league admins is deemed confidential. It may only be revealed to league staff and Damage Inc and its representative bodies. The publication of such material is prohibited without a prior written approval from league admins.

## 1. 6. Communication

Main medium of communication will be the Damage Inc public discord server. Any event managers may be contacted regarding questions or issues. Support channels and the option to open confidential support tickets will be provided.

# 2. Participants and Teams

## 2. 1. Registration

Team Captains or managers fill out the registration for their team. After completing and confirming registration with an Event Manager the player and team information will be showcased on Damage Inc's Team Page.

## 2. 2. Names and Profile Pictures

Nicknames and profile pictures are forbidden if they:

- are protected by a third-party and the user has no written permission to use it
- are identical or resemble a brand or trademark, whether registered or not
- are identical or resemble a real person other than themselves
- are nonsense
- are commercial
- defamatory
- pejorative
- offensive
- vulgar or obscene
- Inciting hatred

The usage of alternative or wrong spelling to avoid the requirements listed above is forbidden. Depending on severity penalty points will be awarded.

The rules above apply to player names as well as team names.

A team name may only consist of the name and/or a potential sponsor. Only names that are not already used by another team are allowed. Sponsors may appear on more than one name as long as the main part of the team name differs.

## 2. 3. Player Accounts

Every player must provide their game account to the league admins. They must provide their Steam 64 ID as well as other relevant game profiles. The account provided must be used for every match in the tournament the player participates in.

## 2. 4. Team Accounts and Logos

Upon registration teams must provide all needed information to league admins. This includes but is not limited to:

- Team name
- Team logo, in png format, both dark and light version (preferred transparent background), minimum of 500x500 resolution
- Team captain and backup representative
- Player names
- Country of origin
- Ingame Role
- Game hours
- Voluntary: real name and mugshot

A Team consists of at least 5 main starters. They can include a manager/team captain, a coach, an analyst, and up to 2 subs. More subs may be added later as long as section 2. 5. Is adhered to.

## 2. 5. Changes to Team Accounts

Any changes to the team must be approved by league admins in writing before taking effect. This includes but is not limited to:

- Adding or removing players
- Changing the team name
- Changing the team logo

Any proposed changes must be submitted at least 48 hours before the next scheduled match. Additionally, if during the tournament a team loses a majority of its players, the team will automatically forfeit.

## 2. 6. Bans

The league admins reserve the right to refuse players who have standing bans to take part in the tournament.

## 2. 7. Sponsors

Sponsors, partners, or organizations that are largely or solely known for mature content, themes, or products are not permitted to participate in Valhalla League.

## 2. 8. Amount of Teams

The Valhalla League Season 1 - Counter Strike: Global Offensive will consist of ten (10) teams.

## 2. 9. Registration Fee

Sign up for the league is \$25 per team. Registration fee will be used for the prize pool. Entry fee will be paid via battlefy registration.

# 3. Streaming

## 3. 1. Damage Inc Twitch

Any league matches can be chosen to be broadcasted on dmgincs.tv by the league admins. Clips, Vods, or other content obtained this way may be distributed to other media sources as well. The broadcast will have a two (2) minute delay.

## 3. 2. Private Streaming

Players or casters are not allowed to broadcast their own or selected matches without prior written approval of the league admins. Private streams must have a three (3) minute delay. The match broadcasted by Damage Inc must not be streamed.

## 3. 3. Agreement

Each team and player agrees that the details of their team and player profile can be used to promote the league. Players and teams can not refuse to be broadcasted and have no choice or influence how the broadcast is made. They can not withdraw the data they provided for their team or player profile during the league.

## 3. 4. Player Conduct during Broadcast

Players are expected to conduct themselves professionally on stream. This applies to gameplay as well as interviews or any other instance that is broadcasted on the official Damage Inc Twitch as well as any private recordings or streams. No form of inappropriate conduct is allowed. This includes but is not limited to toxic remarks, abusive jokes, or otherwise negative attitude. This kind of behaviour can lead to immediate disqualification of a player for that match day. It will also incur 5 penalty points.

