



**UNITED PRO SERIES 2020**

# **RULEBOOK**

**WINTER SEASON**

# UPS RULEBOOK

## TABLE OF CONTENTS

1. INTRO	3
2. GENERAL	4
3. TOURNAMENT FORMAT	5
4. TEAM & ROSTER	6
5. SCHEDULING	10
6. TECHNICAL SPECIFICATIONS	11
7. PLAYING AREA	12
8. DURING THE MATCH	13
9. AFTER THE MATCH	17
10. PRIZE MONEY	17
11. MEDIA OBLIGATIONS	17
12. INTEGRITY	18
13. APPENDICES	19

# UPS RULEBOOK

## 1. INTRODUCTION

*The UPS Rulebook shall help all people involved in the Tournament, including the Teams, the Members and UPS staff. The motivation behind the Rulebook is to secure and keep up the uprightness as well as the serious equalization of the Tournament, and to set out the least requirements as awaited by all Participants.*

*The UPS Rulebook will apply to all Participants including the Teams. By taking part in the Tournament, all Teams and Participants explicitly agree to, and be limited by the Rulebook itself.*

*Note that the Rulebook and some other regulations issued by UPS might be altered by UPS in the future and any such alterations will be authoritative upon all Participants including all Teams.*

*Tournament Officials will consistently, to the degree allowed by the Rulebook, resolve any issues and disputes in a reasonable manner. On the off chance that the Rulebook doesn't cover a particular occurrence or occasion, Tournament Officials claim all authority to govern as they see fit considering sportsmanship as well as uprightness. If it is required, the Tournament Operations Manager may take a choice at his/her sole discretion while guaranteeing the trustworthiness of the Tournament is protected.*

*If any arrangement of the Rulebook is esteemed not feasible in entire or partially, this will not influence the legitimacy of the rest of the Rulebook. In the event that an arrangement of the Rulebook is seen as not feasible, the arrangement will apply with the least alteration required to make it substantial and feasible.*

*The capitalised terms used in this Rulebook shall, unless otherwise specified herein, have the definitions set out in [Appendix 1](#).*



# UPS RULEBOOK

## 2. GENERAL

### 2.1. League Administration

*UPS will inform the significant Teams of the Tournament Officials designated for each Match.*

*The Tournament Officials are responsible for the making of decisions on Match and Tournament related issues which happen before, during and after a Match. These duties incorporate, yet are not restricted to:*

- beginning and ending the Match;*
- observing the Playing Area;*
- observing the Participants' conduct;*
- giving fitting in-Match sanctions; and*
- making of decisions on Match related issues.*

*Tournament Officials will, consistently, act in an suitable, proficient and unbiased way, as befitting the Tournaments of UPS. For the evasion of uncertainty, Tournament Officials will show no preference towards any group or Participant.*

*No Team, Member or some other individual following up on their benefit, will make, or offer to make, any payment at all to a Tournament Official, regardless of whether in real money and regardless of whether by method of charge, stipend or repayment of costs, apart as if may be affirmed by UPS.*

### 2.2. Validity of the Rules

*If a provision of the UPS Rulebook is invalid or unenforceable in whole or in part, this will not affect the validity of the remainder of this Rulebook. In place of the invalid or unenforceable provision, an appropriate provision shall apply which comes closest to what would have been intended according to the sense and purpose of the Rulebook.*

# UPS RULEBOOK

## 2. GENERAL

### 2.3. Code of Conduct

*Participants are required to go to all Tournament responsibilities (counting in any case, yet not restricted to: Team briefings, Matches, autograph meetings, fan meetings, pre-/post-Match interviews and other PR duties) within a reasonable time period preceding their starting. Postponed beginning of any such commitment may bring punishments as well as different authorizations including, on account of a Match, automatic defeat.*

*Everyone participating must consent to the Code of Conduct and is required to treat Tournament Officials, other Participants, Tournament Partners, individuals from the press as well as fans with the most extreme regard and behave in a sportsmanlike and respectful manner. This stretches out to all gear and equipment given by UPS. Any harm or breakage of the aforementioned things may lead to punishments.*

### 2.4. Confidentiality

*The Teams/Participants recognize that by taking part in the UPS they may approach certain secret data, like Match results (which will be viewed as classified up until such time as such outcomes are made freely accessible by UPS), support tickets, protests or any other correspondence between the Players/Teams and the Tournament Officials. The Teams/Participants will not reveal any secret data and such private data may just be made accessible freely by UPS.*

### 2.5. Communication

*The Tournament's main official method of communication is email. The Tournament will use the email address that is given on the Team Sheet at the beginning of the season and therefore this email address should be kept up to date and checked regularly to ensure that no important announcements are missed.*

## 3. TOURNAMENT FORMAT

*The principles and guidelines administering all parts of the Tournament's organization and qualification systems are set out in the [UPS Playbook](#).*



