

RULES

holding a tournament in phygital sports discipline "Tactical shooting"

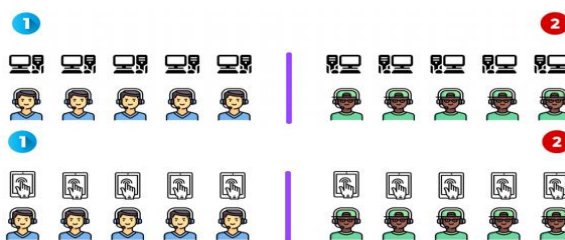


Tactical shooting is a type of competitive activity that combines elements of the sports discipline Lasertag and interactive disciplines: Counter-Strike Global Offensive or CS:GO, Counter Strike 2 or CS2, WARFACE, STANDOFF 2. A tactical shooting match consists of two stages:

General Provisions

All participants of the Competition, coaches, team officials, administrative and technical staff of the Competition participants, officials, as well as judges, and other persons involved in the organization and holding of the Competition are required to know and comply with the Rules of Computer Sports, the Rules of Sports (Sports Disciplines).

1. **Digital** stage- The game is played on personal computers in the CS:GO, CS2, WARFACE clients. The game is played on mobile devices in the STANDOFF 2 client.



Counter-Strike: Global Offensive or CS:GO is a type of program within the sports discipline “three-dimensional tactical combat” of the sport “computer sports”.

STANDOFF 2 is a type of program within the framework of the sports discipline “three-dimensional tactical combat” of the sport “computer sports”.

Warface is a type of program within the framework of the sports discipline “three-dimensional tactical combat” of the sport “computer sports”.

2. **Physical** stage: The game is played in the Laser Tag arena using special equipment for playing Laser Tag.

Laser-tag is a type of competitive activity that is a team military-tactical game using safe laser weapons and sensors worn by the participants of the match and recording hits when shots are fired from the corresponding laser weapons.

Competition system

The competition involves 8 (eight) teams, each consisting of at least 5 (five) but no more than 7 (seven) athletes.

The competition is held according to the playoff system.

Each Match consists of two stages:

Digital Stage (CS2):

CS2 matches are held in accordance with the Rules of Computer Sports (rules for holding competitions in the sports discipline of "tactical three-dimensional combat"), taking into account the features provided for by the Regulatory documents, Regulations, and Technical Rules.

CS2 matches are held in the 5 vs. 5 (five people on each team), Bo1 format, up to 13 (thirteen) wins per round. In total, the participants of the Competition play no more than 24 (twenty-four) rounds per match.

The duration of one round of the match is 2 (two) minutes. For winning the round, 1 (one) point is given.

Physical stage (Laser tag):

Laser tag matches are held in accordance with the Regulatory documents, Regulations, Technical rules and other regulatory documents of the Organizer. Matches are held in a 5 vs. 5 format (five people in each team), teams take part in a Laser tag match in the "Digital Flame Installation" format up to 3 wins, but no more than 7 rounds. The duration of one round within a match is 5 (five) minutes. In the event that the digital flame is activated in the last 40 (forty) seconds of the round, the main time of the round is automatically extended until the end of the timer countdown.

In the event that a team loses its mathematical chance of winning during the Physical stage, the losing team is given the option to surrender and end the match early.

For winning a round in the Digital stage, teams are awarded 1 (one) point. For winning a round in the Physical stage, teams are awarded 2 (two) points.

The winner of the Match is determined by the sum of points scored in the rounds at the Digital (CS2) and Physical (Laser Tag) stages.

In case of a tie in the Digital stage (CS2), no additional rounds are played. In case of a tie in the sum of the two stages, an additional round of Laser Tag is played until a winner is determined.

Rights and obligations of competition participants

Participants of the Competition have the right to:

To be assessed correctly, fairly and in accordance with the rules of the relevant discipline.

Receive full results via your team representative, showing all points earned in the Competition.

Contact the Main Jury through a team representative or Captain.

Participants of the Competition are obliged to:

Know and comply with the requirements of the Regulatory Documents, as well as the requirements of the Organizer.

Participants who provide the Organizer and officials of the Competition with any information are responsible for the accuracy of such information. Providing false information will result in the application of sport sanctions.

Participants are required to maintain confidentiality when communicating with the Organizer and Competition officials.

In particular, all information transferred to the specified persons or received from them in the course of filing and reviewing applications, complaints, protests or appeals is confidential and cannot be published without the permission of the Organizer.

