



*This document presents the CANA Esports online event rules, the event's game settings, player code of conduct, and CANA Esports legal disclaimer.*

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# CANA Esports Event Rules and Settings

## 1. Bracket Breakdown

- a. Quarter-finals held on April 23rd and 24th – Two matches a day
  - i. Single elimination - 12 round match(All 8 teams split into two groups – 4 teams compete each day) – (4hrs per day)
- b. Finals held on April 25th – Three matches in total
  - i. Semi Finals (4 teams remaining – two matches) – Single elimination - 12 round match (4hrs)
  - ii. Final (last two teams – one match) – Best of 3 series - 12 round matches(3.5hrs)
- c. Visual example
  - i. Quarter-Finals day one (Single elim) – Teams 1 vs 2 & Teams 3 vs 4
  - ii. Quarter-Finals day two (Single elim) – Teams 5 vs 6 & Teams 7 vs 8
  - iii. Semi-Finals (Single elim) – Two winning teams of qualifier day one
  - iv. Semi-Finals (Single elim) – Two winning teams of qualifier day two
  - v. Finals (Bo3) – Winners of Semi-Finals

## 2. Prize Pool

- a. Total Prize pool is \$350 - distributable by means of Amazon gift cards
- b. Winning team receives \$250 out of \$350, to split between the 5 players
- c. Second place team receives \$100 to split between the 5 players

### 3. Match Settings

#### Map Pool:

- Chalet
- Consulate
- Border
- Kafe Dostoyevsky
- Club House
- Villa
- Coastline

#### Game Settings:

- Time of Day: Day
- Hud Settings: Pro League

#### Match Settings:

- Number of Bans: 4
- Ban Timer: 20
- Number of rounds: 12
- Attacker/Defender role swap: 6
- Overtime Rounds: 3
- Overtime Score Difference: 2
- Overtime Role Change: 1
- Objective rotation parameter: 2
- Objective Type Rotation: Rounds Played
- Attacker unique spawn: On
- Pick Phase Timer: 15
- 6TH Pick Phase: On
- 6TH Pick Phase Timer: 15
- Reveal Phase Timer: 5
- Damage handicap: 100
- Friendly fire damage: 100
- Injured: 20
- Sprint: On
- Lean: On
- Death replay: Off

- Plant Duration - 7
- Defuse Duration - 7
- Fuse Time - 45
- Defuse Carrier Selection - On
- Prep Phase Duration - 45
- Action Phase Duration - 180

## 4. Regulations

### Map Selection:

Using mapban.gg, the first team in discord will be the first to veto a map.

- Team A removes Map 1
- Team B removes Map 2
- Team A removes Map 3
- Team B removes Map 4
- Team A removes Map 5
- Team B removes Map 6
- Map 7 will be played.

### Pre-Match:

The Team Captains will be added to the discord server first. It is the respective Team Captain's responsibility to add the rest of the teammates. Private voice channels for each team have been provided. Members of other teams will not have access to join the channel. However, CANA admins have the rights to join any voice channel to ensure smooth functioning. The CANA admins will refrain from joining the team voice channels during the round to avoid any distraction.

In any instance where a team does not show up for their match, that team will forfeit the match. The opposing team will automatically win and move on to the next round. In any instance where a team member(s) do not show up, that team has the option to play short handed or forfeit the match.

### Procedure for players lagging out or getting disconnected from the server:

1. If the server crashes on our end, we will recreate a new lobby and invite everyone back. The score of the game at the time our server crashes would remain the same in the new lobby.

2. If people lag out or get disconnected during the rounds, the team will play that round out short handed and the player will be invited back at the round's end.
3. If the entire team lags out during the match, they will forfeit that single round and be invited back to the game at the round's end.

### **Banned Operators:**

- Flores

Anyone who is caught using Flores will forfeit the round.  
All other operators can be used.

