AGL

Accenture Gaming League

Event Rules

August 2022

| EVENT SCHEDULE

Event start 22.08
- ➢ **CS:GO**
  - • **22.08.; not streamed**
  - • **23.08.; streamed**
  - • **24.08.; streamed**
- ➢ **Rocket League**
  - • **30.08.; streamed**
  - • **31.08.; streamed**
- ➢ **Break week**
  - • **05.09-11.09.**
- ➢ **Apex Legends**
  - • **13.09.; streamed**
  - • **14.09.; streamed**
- ➢ **League of Legends**
  - • **19.09.; not streamed**
  - • **20.09.; streamed**
  - • **21.09.; streamed // FINALS**

1 | GENERAL RULES

1. The event takes place over five weeks. There are multiple game days per week where one of the following games is played in the order listed: CS:GO, Rocket League, Apex Legends, and League of Legends. League of Legends is the final game in the event. The third week acts as a break in the event, in which players can get to know the community better.

2. Each match day, the teams compete against each other in event mode and collect event points (EP). The team that has accumulated the most EP at the end of the AGL will be crowned the overall event winner.

3. The EP are distributed separately for each match day. 1,670 EP are awarded per game day, according to the following distribution:

Place	Points
1	260
2	210
3	170
4	130
5 – 6	100
7 – 8	70
9 – 12	50
13 – 16	30
17 – 24	20
25 – 32	10

4. In the event of a tie in the overall ranking at the end of the AGL, the event winner will be determined according to the following criteria:

   a. The team with the highest number of first-places wins the event.

   b. If teams are still tied after comparing first place rankings, then the decision will be based on the highest number of second place rankings.

   c. If teams are still tied after comparing second place rankings, then the decision will be based on the highest number of third place rankings.

   d. If this does not result in a clear order either, the sum of the matches won from all game days is compared.

5. Each player agrees that collected video, photo and audio materials, which are recorded, broadcast and stored can be used by the organizer for posts, announcements, website content and other publication during the event, and indefinitely after in a way the organizer believes to be appropriate in terms of time, place and way of use.

6. Each player agrees that the organizer of the event can watch and stream every match played by the players.

7. Coaching is only allowed during event preparation, but not on match day during an event match (e.g., people in the audience are not allowed to advise a player during the match).

8. All participating teams are obliged to correctly record, enter and announce the match results for all game days. The accuracy of the stated results will be verified by the organizers. Any deviations must be reported immediately before the start of the next round. There is no retrospective adjustment of game results and EP.

9. Each player must always have the latest game versions installed and check for updates ahead of the match day. An outdated game version is not a valid reason for a delay unless a new version is released just before the start of the game day.

10. If the team is not ready 15 minutes after the start of the official game time, for instance because a player is missing, the team will be disqualified from the game day. Substitute players who are not active players in the AGL event are not allowed to participate in the event. The official game start for each game will be announced on match day by the event organizer and communicated with the teams via Discord. In some cases, the start of a match can also be agreed between the teams.

11. All active players in the AGL event agree to register with their current ranking. The event organizer cannot verify with certainty whether the nominated players have a smurf account. Should a smurf be revealed, the event organizer decides how to deal with that player.

12. In the event of an unforeseen circumstance such as interruptions, uncontrollable technical errors or power outages, the game & scores remain the same from the time of the interruption and players can continue the game, if possible, once the unforeseen circumstances have been rectified. In case of doubt, a replay of the game can be scheduled. The final decision is made by the event organizer.

13. Any player/team who intentionally attempts to sabotage or endanger the game or event will be banned from the event with immediate effect.

14. If a player/team refuses to play a game or actively disrupts or delays a game, the match will be scored as a loss for the respective team. Should such a situation occur again, the team will be disqualified from the event.

15. Aggressive behavior, harassment, threats, bullying, name-calling, and threatening language are expressly prohibited. In the event of an infringement, a game will be counted as a loss. Depending on the severity of the violation, the player may be immediately excluded from the event.

16. Match fixing, manipulation and betting on the outcome of match is prohibited.

17. In the event of a dispute, the decision of the event organizer is final.

18. The organizer is not liable for damage (material as well as physical damage to the players), losses or injuries caused by participation in this event.

19. All important AGL-related communications will be communicated and documented on the Accenture Discord channel.

20. The official communication between the players and the event organizer must be always in English or German and in all phases of the event.

21. Players must ensure that they are always on the Accenture Discord channel on a match day in order to be able to participate in the event. Players must be responsive when contacted by the event organizer.

22. Individual team members may be used for their team on several match days, but each team member must be an active player for at least one game day (this does not necessarily apply to the team captain).

23. The teams are mixed and consist of one Accenture employee and five students. The Accenture employee assumes the role of the AGL Team Captain (AGLTC).

24. The AGLTC is the main contact person (SPOC) for the team over the 5 weeks and advises on questions.

    The AGLTC acts as a link between the teammates and Accenture. The AGLTC also takes care of the technical problems of the players or forwards them to the organizers (or the people named for this purpose) for clarification.

