



INSTITUTE OF
SINGAPORE
CHARTERED
ACCOUNTANTS

ISCA Games 2024

LAN Gaming (CS-GO)



1. LAW OF THE GAME

The normal rules of LAN gaming (CS:GO) shall apply.

2. REPRESENTATION

Teams must consist of 5 members and a maximum of 1 reserve from their respective firms. Members must be currently employed by their respective firms and must produce proof of employment on competition day.

3. GENERAL RULES

- a) Teams will do a coin toss and the winner of it will decide which side to start on:
 - Coin toss to be applied to group, quarter and semi finals stages
 - For finals and 3rd/4th placing matches, coin toss will not be used. Instead winner of knife rounds (Kevlar included) will decide either which map (Dust 2, Inferno or Mirage) to be played first or which side to be start with. No repeated maps.
 - Each team member must use the same team abbreviation (Firm Tag)
- b) If a match is involuntarily interrupted (PC crash, server crash, power outage, network issues, etc), the convener may decide to replay the match as follows:
 - If the problem occurs in the first round of either the first or second half-time, the half-time in question will be replayed.
 - If the problem occurs in any other round, the players need to pause that round and wait until the problem is solved or until the convener gives the go ahead.
 - If multiple players are dropped or the server crashes, the teams' captains will try settle upon a way to carry on with the match. If they are unable to do so, the tournament officials will decide and the teams must respect the decision.
 - If a player disconnects on purpose from the server during an official match, the team in question will lose the match (forfeit).
- c) A team can have maximum of 2 pause requests per map, each pause can last 5 minutes.
- d) When a team suspects that they are being a victim of rule violations during a match, players are compelled not to stop the game by any means and to properly finish it.
- e) Once the match is over, the team captain may request for an investigation to the convener.
- f) It is strongly advised to provide valuable information that may help the convenor in their investigation.
- g) No team member is allowed to play for two different teams (including the reserve).

- h) Substitutions can only be done before and after a match, not during
- i) Players are forbidden from bringing, installing, downloading or using any external software or hardware that interacts in-game.
- j) It is also forbidden for any form of modification that would alter the game or allow a player to execute, automatically, more than one in-game action.
- k) Players are not to use any configuration files, unless expressly authorised by the convenor.
- l) Software purely meant for in-game communication is allowed (e.g. Skype, Ventrilo, Team speak, Mumble), subject to the availability of such software in the tournament location.
- m) Use of personal hardware such as mouse, keyboard and monitor are allowed.
- n) The following actions are strictly prohibited during a game and will result in round loss which will be deducted at the end of the match:
 - executing any form of script or custom game files
 - using bugs which change the game principle (i.e. spawn bugs)
 - moving through walls, floors and roofs, including sky walking
 - "silent bombs" (i.e. planting of bomb which does not make a sound)
 - planting bombs such that they cannot be defused (this does not include plant locations where multiple players are needed to defuse)
 - boosting with the help of teammates is allowed in general, but is forbidden in places where the textures, walls, ceilings, floors become transparent or penetrable
 - "fireboost" (i.e. firing below a player to push him)
 - "flashbugs" (e.g. throwing flash grenades under or through walls)
 - intentionally using the "floating" glitch
 - "pixelwalking" (i.e. standing or crouching on invisible map edges using 16bit graphics)
- o) A team may receive warnings if a player commits any of the following:
 - refusal to follow instructions of the convenor or tournament officials
 - shows dissent by word or action
 - uses insulting language or gestures
 - gets violent
 - is guilty of any unsporting or anti-competitive behaviour
 - mislead or dupe any tournament official
- p) Repeat offences may result in disqualification as determined by the convenor.

- q) Each team must submit the outcome of every game by taking a digital photo of the scoreboard (end of game) and send it to the convenors via a shared whatsapp group (All captains to be included in the group)
- r) Photo must be captioned "Team xxx versus team xxx (which stage? Which game no?)". For example: EY vs Deloitte (Quarter final game 1)

4. REFRESHMENT

All teams are to provide their own refreshments.