In case of violation of the obligations to maintain confidentiality when communicating with the Organizer and officials of the Competition, including publication of texts written as part of filing applications, complaints, protests or requests for technical support without the permission of the Organizer, this will entail the application of sports sanctions to the violator, as provided for by the Regulatory Documents, up to and including Disqualification.

Participants are required to adhere to generally accepted standards of conduct, to show respect for Competition officials, spectators, representatives of the press, and other Competition participants.

Participants of the Competition are obliged to observe the principles of sportsmanship and fair play. It is prohibited to exert illegal influence on the results of the Matches held within the framework of the Competition, including entering into negotiations (including expressing intentions, giving hints) with other persons for the purpose of participating in illegal influence on the result of the Competition, including ensuring a predetermined result.

When participating in CS2 matches, participants are prohibited from using any software that affects in-game mechanics, including software designed to change in-game parameters in order to give themselves an advantage and/or create obstacles to the normal course of the match for their opponent.

When participating in CS2 matches, the Participant must use the same licensed account and the same nickname. The use of multiple accounts by one Participant of the Competition is prohibited. Any actions aimed at transferring the account to any third party are prohibited. The Participant must immediately inform the Organizer about any changes related to the use of the account.

Be present at the Competition accompanied by a coach/official team representative.

Unconditionally comply with all orders and instructions of the judges that directly relate to the Competition procedure.

Strictly adhere to the order of entering the competition area for the competition program, established during the draw.

In Laser Tag Competitions, an athlete may not use electronic or mechanical devices and/or sound and voice amplifiers to communicate with other people during any round of the game.

In Laser Tag Competitions, participants must wear a uniform. Participants have the right to use personal headwear - bandanas, caps without brims or headbands, and as additional protective equipment, a player has the right to use elbow and knee protection, gloves, etc.

In the Laser Tag Competition, it is prohibited to use a laser sight and/or flashlight on a weapon, as well as any equipment that can cause damage to other participants in the Competition, as well as any additional laser tag devices, except for those provided by the Organizer.

Refereeing

The composition of the Refereeing Team for the Competition Matches is determined in the manner prescribed by the Regulations and other regulatory documents of the Organizer.

Disciplinary violations and punishments

In the event that a participant in the Competition commits a violation that is not expressly provided for in the Regulations or Technical Rules, or other regulatory documents of the Organizers, the Organizers of the Competition, the State Judicial Committee, the Panel of Judges, and the Refereeing Team have the right to apply to such participant one of the sports sanctions provided for in the Rules of Electronic Sports, guided by the analogy of the law, the analogy of the right, and the principles of good faith, reasonableness, and fairness.

For a delay in the start or continuation of a match for more than 10 minutes, the participant may be awarded a Technical Defeat in the match.

Excessive messages (flood) in the in-game "chat" may result in the application of sport sanctions to the violator, from a warning to disqualification, depending on the number and frequency of messages.

Participants who have ever been banned by a publisher and/or video game manufacturer, have been found to be cheating, including using prohibited software, or have a reputation that will negatively affect the public perception of the Competition may be disqualified from participating or disqualified without the right to appeal.

Violations for which the Competition judge has the right to issue a warning:

performing prohibited techniques and actions inside a video game or during a Laser Tag match, using prohibited characters and objects, glitches and bugs (if this is discovered after the fact as a result of viewing the recording, a decision is made to cancel the results of the Competition match and award a technical defeat to the offending party);

stop video game;

leaving a video game or terminating a Laser Tag match before the completion of the final round without permission from the Competition judge;

insulting players/teams, referees, organizers, using obscene language, as well as negative and negative comments

aggressive behavior;

immoral/unsportsmanlike behavior, other undisciplined behavior.

Violations for which the Competition judge has the right to award a technical defeat to a team:

violations of the Technical Rules for which a warning is not a sanction.

Other regulatory documents of the Organizers may define other types of disciplinary violations not provided for by these Regulations, as well as sports sanctions applied for their commission.

Additional grounds for prosecution for violations committed during Laser Tag matches.

The following actions are prohibited for Competition participants:

Sensor closure is the act of firing at an enemy without the ability to be hit in return, which can be accomplished by (including but not limited to) one of the following methods:

1) Hiding one or more sensors with a hand or any material that interferes with the passage of rays.

2) Concealing one or more laser tag gun hit sensors.

3) Taking positions and moving with the body bent with the back towards the opponent or facing away from the opponent.