2 | Specific Rules: CS:GO

1. Players Nomination

The players participating in the event must be announced by the team with steam name, their Discord name, and their team's name at least two days before the match day takes place. The respective AGL Team Captain of the team is responsible for doing that after the team decided which players to nominate.

2. Event Mode

CS:GO is played in a 2v2 wingman mode. This mode is played in MR8 format, which means that you usually only play up to 16 rounds in total. If there is a tie, the winning team is decided by the "Golden Round". This round corresponds to a normal game round and is based on the principle of the "Golden Goal".

In CSGO there are the "Terrorists" (T) and "Counter-Terrorists" (CT). After 8 rounds played, the teams are swapped. Whichever team is the first to win 9 rounds is the winner.

3. Event rules

   a) Mode: 2v2 Double Elimination (Wingman Mode)

   b) Game duration: approx. 20 min per match

   c) Platform: Accenture's server (the server details will be provided on the event days)

   d) CS:GO Map Pool: Dust 2, Mirage, Inferno, Nuke, Overpass, Vertigo, Ancient

The voting for map bans will take place on a separate website. The link to the website will be distributed by our HelpDesk. The voting takes place before the start of each match.

- **In the case of best-of-1:** both teams take turns in banning maps until there is only one map left. The team side will be decided based on a knife round.

- **In the case of best-of-3:** both teams take turns in banning and picking one map, followed by banning again to determine the deciding map. On each map, the team who has not picked it is allowed to choose on which side they want to start. The map order follows the order given by the website.

- For best-of-1 matches, the first named team of a pairing must join the CT side before the match, the last named the terrorists. The choice of sides will be decided via a round of knives. In this round no purchases and no bomb plants are allowed. Violation will be punished with 3x lost rounds, and the knife round will be repeated. The winner has the choice of sides.

- The use of "cheats" (e.g., aimbot, spinbot, wallhack,...) is strictly prohibited. If a team is identified using cheats, this team will be excluded from the event and all matches.

- Generally, all scripts are forbidden except buy, toggle, jump-throw, and demo scripts. This includes "bunnyhop" or "centerview", etc. scripts.

- However, Bug Smoke, Bug Molotov/ Incendiary, and Bug Flashes are allowed, if they are not glitched through player models, walls, doors, or similar. Picking weapons through walls is allowed but throwing them through walls is not.

- Violation of the cheating, scripting and glitching rules will result in disqualification and all matches will be considered a win for the opponents.

- Before and after the knife round there will be a warmup phase, which will be finished by all players stating to be ready.

- If a player drops from the server, the current round will continue, and the game will be paused at the beginning of the new round. 10 minutes will be given to the player to get back into the game. If the player is not successfully reconnected after 10 minutes, the remaining player will have to continue the game alone. Connecting to the server after 10 minutes is prohibited.

- If there is a technical problem during the game, which prevents the player from playing, the admin may ask for a break after giving a reason. The current round will be played first. The break time is a maximum of 10 minutes and can only be requested once per match and team.

- If a server goes down before three rounds have been played in one half, the server must be restarted. If a server goes down after three rounds of a half have been played completely, the current half will be continued at the last score. Starting money will be set to 2000, and the team that lost the last round will kill itself with the command "kill" in the console. This round is not included in the score. A possible second half is then to begin again regularly with starting money at 800.

3 | Specific Rules: Rocket League

1. Players Nomination

The players participating in the event must be announced by the team their Discord name, their in-game names (IGN), and their team's name at least two days before the match day takes place.

The respective AGL Team Captain of the team is responsible for doing that after the team decided which players to nominate.

2. Event Mode

This event will be played in 3v3 Double Elimination. All matches will be played in best-of-3 while the semi-finals and finals (regarding the matches 59 – 62 in the event bracket), will be played in best-of-5.

3. Game Mode

- a) Maps: Random
- b) Team Size: 3
- c) Lobbies will be opened by the first team mentioned in the bracket of the current matchup.
    - ➢ For the streamed matches, the game should not start until a spectator from our side joins the lobby. These matches will be notified during the event by our HelpDesk.

4. Win Conditions

For each match, the team with the most goals wins. For a best-of-3, the first team to win 2 matches wins this round of the event. For a best-of-5, the first team to win 3 matches wins this round of the event. Please note that for every matchup, the remaining matches will not be played in case a team already has won the necessary number of matches to win the matchups.

The team winning the final match of the winner's bracket will be declared the winner of the Rocket league event days.

5. Reporting the Match Results

    a. The winning team of a match is responsible for reporting the match results to the event organizer in the "agl-helpdesk" text channel on Discord. Both teams are responsible for double-checking whether the announced results are correct or not!

    b. In case the result was published false, and the event has proceeded with the wrong team competing there is no way of changing bracket constellations retrospective, thus the event will go ahead with the team that was originally announced as the winner.