## 3. 5. Interviews

For every broadcast one player of each team must be available for a possible interview.

# 4. Prize Money

## 4. 1. Payment of Prize Money

Prize money will be determined by league admins and executives of Damage Inc. Prizing funded from the tournament registration fees will be paid out within two (2) weeks of the conclusion of the event and will be paid out to the PayPal account used to register for the event. In the event that tournament registration fees do not cover the amount of prizing or there is an additional prize pool from a 3rd party source, Battlefy will only payout the amount collected by registration and Damage Inc will be responsible for any additional payments. For the collection of additional prize money the team captain must thus provide a PayPal account for the transfer to Damage Inc Event Lead within one (1) week. If additional Prize Money will be paid by Damage Inc it will be paid within two (2) weeks of receiving payment information.

## 4. 2. Prize Money Distribution

The total prize pool for Valhalla League Season 1, held in January 2021, will be \$500 USD.

1	\$300
2	\$150
3	\$50

## 4. 3. Withholding of Prize Money

The executives of Damage Inc reserve the right to withhold prize money if any infringements of rules and regulations stated in this rulebook have been discovered.

## 4. 4. Refunds

Refunds for this event will only be granted to users who are no longer registered at the time the registration has closed. If a tournament has a registration cap, then any players registered at the time that the cap has been reached will no longer be eligible for a refund. Failure to check-in, participate in or being disqualified for a rules violation in any tournament will not be cause for a refund.

Refunds are not automatic and will be refunded manually after the tournament brackets have been seeded and registration is final.

# 5. League System

## 5. 1. Group Stage

The group stage of the league will be a single round robin. Matches will be played as a best of three (bo3). The four best teams from the group stage will advance to a bracket tournament.

## 5. 2. Tie Breaker

If two or more teams accumulated the same amount of wins during the Group Stage the teams will be compared against the following tie breakers from top to bottom:

- Overall map difference
- Overall number of map wins
- Direct match comparison of tied participants



## 5. 3. Bracket Stage

The second stage of the league will be a double elimination bracket tournament. If during finals the team from the lower bracket wins the bracket will be reset. In this case a second match day might be called to finish the grand finals.

## 5. 4. Finals

The grand finals will be played in a best of five (5) mode.

# 6. Match Procedures

## 6. 1. Match Start / Punctuality

All matches should start as stated on the website under Schedule. Any changes of the time must be accepted in written approval by league admins. All teams and players should be on the server and ready to play at least 10 minutes before the start of the match. All matches must have five (5) players present.

## 6. 2. Causing Delay

If a match gets delayed due to late arrival, misbehaviour, or avoidable technical issues the offending team will receive three penalty points per five (5) minutes of caused delay. If the match can not start after fifteen (15) minutes the offending team will forfeit the match with the worst possible result.

## 6. 3. Substituting Players

A team can substitute one of their players during a match. The opposing team and league admins have to be informed beforehand. If necessary, the game can be paused for the change. The delay caused must not exceed 5 minutes. During a match players can only be substituted twice.

## 6. 4. Breaks

Breaks in between maps will last 10 minutes. If members of a team are not ready after 10 minutes rule 6. 2. will be in effect. Half time will not be the cause of a break.

## 6. 5. Pausing

All teams are allowed 2 technical pauses which can last up to 5 minutes each and 4 tactical pauses which can last up to 30 seconds each per map. A technical pause may only be resumed after assuring that both teams are ready.

The reason for a technical pause must be provided to the league admins. During a technical pause communications between players and the coach are forbidden. League admins will be present in team channels and participants must be unmuted.

Misuse of technical pauses will be penalized with 8 penalty points.

Tactical pauses can only be called before a round starts or after a round has finished.