# UPS RULEBOOK

## 4. TEAM & ROSTER

### 4.1. Team Name

*In the UPS Tournament, each Team will be called as they are generally known and will exclude any name sponsor.*

### 4.2. Team Jerseys and Sponsors

*Unless prompted differently by UPS, Participants must wear Team jerseys during all Matches, and during pre-Match and post-coordinate meetings where UPS is involved in. Teams and Participants may incorporate logos/marks of sponsors on their dress and peripherals. Moreover:*

*No headwear and no non Team branded coats or covers might be worn in front of an audience or in the Playing Area.*

*Players and Team Coaches must wear full Team clothing in front of an audience and in the Playing Area consistently including Team explicit pants. If a Team does not have Team explicit pants, the Players shall wear dark long pants. Pants must be worn and matching shoes in front of an audience and in the Playing Area at any time.*

*In the event that a special article of clothing (for example, headwear) is considered to give an advantage, the Participant might be required to expel it.*

*Should a Team change any of its sponsors during a season, UPS will be under no commitment to refresh or alter any marketing, advertising or publicizing materials in connection to the Team or the Team's contribution in the Tournament to assess such sponsor change.*

### 4.3. Online Matches

*Teams and all Participants may take part in other online matches during the Tournament, as long as such matches don't strife with the Team and Participants' commitments towards the Tournament including yet not restricted to contending in Matches and media/press commitments.*

*In the event that an online game of a league or tournament series in which a Team has already participated prior to UPS cannot be postponed and conflicts with the Team's and Participants' obligations to the Tournament, including but not limited to participation in Matches and obligations to the media/press, it is imperative that the Team(s) notify Tournament Operations Managers immediately and at least twenty four (24) hours before the starting time of their UPS Match. The Tournament Operations Manager will then have the sole right to decide whether a rescheduling of the scheduled date of play can be permitted.*

# UPS RULEBOOK

## 4. TEAM & ROSTER

### 4.4. Broadcasting

*Each Participant acknowledges and agrees that UPS has the right to photo, record, distribute, communicate, stream, spread, broadcast, transmit, air, disseminate, or otherwise exploit, in any way at all and in any media regardless of whether currently known or hereinafter created, all of the Tournament and any services provided by, or portrayal of, the Participant howsoever emerging in regard of or then again associated with the Tournament (including but not constrained to the products of such services).*

### 4.5. Roster Eligibility Requirements

*The Team's roster must be submitted to UPS at least three (3) weeks preceding the relevant Tournament Stage by filling out the Team Sheet. The Team Sheet will be provided at least 5 weeks prior to the Tournament.*

*The Team's roster will comprise of up to five (5) beginning Players and up to two (2) substitute Players. The Team Coach might be utilized to fill a substitute position.*

#### 4.5.1. Player Age

*No Player is eligible to participate in a UPS Match until he or she has reached the age of sixteen (16). Every Player who has not yet reached the age of eighteen (18) must have signed a permission from a legal guardian to participate in the UPS.*



# UPS RULEBOOK

## 4. TEAM & ROSTER

### 4.5.2. Residency

*Three (3) of the five (5) starting Players must be resident in the GSA region (Germany, Switzerland, Austria).*

*To be considered as a GSA region resident one (1) or more of the following criteria must be met:*

- The Player was lawfully resident in the GSA region for more than thirty six (36) of the last sixty (60) months prior to his participation in the first game of the competition.*
- The Player has had his legal residence in the GSA region for at least thirty six (36) months after his thirteenth (13th) birthday and is mainly present there.*

*After a Player joins a Team, he is initially considered a non-resident unless he has declared himself a resident and meets the standards set for this rule. Players who are legally resident in more than one (1) region cannot be resident in another region at the same time.*

*If it emerges that a Player or Team has made false statements regarding the residence of a Player, a Team may also be disqualified retroactively. In this case, any claim to prizes in the form of prize money or material prizes is forfeited.*

### 4.5.3. Bans

*A Player or Team Coach may not be submitted to the Roster if they are serving a ban forced by the UPS, if they have been Valve Anti Cheat banned during the two (2) years before the first date of the relevant Tournament Stage or if they have been found match fixing during the two (2) years before the first date of the appropriate Tournament Stage. If there are reasonable grounds for suspicion, the Tournament Officials have the right to inspect all CS:GO accounts of a Player.*

*By participating in the Tournament, Players agree and represent that they are qualified to play as a Player in the UPS in accordance with the Rules (and certain other policies or otherwise related guidelines).*



# UPS RULEBOOK

## 4. TEAM & ROSTER

### 4.6. Team Coach

*A Team may submit one (1) Team Coach who is qualified to remain behind the Players in the Playing Area. The Team Coach may just communicate with the Players during strategic breaks and half time/side switches (counting any halftime/side switches during overtime). On the off chance that the Team Coach is required to substitute into the line-up, a beginning or substitute Player may replace the Team Coach and stay in the Playing Area.*