4) Shooting from a supine position.

5) Concealing the enemy's hit sensors behind cover without hiding the body when firing towards a potential enemy.

6) Using players from your team (the enemy team) to cover the defeat sensors.

7) The overall dimensions of the tagger are higher than the lower level of the bandage.

A deactivated player is not allowed to speak and/or gesture to indicate his/her status. Independent change of characteristics of the game set by players.

Participants in Laser Tag matches may be subject to a penalty. A penalty is the deduction of one point (or two points) from a team for one violation.

Exceeding the boundaries of the playing area or changing the boundaries of the playing area by an athlete during the game is punishable by 1 penalty point for the team.

Intentionally changing the configuration of the playing area will result in 1 penalty point for the team.

Being on the playing field without a tactical helmet, unloading vest/body armor, single-point belt and tag gun is punishable by a warning, a repeated similar violation is punishable by 1 penalty point for the team.

In the "Digital Flame Activation" format, the use of a tactical helmet, unloading vest/body armor outside of the tagger bundle (including after changing the equipment to a spare set) is punishable by a warning, a repeated similar violation is punishable by 1 penalty point for the team.

Talking or otherwise communicating with an active athlete by a deactivated athlete will result in 1 penalty point for the team.

The entry of a suspended or non-participating athlete onto the playing court with the purpose of influencing the course of the match without the referee's permission shall be punishable by suspension for the remainder of the match and/or disqualification.

Changing the settings of the tagger without the consent of the Organizers and/or judges of the Competition will result in disqualification.

Intentionally turning off a tactical helmet or vest/body armor will result in a 2-point penalty for the team.

Exchange of taggers, tactical bandages or unloading vests/bulletproof vests between athletes of the same team during a round will result in 2 penalty points for the team and/or disqualification of the athletes in question from the Competition match.

Covering or hiding hit sensors while shooting will result in 1 penalty point for the team.

A false start will result in 1 penalty point for the team.

Unintentional physical contact (physical impact on any participant, game equipment (including mutual impact) or the referee, committed through negligence) is punishable by a warning, a repeated similar violation is punishable by 1 penalty point for the team.

Determining the winner and prize-winners

The winner of the Competition is the team that wins the Final. The losing team of the Final Match takes second place, the team that wins the Third Place Match takes third place.

The teams that take second and third place in the Competition are recognized as prize winners.

The procedure for awarding the winner and prize winners is determined by the Agency.

Features of holding matches in the form of the CS2 program

All tournament servers use the esl5on5.cfg configuration file. Game settings are made in accordance with the specified configuration file.

Competitions are held on the following maps: de_inferno, de_mirage, de_nuke, de_dust2, de_anubis, de_vertigo, de_ancient.

The selection of maps is carried out in the match lobby on the tournament platform, which is determined in advance by the Organizers and communicated to the participants.

At the end of the first 12 rounds, the teams change sides.

If one of the teams wins 13 rounds in a game, it becomes the winner of the game.

It is permitted to change the composition of athletes participating in a match/round before the start of the relevant match/round.

Features of holding Lasertag matches

Depending on the type of program, the game of Laser Tag takes place in the following formats.

Digital Flame Activation Format.

"Digital Flame Activation" is a match format in which each of the two teams participating in the match takes either an offensive or defensive side in a given round.

The match shall be attended by 2 (two) teams, with 5 (five) athletes in each team. The team has the right to change the composition of the athletes participating in the round before the start of the relevant round.

The team that occupied the attacking side in the last round of the Digital stage of the match occupies the defensive side in the match of the Physical stage. When changing sides, the colors of the tactical helmet and vest/body armor indicator also change for the teams.

The goal of the team on the attacking side in a round is to "activate the digital flame" of one of the specially designated objects on the playing field within the allotted time of the round. The goal of the team on the defensive side in a round is to protect the designated objects and prevent the "activation of the digital flame".

The attacking team wins if they manage to "activate the digital flame" within the allotted time of the round.

The team on the defensive side wins if the opposing team fails to activate the Digital Flame within the allotted time of the round.

If one of the teams has deactivated all players of the opposing team, that team wins the round.

At the end of the first half of the maximum number of rounds, depending on the type of program, the teams change sides.

The round ends early in the event of:
 deactivation of all players of one of the teams;
 "activation of the digital flame" of one of the specially designated objects on the playing field by players of the team occupying the attacking side;
 "deactivation of the digital flame" of one of the specially designated objects on the playing field by players of the team occupying the defensive side.

