

ConneQt CS:GO 5v5 Tournament

OFFICIAL RULEBOOK

01 MATCH FORMAT

5v5 Competitive (MR15) with unlimited overtimes until either team wins. **BO1:** All other matches. **BO3:** Grand Finals & 3rd Place Decider.

YouTube livestreams: Semi-Finals, 3rd Place Decider & Grand Finals.

02 TEAM ROSTER & REGISTRATION

Registration: Full teams (5 players) or solo players. **Duo/Trio/Quad** registrations are allowed by special request. Teams may add **1 substitute + 1 coach** during registration.

Registration deadline: 18 October 2026, 23:59 IST. No registrations will be accepted after this deadline.

03 MAP POOL

1. Mirage	2. Inferno	3. Dust2
4. Ancient	5. Nuke	6. Train
7. Cache	8. Overpass	9. Vertigo

04 PRIZES | TOTAL ₹10,000

1ST PLACE	2ND PLACE	3RD PLACE
₹5,000	₹3,000	₹2,000

Team registration: Prize paid to captain. **Solo registration:** Prize split equally among the 5 playing members. **UPI** payouts only; equal-value gift card on request, if available.

05 VETO, MATCH START & FORFEITS

Map veto on mapban.gg begins **15 minutes before** match time. Captains enter the admin-supervised Discord VC for a toss: **winner = Team A, loser = Team B.**

BO1: Ban until the decider. **Team A** bans first; **Team B** chooses the starting side (T/CT).

BO3: Ban, pick, then ban until the decider. Follow this order, left to right:

ORDER	FIRST	THEN
01	Team A: BAN	Team B: BAN
02	Team A: PICK (Team B side pick)	Team B: PICK (Team A side pick)
03	Team A: BAN	Team B: BAN
04	Team A: BAN	Team B: BAN

BO3 decider: The single map left over; starting side decided by a **knife round.**

Teams more than **15 minutes late forfeit** unless admins approve an exception. Exactly **5 registered players** must play; **4v5 is not allowed.**

06 MANDATORY DISCORD VC

All 5 players must remain in their assigned private Team VC, accessible only to teammates and admins. **Leaving the VC and continuing to play is prohibited;** leave only after elimination or with admin permission.

07 ANTI-CHEAT & PLAYER IDENTITY

FACEIT Anti-Cheat must run throughout the match. Admins may request screen sharing, streaming or account verification. Cheating, smurfing, account sharing, alternate IDs and unauthorized substitutions are prohibited.

08 PAUSES & TECHNICAL ISSUES

Tactical: 4 timeouts of **30 seconds** each per team; maximum **2 on T side** and **2 on CT side.**

Technical: May be called **at any time, any number of times**, subject to a **10-minute total limit.** Report technical issues immediately; admins may require screen sharing or gameplay verification.

09 ADMIN AUTHORITY

Follow all admin instructions. Abuse of pauses, false identity or rule violations may lead to penalties, forfeiture or disqualification. **Admin decisions are final.**

10 RULE AMENDMENTS

ConneQt reserves the right to **update, clarify or modify these rules at any time** to ensure fair play and smooth tournament operations. Changes will be communicated through official ConneQt channels.