*All substitutions are definite for the associated Map.*

### 4.7. Match Line-up

*Teams may handle an alternate line-up for each map given that they can set-up the Player(s) in the Playing Area inside the pre-planned break times. Line ups for each map must be submitted to the Tournament Operations Manager ten (10) minutes prior the Match begins. On the off chance that they can't set up the substitute(s) in time, this may result in the substitute(s) playing on the beginning Players' peripherals or potentially settings.*

*All substitutions are definite for the associated Map.*

### 4.8. Emergency Replacements

*If possible, the Teams must always use the substitutes listed on the Team Sheet. Nonetheless, now and again it might be important for a Team to apply for an emergency substitution after the accommodation of the submitted list because of issues, for example, sickness, injury, and travel interruption. Substitutions can't be a Player who is active on another roster which is taking part in the Tournament. The acknowledgment or dismissal of an emergency substitution will be chosen by UPS on a case by case premise.*

# UPS RULEBOOK

## 5. SCHEDULING

*UPS will provide the Match Schedule to all Teams at least two (2) weeks in advance to the Tournament Stage.*

*UPS has the ultimate right to change or re-order the Match start times listed on the Match Schedule, as explained in the UPS Playbook, also ignoring any other provisions of the Rulebook.*

*The start time of a Match must stick to the time specified in the Match Schedule as far as possible. In case of rearrangement, the new Match start time will be published by UPS. If a Team requires a delay of more than five (5) minutes a request must be made to the Tournament Officials.*

*The form, format and duration of Matches are set out in the UPS Playbook.*

### 5.1. Setup/Warm-up (online)

*UPS will provide a game server one (1) hour before the official start of the Match. Players are required to connect to the game server one (1) hour before the game starts and test it one (1) hour before the game starts to check for any problems with the server. If a Team(s) has (have) a problem(s) with the game server that has been provided, they must report the issue(s) to a Tournament Official at least thirty (30) minutes before the official start time of the game. If no problems have occurred, this must be confirmed in the server confirmation sheet at least thirty (30) minutes before the start of the game. The server confirmation sheet will be provided to the Teams at least two (2) hours before the start of the game. If after this time no problem(s) has/have been raised to an official notification of the Tournament, the server of the game will be considered satisfied and UPS will therefore have the right to refuse all requests for a replacement game server. Players have to be ready for the Match a minimum of ten (10) minutes prior the official start time of the Match.*

### 5.2. Setup/Warm-up (LAN)

*Teams will be given at least ninety (90) minutes to set up and warm up before their first Match of each day. After the Team's first Match of each day, there is no further set-up/warm-up time, as the Matches follow each other in rapid succession.*

*If a Player or Team Coach is not needed for other official duties (such as an arena walk-through or interview), all Players and Team Coaches must be lined up at their desks and ready to play at least fifteen (15) minutes before the start of the Match.*



# UPS RULEBOOK

## 5. SCHEDULING

### 5.3. Abandoned Matches

*In the event that the Tournament Operations Manager decides it is necessary to stop a Match for any reason, the result and score of that Match may be determined by the Tournament Operations Manager, regardless of the status of the Match, at their absolute discretion. The Tournament Operations Manager may also decide to order the Match to be replayed. In this case, the Match will take place on a date and time specified by UPS.*

### 5.4. Late Arrival or Failure to Arrive

*UPS will not tolerate any breaches of Match scheduling and is entitled to impose sanctions on any offending Team.*

*A Team is considered a „late show“ if, five (5) minutes after the scheduled start time, not all five (5) starting Players are present in the Playing Area, logged on to the server and ready to play the game. Fixed penalties will be imposed at the discretion of UPS and based on the length (in minutes) of the late show.*

*A Team is considered „no show“ (and automatically loses the game) if after fifteen (15) minutes after the scheduled game start time not all five (5) starting Players are present in the Playing Area, logged in to the server and ready to play.*

### 5.5. Forfeit

*If a Team wishes to forfeit a Match for any reason, it must make a formal request for forfeiture to the Tournament Operations Manager, who will decide on it at his sole discretion. The Tournament Operations Manager may accept or reject the request for forfeiture under such conditions as he considers appropriate, taking into account the overriding need to protect the Integrity of the Tournament.*

## 6. TECHNICAL SPECIFICATIONS

*All matters relating to the Game's technical specifications are set out in the Technical Specifications & Regulations at [Appendix 2](#).*



# UPS RULEBOOK

## 7. PLAYING AREA

*Teams are permitted to have a sum of seven (7) people in the Playing Area during pre-coordinate arrangement. From (15) minutes before the Match start, just the six (6) Participants in the Match (five Players and one Team Coach) are permitted in the Playing Area. Tournament Officials may ask non-Participants (for example content staff) to leave the Playing Area from thirty (30) minutes before a Match starts. Any special cases to this have to be concurred with the Tournament Operations Manager.*

