

D1 Champions Trophy Season 1

PLAYERS' HANDBOOK



1) INTRODUCTION

1.1 GENERAL RULES

1.1.1 The rulebook contains, states, and governs the activities associated with "D1 Champions Trophy Season 1". The rules have been enacted and enforced to ensure the integrity of the tournament, along with the smooth flow of rounds and matches. The full tournament will be managed by **Discovery One** hereafter, referred as "**Tournament Organiser**".

1.1.2 All teams are required to read the tournament rules and regulations. This tournament can only be played by those of Bangladeshi nationality and residency. Participation in the tournament signifies that the Map selector team agrees to abide by all the rules and regulations. Only registered players can participate in this tournament.

1.1.3 Any team that violates the rules will be subject to due consequences at the sole discretion of the organising body.

1.1.4 By joining the tournament, all teams and participants will allow the organising body to use their images (team logos, participant photos, interview videos etc.) in promotional materials.

1.1.5 The tournament committee will reserve the rights to broadcast the proceedings. In the case of no official transmissions, the players can opt to stream on their personal channels. Adding a delay of at least 8 minutes is mandatory.

1.1.6 Speaking negatively about the tournament or the organising body/bodies can lead to complications. If any teams have opinions or criticism that they wish to share, they are advised to talk to the administrators first. This is not a gag order; it is a mere suggestion because it is not the organising body's intention to encroach on anyone's personal freedom.

2.3 Punctuality

2.3.1 All Teams and Players must be ready to play no later than 10 minutes before the coin toss.

2.3.2 If a team is not ready, they will be penalized.

2.4 Match Postponement or Cancellation

2.4.1 Matches will begin as scheduled and briefed unless prior notice is given by the match officials regarding postponement or cancellation.

2.5 Lateness

2.5.1 Teams that are late/not present at the designated time of the match, are considered to be walkovers. If the roster is not full before the match, then that team will need to walk over since starting a Match with 4v5 or 3v5 is not allowed.

3) GAME RULES

3.1 Map Pool:

1. Ascent
2. Icebox
3. Fracture
4. Haven
5. Lotus
6. Pearl
7. Split

3.2 In the game's settings, the party status will be closed with tournament mode being used. All matches should be played using custom ames where the match officials will be allowed to join the observers' slots.

3.3 Allow Cheats and Play out all rounds will remain turned off.

3.4 All players must have Moss running during their match time. If a player can't provide the Moss file when asked, the player along with their team will be disqualified.

3.4 The default server(s) for every match will be Singapore 1 and 2. Max Player Ping Limit: 40-130. 9 Ping Players Not Allowed.

3.5 Overtime: Win by two will be enabled.

3.6 All of the five playing members **must** remain present in a designated Discord voice channel during their match times. Failure to comply will lead to disqualifications.

3.7 If the roster is not full before the match, then that team will need to walk over. [Starting a Match with 4v5 or 3v5 not allowed]

3.8 A team may not change its team name without the consultation of the organisers.

3.9 If you have any complaint regarding a player, you will have to record and submit it to us.

3.10 Each team can choose to claim **02 pauses** for each map — 1 technical pause for a maximum of 300 seconds and 1 tactical pause for a maximum of 90 seconds.

4) TOURNAMENT FORMAT

4.1 Bracket Format

4.1.1 Until Quarter Finals, every game will be a **Bo1 double elimination bracket**. The quarter-finals, semi-finals, and Grand Finale will be held in **Bo3 elimination matches**. In the event that 2 teams have the same score, the kill points will be the tiebreaker.

4.2 Game Format for Bo1 matches:

4.2.1 The coin toss will determine the map selector and side selector teams as the winner will get to choose either.

4.2.2 The side selector team will get to ban the first map from the map pool.

4.2.3 Map selector team bans the second map from the map pool.

4.2.4 Side selector team the third map from the map pool.

4.2.5 Map selector team picks the map from the remaining maps.

4.2.6 Side selector team chooses the side (Attackers/Defenders) to start on.

4.3 Game Format for Bo3 matches:

4.3.1 The coin toss will determine the map selector and side selector

4.3.2 teams as the winner will get to choose either.

4.3.3 Map selector team bans the first map from the map pool.

4.3.4 Side selector team bans the second map from the map pool.

4.3.5 Map selector team picks the first map from the map pool.

4.3.6 Side selector team chooses a side on which they will start on the first map.

4.3.7 Side selector team picks the second map from the map pool.

4.3.8 Map selector team chooses the side on which they will start on the second map.

4.3.9 The remaining maps will be used as the 3rd map if the series goes three games.

4.3.10 Coin Flip decides the Side of the last map.

5) CODE OF CONDUCT

5.1 General

5.1.1 To maintain a healthy and fair esports ecosystem, it is important for players to behave with a positive attitude towards the tournament officials and other players throughout the tournament.