### **Substitutions:**

- Teams that need to sub in any player need to send an email to us with all the players information **at least one hour before their FIRST scheduled game. The roster that plays in the first game is locked in for the rest of the tournament**, no substitutions will be allowed after each teams first game. The information needed in the email is what we ask of you upon registration:
  - Player email
  - Full Name
  - Birth Date
  - Parent or legal guardian email address \*if ages 13 -16\*
  - Country
  - School Status \*OPTIONAL\*
  - Gender \*OPTIONAL\*

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# **CANA Esports Player Code of Conduct**

## **Preface**

CANA Advisors is a welcoming community that promotes an inclusive, positive environment for every person involved. We want to create an esports environment that thrives on openness where all players feel safe and welcome and where they know they can compete without fear of discrimination or harassment. All players and officials must abide by the following Code of Conduct to ensure our inclusive environment is never put at risk.

# Code of Conduct

## Offensive Behavior

- Avoid using language, direct and indirect, that is insulting and/or harmful to another player's gender identity, race, ethnicity, religion, sexual orientation, physical ability, age, socio-economic status, and political affiliation. This list is not all-inclusive; comments specifically targeting participants' or officials' personal characteristics should also be avoided.
- Refrain from gesturing or expressing yourself in an offensive manner towards other players and officials.
- Refrain from verbal or written suggestion or promotion of violence outside the specific context of the game's requirements.

## Discrimination

- Discrimination against another player or official's gender identity, race, ethnicity, religion, sexual orientation, physical ability, age, socio-economic status, and political affiliation will not be tolerated.

## Harassment

- Verbal and physical harassment of another player or official will not be tolerated.

## Sexual Harassment

- Acts of sexual harassment or sexual innuendo of any kind are strictly prohibited. This includes sexual threats/coercion and offering advantages in exchange for sexual favors.

## Competitive Integrity

- Never cheat or hack in any capacity. Play with honesty and integrity throughout your time at CANA Esports.
- If anyone member of a team is caught cheating, in any form, the entire team will be disqualified from the competition.
- Usage of any software which improves the player's game is strictly prohibited and will result in immediate disqualification of the entire team. These include, but not limited to:
  - Aim
  - Vision
  - Movement
  - Recoil control
  - Hit box
- Every participant is required to download and install MOSS

- The latest version of MOSS can be downloaded here:  
<https://nohope.eu/down/Moss.zip>
- You are required to save the file up to 48 hours after the tournament ends. You can be requested by the Admins to upload your MOSS file.

### Teamwork

- CANA Esports is a positive and supportive environment. Think and act appropriately towards your teammates.
- Have fun!

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# CANA Esports Legal Disclaimer

## Preface

At CANA Advisors, we strive to support the esports industry through the use of analytics. We want to help players, teams, universities, and game developers understand the abundance of data within the esports industry. For this tournament, we are collecting different types of data on competitors and on their performance metrics. Data gathered will be used for facilitating our eSports analytics capabilities, meaning it may be utilized in CANA's public and private presentation and activities. We will also be creating analytical profiles on any participant's gameplay; if you would like to receive your profile, click the sign-up button in the registration form.

**Your participation in this tournament confers consent to CANA Advisors to collect this data.** All gathered data will be *anonymized*; there will be no names or gamertags tied to the data. Any personally identifiable information will remain confidential except as required for communication purposes between CANA and the participant.

## Participant's Consent For Revealing

Upon participation in this esports tournament, participants acknowledge and affirm the correctness of the information they provide during registration. The following registration information will be requested:

1. Age
  - a. Players must be 13+ years of age to compete in our tournament.
  - b. Parental consent is required for participants who are 13 - 16 years old.
    - i. A parents email will be required, for the 13 -16 year old age range.
    - ii. There will be a field on the registration form for you to input this.
  - c. Players aged 17+ do not need parental consent to participate.
2. Gender
  - a. Male - Female - Other - Prefer not to say
3. School Status
  - a. Enrolled, or not enrolled, in high school or college
4. Ability to Access Your Point of View (POV)
  - a. We will access your POV in-game for streaming and analytical purposes.
5. Stream the Tournament Gameplay
  - a. We will be streaming the Final round of this tournament on Twitch.tv.
6. Email Address
  - a. This is strictly for communication and prize pool purposes regarding this event only.

Participants expressly consent to CANA Advisors use of this information above as well as player data as set forth in the Preface above.

## Closing Remarks

The use of this data will be strictly used for educational purposes by us and for the industry as a whole. As mentioned above, we will also be creating analytical profiles on any participant's gameplay; if you would like to receive your profile, click the sign-up button in the registration form.

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