*Coaches/Players are permitted to take physical documents or notepads into the Playing Area for tactical purposes.*

### 7.1. Drinks and Food

*All food must be placed under the table and out of sight at any times. Only drinks or water provided by UPS partners may be placed on the tables. All other drinks have to be consumed out of a cup that the Players can obtain from UPS staff. UPS is at all times allowed to remove any kind of food or drink from the Playing Area.*

### 7.2. Electronic and USB Devices

*With the exception of game peripherals, no Participant is permitted to take an electronic or USB device (including mobile phones, smart watches, tablets, pagers and laptops) to the Playing Area at any time throughout the Tournament, without the permission of the Tournament Operations Manager.*

*If a Player needs a mobile phone to sign in to Steam, the Player may only bring a mobile phone into the Playing Area for this purpose, and the mobile phone must be handed over to the Tournament Officials immediately.*

*The Players can be subjected to a random metal detector search at any time while in the Playing Area.*

### 7.3. Clothes and Bags

*No clothes or bags may be deposited or stored in the Playing Area at any time.*

# UPS RULEBOOK

## 8. DURING THE MATCH

*Players are not allowed to leave the Playing Area at any time during the fifteen (15) minutes before or during a Match without the clear permission of the Tournament Officials.*

*If it occurs that a Player leaves the server without consent and doesn't return in time for the following round, no delay will be allowed and the Match will proceed. The Team may call tactical timeouts to expand the freezing-time.*

*Teams are allowed up to four (4) tactical timeouts during each regular round. These can be used in separate rounds or in sequence. In order to call a tactical time-out, the Team must use the „Call Vote“ function in the game. In the playoffs, unused timeouts will be carried over into overtime. During the tactical time-outs, the Team Coaches can communicate with the Players. During online Matches all Players have to use FACEIT Anti-Cheat.*

### 8.1. Technical Breaks during Online Matches

*The Teams have the permission to pause the game for a technical break for ten (10) minutes per map. After this time a Team can take a tactical break to have more time to solve problems. If no tactical breaks are available, they can make a substitution or continue the game despite existing problems. Technical breaks can be requested at any time, but they only come effective at the next freezing-time or instantly if they are requested during a freezing-time.*

*All kinds of communication (including but not limited to text and voice communication between Players and Team coaches) is permitted during a technical break.*

### 8.2. Technical Breaks during a LAN (or offline) Match

*Technical breaks can be requested at any time, but they only come effective at the next freezing-time or instantly if they are requested during a freezing-time. The Player who has a problem must immediately notify the Tournament Operations Manager in his Playing Area.*

*All kinds of communication (including but not limited to text and voice communication between Players and Team coaches) is prohibited during a technical break. Warnings will be issued for the first offences, and more severe penalties will be imposed for multiple offences.*

*Ongoing rounds must be continued by all Players until the break comes into effect, so that the Tournament Officials can react and make a decision according to the Rulebook.*



# UPS RULEBOOK

## 8. DURING THE MATCH

### 8.3. Match Interruptions

- *If a game is interrupted for any reasons such as a server crash, network/power loss, player client crash or other reasons beyond the control of the Teams, the Tournament Operations Manager may instruct a round or map restart.*
- *If the interruption happens during a round before any damage has occurred, the round will be restored using the Game's restore function.*
- *If the interruption occurs during a round, after damage has been dealt and the final outcome of the round can still be determined (e.g. a single Player has disconnected but others remain) the round will be played out on and will count.*
- *If the interruption occurs during a round, after damage has been dealt and the outcome of the round cannot be determined (e.g. a server crash), then the Match will be restored to the beginning of the round using the Game's restore function.*
- *If the interruption occurs during a round, after damage has been dealt and the outcome of the round can be determined without any reasonable doubts (e.g. Team is saving or is not attempting to defuse a placed bomb), then the round may be awarded at the sole discretion of the Tournament Officials.*
- *If there are still money problems after a round has been restored, the Teams have to take a technical break so that the Tournament Operations Manager can solve such problems immediately.*
- *In the event that during an online Match one (1) or more Players experience a serious problem (e.g. internet problems, power failure, etc.) that cannot be resolved quickly, their Team may call for a substitution from the previously approved Team list. This substitution proposal is at the sole discretion of the Tournament Director. If necessary, the Match may be interrupted to allow the change to be made, but this delay may not be longer than five (5) minutes.*

### 8.4. Scripts

*With the exception of „buy“ and „toggle“, all scripts are prohibited. If a Player is insecure on the validity of a script, they should contact the Tournament Officials before using it. So-called „jumthrow“ bindings are explicitly allowed.*