## 6. 6. Ingame Chat

Ingame chat must abide rule 1. 4. Spamming the chat is forbidden. Chat should only be used to communicate technical issues. Advertisements are strictly forbidden.

## 6. 7. Coaching

Teams are allowed to have one coach connected to the game server. After joining the server, the coaches are allowed to spectate and provide guidance. Coaches are allowed to communicate with their team through the duration of the matches, unless instructed otherwise by the tournament admins. Coaches must use the appropriate ingame command to join the side their team is playing on.

## 6. 8. Match Results

Match results are to be reported on battlefy.com by the team captains. Screenshots of match results are to be taken by the team captains to verify results if necessary.

# 7. Match Protest

## 7. 1. Definition

A protest is the official communication between the teams and the league admin regarding any irregularities, infringements or other concerns in the league. A protest may also be filed during a match for things like incorrect server settings and other related issues. A protest can be brought up via a support ticket on the discord server to ensure a swift reply.

## 7. 2. Contents of a Match Protest

A protest must contain all necessary information about why the protest was filed. A full match protest includes:

- Why was it filed
- On which grounds was it filed
- When did the irregularity/infringement happen
- Documentation of the reporter content

A league admin may decline a match protest if documentation is missing or insufficient.

## 7. 3. Deadline for Match Protest

A match protest must be filed within 72 hours after the scheduled starting time of a match.

# 8. Game Specific Rules Counter Strike: Global Offensive

## 8. 1. Game Server

Servers will be hosted by Damage Inc. Teams must let tournament admins know before the match starts if they are experiencing any issues with the server. To join the server players will use the IP address provided by league admins. Connection to the server will be done using the developer console.

## 8. 2. Server Settings

- Rounds: Best out of 30
- Round time: 1 minute 55 seconds
- Start money: \$800
- Freeze time: 20 seconds
- Buy time: 20 seconds
- Bomb timer: 40 seconds
- Round restart delay: 5 seconds
- Break during half time: 2 minutes
- Overtime in the case of a 15-15 tie
  - Max rounds: 6
  - Starting money: \$10000

## 8. 3. Overtime

The overtime will be played on the side the teams played the previous half on, during half-time teams will swap. Each overtime has a maximum of 6 rounds and overtimes will continue until a winner has been decided on.

## 8. 4. Player Settings

### 8. 4. 1. Configuration Files

All configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. A player may be penalized for wrong settings in any config file, regardless if it is in use, or even stored in the game folder in question. The following commands are forbidden:

- `cl_showpos 1` – the value needs to be set to 0.

Teams are required to contact the league admins if they are unsure on the validity of a command and its value. A team may be penalized for having forbidden commands in their configuration file, regardless if it was in use.

#### 8. 4. 2. Scripts

All scripts are illegal except for buy, toggle, demo and jumthrow scripts. A team may be penalized for having forbidden scripts in their configuration file, regardless if it was in use.

#### 8. 4. 3. Custom Data

Players are not allowed to use any form of custom game files during the official matches. Only Counter Strike: Global Offensive skins are allowed to be changed, but the "Agent" player skins are forbidden. Any other changes, including but not limited to modification of sprites, HUDs and score boards are strictly disallowed.

#### 8. 4. 4. Device Drivers

Using device drivers to pre-install / pre-script illegal macros on the player's devices (keyboard, mice, sound cards) is forbidden and may be punished under the cheating paragraph.

### 8. 5. Game Version

The game must be played on the most recent version of the game. Exceptions can and will be made if there are any known major unbalanced changes, bugs, glitches or exploits that can interfere with gameplay.

### 8. 6. Map Picks and Bans

Each match in a BO3 (best of three) must be played on different competitive maps and will be picked according to the following format. Each ban must be finalised within 30 seconds. Team A and Team B will be chosen by coin toss.