5.2 Sportsmanship & Good Spirit

5.2.1 Participants may not use language that is obscene, foul, vulgar, insulting, threatening, abusive, libelous, defamatory, or otherwise offensive or objectionable, in or near the match area.

5.2.2 Participants are not allowed to use this type of language during any public-facing events, such as interviews.

5.2.3 Participants and their guests (if any) must treat all individuals attending a match with respect.

5.2.4 Abuse of tournament officials, other participants, or audience members will not be tolerated.

5.2.5 Each offense will incur one to two infraction points, as deemed appropriate by tournament officials.

5.2.6 Repeated violations, including but not limited to verbal abuse, touching another participant's devices, body, or property will result in infraction point penalties.

5.3 Discrimination & Denigration

5.3.1 Competitors shall not offend the dignity or integrity of a country, private person, or group of people through contemptuous or discriminatory words or actions based on race, ethnicity, national origin, social origin, gender, language, religion, political opinion, financial status, birth status, sexual orientation, or any other reason.

5.3.2 Offenders may be immediately disqualified, have up to half of their monetary winnings forfeited, or both of the above.

5.4 Concluding the Competition

5.4.1 Upon initiating participation in a Competition, Teams and Competitors shall continue to participate in the Competition to its conclusion.

5.4.2 Teams and Competitors shall not refuse to participate in the tournament for any reason including, without limitation, disagreement with a decision by tournament officials, an accusation of competitive integrity of the tournament, or imperfect playing conditions.

5.4.3 Offenders may have to forfeit the entirety of their monetary winnings from the event, be banned from future Esports events, or both of the above.

6) COMPETITIVE INTEGRITY MEASURES

6.1 General

6.1.1 To ensure competitive integrity, players will be required to follow the steps that will be provided by the tournament officials.

6.1.2 These steps may include:

- a) Monitoring of device activities during matches.
- b) Recording and live streaming of a player's POV.
- c) Collection and verification of the players' national identification documents.

6.2 Dispute Resolution:

6.2.1 It is very important to take screenshots of the victories and also recordings of any situation that arises, to be able to be used as evidence for an admin. In the event of any problem, if there is no definitive evidence to base a concrete decision on, administrators will resolve the situation in whatever way they see fit (ex: by requiring a re-match).

6.2.2 All decisions made by the organisers are irrevocable.

7) SANCTIONS

7.1 General

7.1.1 Unless otherwise specified in the provisions of this Rulebook, when a Player or Team has violated one or several rules, this section will be referred to for the appropriate penalty, where all general penalties are listed and listed in the catalog.

7.2 Infraction Point

- a) Light Sanctions - 2 Match Points penalty
- b) Moderate Sanctions - 3 match Points penalty
- c) Heavy Sanctions - 5 match Points penalty
- d) Severe Sanctions - Disqualified
- e) Extraordinary Sanctions - Blacklist

7.3 Competitive Integrity

7.3.1 All participants are expected to play at their best at all times within any match of the tournament.

7.3.2 Offenders who violate this rule will be subject to penalties from light sanction to extraordinary sanction at the sole discretion of tournament officials. The following examples are a non.exhaustive list of offenses:

- a) **Collusion** - Participants who cooperate with others, including other competing participants to cheat or deceive and gain an unfair advantage are guilty of collusion.
- b) **Soft play** - Any agreement among participants to not play at a reasonable or expected standard of competition in a game
- c) **Prior arrangements** to split prize money and any other forms of compensation
- d) **Receiving information** and signals from outside sources during a match
- e) **Deliberately losing** any match for compensation

- f) **Hacking** - Any modification of the game client, including using any 3rd party apps to grant in-game advantages
- g) **Exploiting** - Deliberate abuse of in-game bug to gain an advantage
- h) **Looking at spectator monitors** or mobile phones of other participants
- i) **Smurfing** - Using another player or participant's account
- j) **Intentional disconnect** without any tournament officials' approval

8) REWARDS

8.1 Prize Distribution

All of the prizes — including crests, badges, prize money, etc — will be handed over within 30 working days.

Rank	Prize (BDT)
Champion	5,000
Runner-up	4,000
MVP (Grand Finale)	1,000

9) DISCLAIMER

9.1 Finality of Decisions

9.1.1 All decisions regarding the interpretation of these rules, player eligibility, scheduling of the tournament, and penalties for misconduct, lie solely with tournament officials, the decisions of which are final.

9.1.2 These rules may be amended, modified or supplemented by tournament officials, from time to time, in order to ensure fair play and the integrity of the tournament without any notice.