### 8.5. Custom Data

*With the exception of changing CS:GO skins, Players may not use any form of custom game files that can be used to modify the following elements: huds, crosshairs, scoreboards, player models, weapon models and sprites.*



# UPS RULEBOOK

## 8. DURING THE MATCH

### 8.6. Unfair Advantage

*Attempting to gain an unfair advantage during a Match (e.g. removing the headset) is punishable.*

### 8.7. Bugs and Glitches

*The use of bugs or glitches is strictly forbidden and any use of them will be penalised according to the severity of the situation. A bug or glitch includes, but is not limited to:*

- moving through areas where the movement of Players is not intended to take place;*
- planting the bomb in a way that removes the planting sound or beeping sound;*
- planting the bomb where the opposing Team cannot reach or defuse the bomb (note that planting where the opposing Team needs a boost from a Teammate is permitted);*
- boosting is allowed except where Players are boosted to a position where they can see through/over an area that is not intended with the design of the map; and*
- throwing grenades under/through clipped areas of the map.*

*Allowed bugs and/or glitches will be communicated to the Teams by the Tournament Officials before the start of the Tournament, and if a Team/Player has a question about what he thinks might be a allowed bug or glitch, he should ask the Tournament Officials at the Team briefing that takes place before the start of the Matches to clear the position.*

### 8.8. New Positions

*If a Team has discovered a new position, but is not certain that it is valid within the set of rules, they should get in touch with the Tournament Officials prior to use to check whether such a position is in accordance with the set of rules.*

### 8.9. Steam Group

*Teams are expected to have their Players in an associated and appropriately named Steam group. Players should have the Steam group set up for the duration of the Tournament.*

# UPS RULEBOOK

## 8. DURING THE MATCH

### 8.10. Communication

*During an online Tournament the official line of communication between Team(s) and Tournament Officials will be the UPS Discord. During the games, Players may not communicate with persons not involved in the game, even if the game is paused. Participation in the game is restricted to Players, Team Coaches and Tournament Officials.*

*Coaches will be permitted to connect to the server and to communicate with their Team(s) throughout the game. Coaches have to stay in their Team's Coach slot(s) for the time of the Match.*

*Game-related chat is allowed, e.g. to ask for a weapon or health points of an opponent or to answer a question from the Tournament Officials.*

*Players are not allowed to advertise or attempt to advertise for companies, products, sponsors or services.*

### 8.11. Item Name Tags

*Players may not use items which have name tags which promote companies/sponsors, that are vulgar or which offend the spirit of the Game.*

### 8.12. Graffiti

*Players are not allowed to use graffiti and sprays in the game throughout the Tournament. Players must ensure that the „hotkey“ is not bound to their keyboard and mouse to prevent accidental use.*

### 8.13. Incorrect Buy

*Players are solely responsible for what they buy in each round, and no round is restarted if a Player purchases an item he did not want to buy.*

# UPS RULEBOOK

## 9. AFTER THE MATCH

*If a Team wishes to lodge a complaint about the result of a Match, it has up to fifteen (15) minutes to justify why the result should not stand. The Team must present as much evidence as possible to support its case, and the case must be presented to the manager of the Tournament or Team.*

*If no case has been submitted within fifteen (15) minutes of the end of the Match, the result shall remain valid.*

## 10. PRIZE MONEY

*The prize money will be paid to the Teams within ninety (90) days after the final Match of the respective Tournament Stage, as long as the Teams have submitted all the relevant documents, including an invoice.*

*UPS may withhold payment of prize money if disciplinary cases are or will be investigated. All prize money amounts are in Euro.*

## 11. MEDIA OBLIGATIONS

*All Teams and Participants are required to fulfil their media duties and promotional obligations as more particularly described in the TPA, which shall include but shall not be limited to:*

- Photos, videos and audio recordings (i.e. podcasts) for broadcast and the UPS social channels;*
- PR & Interviews;*
- Content for sponsors of the Tournament;*
- Fan interaction (i.e. signing sessions, meet and greets, etc.); and*
- Pre, during and post show broadcast activities by the Players and/or Team Coach (live interviews, interviews between maps).*

*If a Team/Participant fails to meet some or all of its media/promotional obligations, UPS may impose a penalty/sanction.*



# UPS RULEBOOK

## 12. INTEGRITY

### 12.1.

*Each Team/Participant shall comply with, and be bound by, the ESIC Code of Conduct. It is each Team/Participant's duty to familiarise themselves with the Code of Conduct and, by participating in the Tournament, each Team/Participant accepts ESIC's jurisdiction with respect to the matters covered by the Code of Conduct.*

### 12.2.

*It is each Team/Participant's duty to familiarise themselves with the ESIC Anti-Corruption Code and, by participating in the Tournament, each Team/Participant accepts ESIC's jurisdiction with respect to the matters covered by the Anti-Corruption Code.*