1. Team A removes one map.
2. Team B removes one map
3. Team A picks the first map
4. Team B picks the second map
5. Team A removes one map
6. Team B removes one map
7. The remaining map will only be played as a decider, if necessary.

If the timer runs out the map ban/pick will be decided randomly by a tournament admin. On the first map Team B will decide the side. On the second map Team A will decide the side. If a third map is played the sides will be decided by a knife round.

Each match in a BO5 (best of five) must be played on different competitive maps and will be picked according to the following format. Each ban must be finalised within 30 seconds. Team A and Team B will be chosen by coin toss.

1. Team A removes one map
2. Team B removes one map
3. Team A picks the first map
4. Team B picks the second map
5. Team A picks the third map
6. Team B picks the fourth map
7. The remaining map will only be played as a decider, if necessary.

If the timer runs out the map ban/pick will be decided randomly by a tournament admin. On the first map Team B will decide the side. On the second map Team A will decide the side. On the third map Team B will decide the side. On the fourth map Team A will decide the side. If a fifth map is played the sides will be decided by a knife round.

## 8. 7. Map Pool

Matches must be chosen from the active duty map pool. Available maps are:

- de\_vertigo
- de\_nuke
- de\_mirage
- de\_overpass
- de\_dust2
- de\_inferno
- De\_train

## 9. Sanctions

### 9. 1. Penalty Points

Players and teams that infringe or break any of the rules and regulations stated in this rulebook will be awarded with penalty points. The amount of penalty points will depend on the severity of the incident. At 12 penalty points a player or team is considered disqualified from the league and banned for the next season.

#### 9. 1. 1. List of Penalty Points

- 2 Penalty Points for excessive spamming ingame, unsportsmanlike behaviour, or toxic conduct
- 3 Penalty Points for each five minutes of delayed match start, up to 15 minutes
- 4 Penalty Points for targeted abuse, e.g.: harassing, bullying someone with the intention to induce pain or illicit negative reactions. Also includes insults veiled as jokes or memes.
- 5 Penalty Points for misconduct on a broadcast, e.g.: using vulgar or obscene language, talking down on opponents, being generally disrespectful of another team, the casters, or the hosts.
- 8 Penalty Points for misuse of pause

- 12 Penalty Points for inciting hatred, cheating, or the promotion of illegal activities.

## 9. 2. Cheating

All forms of external software or hardware that interacts with the game and can be seen as cheats are forbidden. What counts as cheats includes but is not limited to:

- Multihacks
- Wallhack
- Aimbot
- Spinbot
- Colored Models
- No-Recoil
- No-Flash
- Sound Changes
- Any other form of illegal customization

## 9. 3. Exploiting and Bugs

Accidental bugs should be reported to the tournament admin immediately and it is recommended to check with tournament admins if a bug or unintended game mechanic is considered illegal.

Forbidden actions include but are not limited to:

- Moving through clipped areas where the movement is not intended by map geometry is strictly forbidden (any walls, ceilings, floors etc)
- The bomb must not be planted in a location where it cannot be defused
- The bomb must not be planted in a way which disables any notification sounds e.g. planting or countdown sound effects
- The bomb must not be defused through walls
- 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 without a visible edge.

The following bugs are explicitly allowed:

- So called “surfing” on tubes

# A. Annex

## A. 1. Europe Region: Country List

- Albania
- Andorra
- Austria
- Belgium

- Bosnia and Herzegovina
- Bulgaria
- Croatia
- Cyprus
- Czech Republic
- Denmark
- Estonia
- Finland
- France
- Germany
- Greece
- Hungary
- Iceland
- Ireland
- Italy
- Latvia
- Liechtenstein
- Lithuania
- Luxembourg
- Malta
- Monaco
- Montenegro
- Netherlands
- North Macedonia
- Norway
- Poland
- Portugal
- Romania
- San Marino
- Serbia
- Slovakia
- Slovenia
- Spain
- Sweden
- Switzerland
- Turkey
- United Kingdom
- Vatican