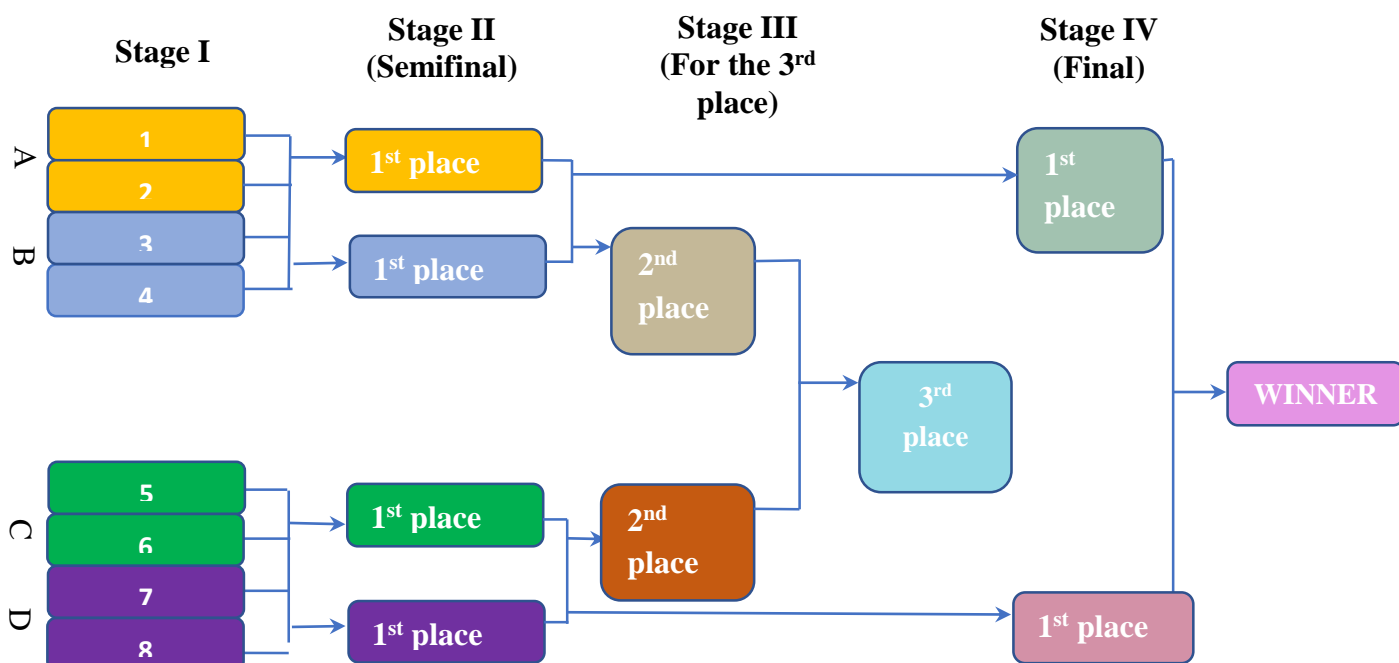
The player's standard equipment includes a tactical helmet, a vest/body armor with hit sensors, two taggers, and a single-point belt. Each player receives 100 health units (HP), 1 life (if deactivated, the player cannot be revived).

Each player must have a number, which is indicated in the starting application for the match and also applied to the equipment. The number must be a different color from the uniform and be easy to read. The preferred places for applying the number are the tactical helmet and the unloading vest/bulletproof vest.

In case of deactivation, the player must sit down on the floor at the nearest point of the site where he will not interfere with the game process as much as possible and put the tagger next to him. In case of deactivation in an open space or in a place where active gameplay is taking place (shootout between two or more players), the player must assess the situation and, without interfering with what is happening as much as possible, remain in place or move to a point where he will not interfere with the game as much as possible. Having taken a position, the player must remain in this position until the end of the round.

If a player does not sit down in the event of deactivation or interferes with the game process (shields a teammate from enemy shots, disorients the enemy, etc.), then this player's team is punished by deducting 1 (one) point.

Tournament grid



Application procedure for participation

The tournament is held at the University of Public Safety of the Republic of Uzbekistan.

Applications for participation are submitted to the UPS RUz. The application shall indicate:

1. HMEI (educational institution);
2. Team name;
3. Full name of the captain and team members.

Each HMEI nominates one team. The draw is held on the day of the game in the UPS RUz among the team captains.

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