### 12.3.

*Each Team/Participant shall comply with, and be bound by, the ESIC Anti-Doping Policy. It is each Team/Participant's duty to familiarise themselves with the Anti-Doping Policy and, by participating in the Tournament, each Team/Participant accepts ESIC's jurisdiction with respect to the matters covered by the Anti-Doping Policy.*

*The Code of Conduct, the Anti-Corruption Code and the Anti-Doping Policy and can be viewed here: <https://esic.gg/codes/> .*

# UNITED PRO SERIES 2020

# APPENDICES

**WINTER SEASON**

# UPS APPENDICES

## TABLE OF CONTENTS

1. APPENDIX 1: DEFINITIONS	21
2. APPENDIX 2: TECHNICAL SPECIFICATIONS	23
1. Match Settings	24
2. Software and Settings	26
3. Hardware	28
3. APPENDIX 3: PENALTIES INDEX	29



# APPENDIX 1

## DEFINITIONS

**UPS** shall mean UNITED Pro Series, operated by MateCrate GmbH, Beim Strohhause 27, 20097 Hamburg, Germany;

**Game** shall mean Counter-Strike: Global Offensive;

**Match** shall mean a best-of-1, best-of-3 or best-of-5 maps where appropriate;

**Map** shall mean an ingame level. A map can be defined as one of the official maps from the competitive map pool (appendix 2 1.2. );

**Match Schedule** shall mean a separate document setting out the Tournament Match schedule for the applicable Tournament Stage (but which shall not be Team specific);

**Match Schedule** shall mean a separate document setting out the Tournament Match schedule for the applicable Tournament Stage (but which shall not be Team specific);

**Participant** includes all Players, Team Personnel and any other individual participating in Tournament;

**Players** shall mean the professional CS:GO players competing in the Tournament;

**Playing Area** shall mean the area in which the Players compete as part of the Tournament;

**Practice Room** shall mean the room provided by UPS from practice while at the event;

**Rulebook or UPS Rulebook** shall mean this UPS Rulebook along with all appendices, schedules and annexures;

**Teams** shall mean the professional esports teams competing in the Tournament;

**Team Coach** shall mean the Teams' appointed head coach from time to time;

**Team Personnel** shall mean the Teams' Players, Team Coach, the Team's Owners and all other Team employees and contractors;

**Team Kit** shall mean the official uniform worn by Players and Team Personnel which must be worn during the entirety of each Match, and during pre or post-Match interviews or engagements;

**Team Sheet** shall mean an official document on which the Teams provide information about the Players in their roster;

# APPENDIX 1

## DEFINITIONS

**Technical Specifications & Regulations** shall mean the Technical Specifications & Regulations set out at Appendix 2;

**Tournament** shall mean the professional esports tournament, currently known as the “UNITED Pro Series”, that is owned and operated by MateCrate;

**Tournament Operations Manager** shall mean the Tournament Operations Manager appointed by UPS from time to time;

**Tournament Officials** shall mean the tournament officials appointed by UPS from time to time, including the Tournament Operations Manager;

**Player Manager** shall mean the player managers appointed by UPS from time to time, including the Team Operations manager;

**Tournament Partners** are the commercial partners, suppliers and sponsors of the Tournament as a whole or regional and/or category specific partners from time to time;

**Tournament Stage** shall mean the applicable stage of the Tournament, including without limitation the so-called “Series”, “UPS Showdown” “UPS Group Stage”, “Open Online Qualifier” and “UPS Winter Finals”;

**TPA** shall mean the Teams’ Team Participation Agreement with UPS;

**Valve** shall mean Valve Corporation;

# APPENDIX 2

## TECHNICAL SPECIFICATIONS AND REGULATIONS

### 1. Match Settings

#### 1.1. Server

- Startmoney – \$800;
- Round time – 1 minute 55 seconds;
- Freeze time – 20 seconds;
- Bomb timer – 40 seconds;
- Timeouts – 4 timeouts of 30 seconds each;
- Overtime – Max Rounds 3, \$10,000 start money;

*Server Add-on: The Tournament will use the FACEIT match plugin and system with full round backup functionality.*

#### 1.2. Maps

*The full competitive map pool for the Tournament is set out below. Should Valve's active duty map pool be updated, UPS reserves the right to update the map pool for the Tournament and the Teams will be notified of any such changes within a reasonable time.*

- Dust 2;
- Inferno;
- Mirage;
- Nuke;
- Overpass;
- Train;
- Vertigo.

