'PXL CUP BY ROCCAT' RULES

ALL THE PLAYERS OF YOUR TEAM MUST KNOW THE RULES.

MAPS PLAYED WILL BE :

- de_dust2_se   de_inferno_se   de_nuke_se   de_train_se   de_mirage_csgo

PLAYER CONFIGURATION

- Settings required on pain of disqualification : cl_bobcycle 0.98   cl_bobcycle 0.98   mat_hdr_level
- Graphic settings allowed : net_graph 0   cl_showpos 1   cl_showfps 1   cl_showdemooverlay 1 / -1
- Every team must have **at least one** premium ESL player to create a match with Wire anticheat.
- You need to have **5 non-banned account** (frozen with < 12pp is ok) to play with Wire.

SERVER CONFIGURATION IN MR15

- mp_startmoney 800   mp_roundtime 1.75   mp_freezetime 15   mp_c4timer 35
- ammo_grenade_limit_default 1   ammo_grenade_limit_flashbang 2   ammo_grenade_limit_total 4
- sv_pausable 1 ("rcon pause" to pause)

MATCH ORGANIZATION

- Every teams must check the planning and the groups to know when they'll play.
- Captain of each team must connect on IRC channel #PxL at 7.45 PM with a nick like « Team | NickOnPxLWebsite (IRC online client available here : http://www.pxl-lan.com/?page=cup)
- One of two captains must create an ESL gather with the name : PxL – Team A vs Team B with Wire anticheat option ticked.
- It requires at least one ESL Premium account, tutorial available here : http://www.pxl-lan.com/downloads/tutorial_gatherus.pdf
- Others 9 players must participate at the gather.
- The whole team must have Wire launched and active to play the match.
- A PxL staff member will give you the IP :port/pass of the Crystal-Serv server where the match will be played.
- The match will be managed by the eBot plugin with a knife round to choose the side.
- **Each player must have a record-in-eyes of the match.**
  (in the console : record PxL-Team-NickOnPxLWebsite then stop at the end of the match)
- When the match is over, the two captains must confirm the score and give us the gather ESL ID
- The two teams have 15 minutes after the match to open a protest (by pm an admin on IRC) with the rounds and the name(s) of the player(s) involved.
- The player involved must give us his record-in-eyes so the staff can analyze it.
- In case of proven cheating, the team will be disqualified without any complaint allowed.
- After the match, the team must wait for their next match, with their captain still connected on IRC (#PxL)
- First two teams of the group will move on the next stage.
- During final stage, the team must veto the maps to play by writing it **in the comments of the gather**.
- The A Team is placed above in the tree, the B team placed below.
  A veto a W map
  B veto a X map

A choose an Y map.

B choose a Z map.

- The first map to be played is the last map of the veto.

- The second map to be played is the Y map if A Team lost the first map.

- The third map to be played is the Y if A lost the second map, otherwise it's the Z.

- The match organization remains the same than during the group stages.

POUR TOUTES QUESTIONS, N'HESITEZ PAS A VENIR NOUS LES POSER SUR LE CHANNEL IRC #PXL OU BIEN DIRECTEMENT SUR MUMBLE : PXL-LAN.COM :64738