6. Event Points

    a. Overall, there are 1.670 event points (EP) for Rocket League to distribute. The point distribution is stated in the general rules and can be looked up under point 3 on that page.

4 | Specific Rules: APEX LEGENDS

1. Players Nomination

The players participating in the event must be announced by the team with their Discord name, their in-game name (IGN), and their team's name at least two days before the match day takes place. Legends can be selected and switched by the teams on their own during the event.
The respective AGL Team Captain of the team is responsible for doing that after the team decided which players to nominate.

2. Event Mode

    a.   This event is divided into two days with 2 different game modes – A Battle Royale and an Arenas 8-Team event.

    b.   The Battle Royale will have 3 Rounds where all 32 teams are competing at the same time. During these rounds, the teams can gather points based on their placement as well as the number of kills made by their players. The 8 highest scoring teams after 3 rounds will move on to the Arenas event.

    c.   The Arenas 8-Team event will be played as a 3v3 double-elimination event. The starting matchups for this day will be pulled from a hat live on stream at the beginning of the event day.

    d.   The defeated team in the losers' bracket final will be automatically placed 3.

3. Game Mode

    a.   Day 1: Battle Royale

        1)   Maps: Olympus, World`s Edge, Storm Point

        2)   Team Size: 3

        3)   Lobby will be one of the two keys provided by EA

        4)   No fixed legends: Legends can be chosen at will for each of the rounds

    b.   Day 2: Arenas

        1)   Maps: Dropoff, Habitat 4, Encore, Overflow, Party Crasher, Phase Runner

        2)   Mode: Double Elimination

            1)   Final of Loser and Winner Bracket: best-of-3

            2)   All other matches: best-of-1

        3)   Team Size: 3

        4)   Lobby will be one of the two keys provided by EA

        5)   No fixed legends: Legends can be chosen at will for each of the rounds

4. **Win Conditions**

   a. Day 1: Battle Royale
   The winner will be the last team standing at the end of each round. The overall winner for this day will be the team with the best-combined score of both placements and kills.

   b. Day 2: Arenas
   The team winning the final match of the winner's bracket will be declared the winner of the Apex Legends event days.

5. **Reporting the Match Results** (ONLY FOR ARENAS DAY)

   a. The winning team of a match is responsible for reporting the match results to the event organizer in the "agl-helpdesk" text channel on Discord. Both teams are responsible for double-checking whether the announced results are correct or not!

   b. In case the result was published false, and the event has proceeded with the wrong team competing there is no way of changing bracket constellations retrospective, thus the event will go ahead with the team that was originally announced as the winner.

6. **Event Points**

   a. Overall, there are 1.670 event points (EP) for Apex Legends to distribute. The point distribution is as stated in the general rules and can be looked up under point 3 on that page.

5 | Specific Rules: LEAGUE OF LEGENDS

1. **Players Nomination**

    a. The players participating in the event must be announced by the team with their summoner name (IGN), their Discord name, and their team's name at least two days before the match day takes place. The respective AGL Team Captain of the team is responsible for doing that after the team decided which players to nominate.

2. **Event Mode**

    a. The event is played 5vs5 in best-of-one (Bo1) or best-of-three (Bo3) mode (explanation of when each mode takes place will be given later). Therefore, each team selects 5 out of 6 players from their team to compete for LoL.

    b. The event is executed in double-elimination mode with a winner (upper) and loser (lower) bracket. To advance into the next round the team must win its match or will drop into the loser bracket. The winner of the upper and lower bracket will meet in the finale to determine the overall winner of the LoL event days. The semi-finales in the winner bracket and both finales will be played in best-of-3 (Bo3). All other matches are in Bo1 modus. There will be no disadvantage for the team advancing from the loser bracket into the finals. The defeated team in the losers' bracket final will be automatically placed 3.

3. **Game Mode**

    a. Each 5v5 must be played in a Custom Lobby with the following settings:

        1) Map: Summoner's Rift

        2) Team Size: 5

        3) Name of the lobby: name of team 1 vs name of team 2

        4) Password: AGL2022

        5) Game Type: Tournament Mode

        6) Allow Spectators: All

    b. The first named team of each pairing will be responsible for opening the lobby for the match. Please check the event bracket to identify the respective teams on match day.

4. **Win Conditions**

   a. Each match will be decided in the moment the nexus of one of the teams is destroyed. The winner advances into the next round while the defeated team drops into the loser bracket (possible until round 4) or will be out of the event.

5. **Reporting the Match Results**

   a. The winning team of a match is responsible for reporting the match results to the event organizer in the "agl-helpdesk" text channel on Discord. Both teams are responsible for double-checking whether the announced results are correct or not!

   b. In case the result was published false, and the event has proceeded with the wrong team competing there is no way of changing bracket constellations retrospective, thus the event will go ahead with the team that was originally announced as the winner.

6. **Event Points**

   a. Overall, there are 1.670 event points (EP) for League of Legends to distribute. The point distribution is as stated in the general rules and can be looked up under point 3 on that page.