#### 1.3. Seeding

*Team(s) will be seeded pre Tournament as laid out in the UPS Playbook. After each Tournament section has been completed Team(s) will be re-seeded based on previous results.*



# APPENDIX 2

## TECHNICAL SPECIFICATIONS AND REGULATIONS

### 1. Match Settings

#### 1.4. Map Veto

*Vetoes will take place on the day of the match (60-30 minutes prior to the match). After the conclusion of the map veto, the identity of the maps must be kept strictly confidential by the Team(s)/Participant(s) until they are released officially by UPS.*

##### *Best-of-One (BO1)*

*The higher seeded Team will choose whether to be Team A or Team B in the following system:*

- 1. Team A will ban one map.*
- 2. Team B will ban one map.*
- 3. Team A will ban one map.*
- 4. Team B will ban one map.*
- 5. Team A will ban one map.*
- 6. Team B will ban one map.*
- 7. The remaining map is played.*

##### *Best-of-Three (BO3)*

*The higher seeded Team will choose whether to be Team A or Team B in the following system:*

- 1. Team A will ban one map.*
- 2. Team B will ban one map.*
- 3. Team A will pick the first map.*
- 4. Team B will pick the second map.*
- 5. Team A will ban one map.*
- 6. Team B will ban one map.*
- 7. The remaining map will be played third if needed.*

# APPENDIX 2

## TECHNICAL SPECIFICATIONS AND REGULATIONS

### 1. Match Settings

#### 1.4. Map Veto

##### *Best-of-Three (BO5)*

*The higher seeded Team will choose whether to be Team A or Team B in the following system:*

- 1. Team A will ban one map.*
- 2. Team B will ban one map.*
- 3. Team A will pick the first map.*
- 4. Team B will pick the second map.*
- 5. Team A will pick the third map.*
- 6. Team B will pick the fourth map.*
- 7. The remaining map will be played fifth if needed.*

#### 1.5. Side Choice

*BO1 (Showdown Group Stage & Open Online Qualifier): The winner of a knife round chooses which side they will start on.*

*BO3 (UPS Group Stage, Showdown Gauntlet Bracket, UPS Finals Final, Open Online Qualifier): Each Team will pick a side (CT/T) on their opponent's map. On the third map the winner of a knife round chooses which side they will start on.*

##### *BO5 (UPS Group Stage, Showdown Gauntlet Bracket, UPS Finals Final)*

*Each Team will pick a side (CT/T) on their opponent's map. On the fifth map the winner of a knife round chooses which side they will start on.*

#### 1.6. Game Version

*The Tournament will use the latest live version of the Game. If the latest version is considered problematic due to bugs or extreme balance changes, an older version will be used (as determined by UPS) and the Teams will be informed by UPS.*

#### 1.7. Restricted Weapons

*The Tournament will use the current live restricted weapons enforced by Valve. If a weapon is added to the Game within an unreasonable time before a Tournament stage, UPS may add it to the restricted weapons list and the Teams will be informed by UPS.*

# APPENDIX 2

## TECHNICAL SPECIFICATIONS AND REGULATIONS

### 1.8. Restricted Agents

*The Tournament will use the default models for each map. Players must not use the alternative agents from 'Operation Shattered Web'.*

### 2. Software and Settings

#### 2.1. General

*Players are allowed to configure certain aspects of their PC, software and game client or monitor settings to suit their preferences. These include but are not limited to:*

- *Digital Vibrance;*
- *Brightness, Gamma, Contrast;*
- *3D Settings through Nvidia Control Panel;*
- *Sound/Audio;*
- *Mouse acceleration, pointer precision, sensitivity;*
- *Keyboard.*

#### 2.2. Overlays

*Players shall not use any form of overlay that provides information on top of the game client. This includes but is not limited to tools such as Nvidia SLI Display, Riva Tuner, Teamspeak/Overwolf. Steam overlays such as fps and the main steam overlay are permitted. The cl\_showpos command must remain 0.2.3.*



# APPENDIX 2

## TECHNICAL SPECIFICATIONS AND REGULATIONS

### 2.3. Configurations and Drivers

*In the case of an LAN (or offline) event configurations must be emailed to [tournaments@matecrate.gg](mailto:tournaments@matecrate.gg) one week before the applicable Tournament. It is recommended that players take photos of their graphic settings and any other important settings so that they can be replicated easily.*

*Players must submit the name of the drivers they need to the Tournament Officials at the same time as configuration submission. Players will only be allowed to use drivers from the official manufacturer's website. Players must use the following mail address to submit configurations and driver requests: [tournaments@matecrate.gg](mailto:tournaments@matecrate.gg)*

*Razer tournament drivers will be created at the Tournament in front of the Tournament Officials. Players should screenshot their settings from home and bring them to the event to ensure they create a driver with the correct settings.*

*No other software or configurations will be allowed once the Tournament begins.*

### 2.4. Teamspeak

*UPS will provide a Teamspeak server with a channel for every Team. The Teams/Participants are required to use this Teamspeak server for the duration of all Matches at the Tournament.*

*UPS reserves the right to record all Teams communications during the Tournament. Players must use their correct alias when joining the server.*

## 3. Hardware

*Players will be expected to bring the following hardware (and any spares) with them for the duration of the Tournament:*

- Mouse;
- Keyboard;
- In-ears;
- Mousepad;
- Mouse bungee (if required);
- Headset (warmup area only).

# APPENDIX 2

## TECHNICAL SPECIFICATIONS AND REGULATIONS

### 3. Hardware

*Tournament Officials may be asked to provide missing hardware for LAN Tournaments only. This request may be denied based on availability of such hardware, and it is not expected that Players will be able to rely on these as backup. Any hardware provided will be done so at costs, these costs will be recuperated through a deduction in Tournament prize money.*

*UPS will provide the following hardware on all gaming stations:*

- *PC Specs & Monitor:  
To be defined - Teams will be informed at least four weeks prior to the start of the Tournament.*

# APPENDIX 3

## PENALTIES INDEX

- 1. All penalty points and fines are at the sole discretion of UPS.*
- 2. All penalty points last on a Player(s) / Coach(s) record for twelve (12) months from the date of issue and are transferred with the Player(s) should they move between Teams. Points are removed from the record at the end of the twelve (12) month period following the incident.*
- 3. Payment of fines will be deducted from prize money and with Team(s) to settle with that Player(s) / Coach(s) / Team(s) in line with their own internal processes.*
- 4. Collection of six (6) points during a twelve (12) month period will result in a one Match ban, to be in place for the next Match the Player(s) / Coach(s) is involved in. Collection of ten (10) points within a twelve (12) month period will result in a one Tournament ban for the next Tournament the Player(s) / Coach(s) is involved in.*
- 5. Tournament Play penalty points will be applied to the Player(s) / Coache(s) record at the end of each Match. If that takes someone over six (6) points the Team will be required to make a substitution for the next Match, if this occurs in a final it will roll over the first Match of the next tournament that Player(s) / Coach(s) is involved in. If that takes someone over ten (10) points the Team will be required to make a substitution for the next complete Tournament.*
- 6. The maximum points for repeat offences are in addition to the points from the first offence.*
- 7. Below is an example list of offences and potential penalties and fines, UPS retains the ability to add offences to this list.*



# APPENDIX 3

## EXAMPLE OFFENCES AND CORRESPONDING PENALTIES AND FINES

Offence Type	Min. Penalty	Max. Penalty 1st offence	Max. Penalty repeated offence	Min. Fine, in EUR	Max. Fine, in EUR
<b>CONDUCT</b>					
<b>Minor Misconduct</b> <i>(e.g. unprofessional attitude, not listening to UPS Staff instructions, lateness for call times etc.)</i>	<b>Warning</b>	<b>1 Point</b>	<b>N/A</b>	<b>0€</b>	<b>200€</b>
<b>Major Misconduct</b> <i>(e.g. harassing UPS staff, actively causing negative PR around the Tournament, threatening other players, staff, fans etc.)</i>	<b>3 Points</b>	<b>Unlimited</b>	<b>N/A</b>	<b>500€</b>	<b>up to 100% of price money</b>
<b>Failure to participate in Content / Media obligations or fan interactions</b>	<b>1 Point</b>	<b>3 Points</b>	<b>N/A</b>	<b>200€</b>	<b>500€</b>
<b>Failure to attend required meetings</b> <i>(Team Briefings etc.)</i>	<b>Warning</b>	<b>1 Point</b>	<b>N/A</b>	<b>0€</b>	<b>200€</b>
<b>Failure to publish the social media contributions established under the TPA</b>	<b>N/A</b>	<b>N/A</b>	<b>N/A</b>	<b>150€</b>	<b>250€</b>
<b>Failure to attend a tournament phase with a complete roster consisting of at least 5 eligible Players</b>	<b>N/A</b>	<b>N/A</b>	<b>N/A</b>	<b>500€</b>	<b>up to 100% of price money</b>

# APPENDIX 3

## EXAMPLE OFFENCES AND CORRESPONDING PENALTIES AND FINES

Offence Type	Min. Penalty	Max. Penalty 1st offence	Max. Penalty repeated offence	Min. Fine, in EUR	Max. Fine, in EUR
<b>TOURNAMENT PLAY</b>					
Communication during Pause	Warning	3 Points	5 Points	0€	1000€
Unapproved removal of a headset during a match	Warning	1 Point	3 Points	0€	500€
Exploitation of a bug	Warning	3 Points	Unlimited	0€	up to 100% of price money
Use of Graffiti	Warning	1 Point	3 Points	0€	500€
<b>Minor Misconduct</b> (e.g. unprofessional attitude, not listening to UPS Staff instructions, lateness for call times, Team Briefings etc.)	Warning	1 Point	N/A	0€	200€
<b>Major Misconduct</b> (e.g. harassing UPS staff, actively causing negative PR around the tournament, threatening other players, staff, fans, etc.)	3 Points	Unlimited	N/A	500€	up to 100% of price money