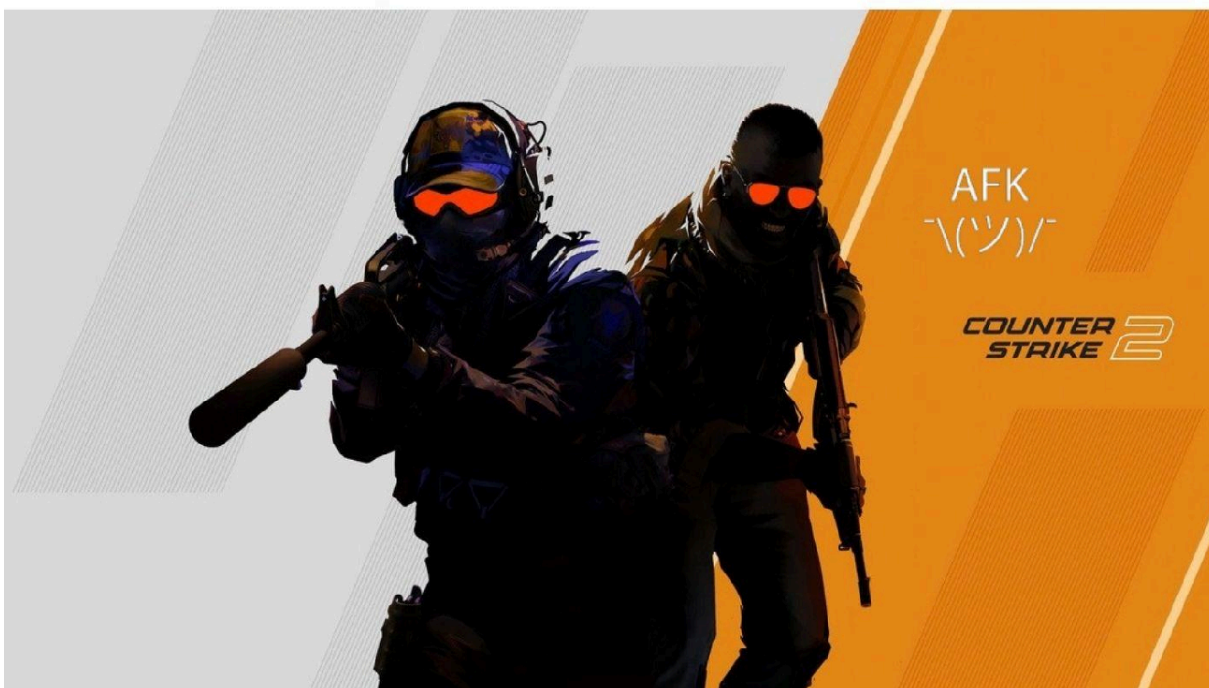


A CS League

AFK Counter-Strike League

Handbook

Info and Rules



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1 - Key Info

Version 4.1 | Last Updated 20 Jul 2026

1.1 - Tournament Organisers (TO)

Name	Role(s)
Deevos	Head Tournament Organiser
SeasonalPikachu	Tournament Organiser
Dawwyl	Tournament Organiser
Phairy	Tournament Coordinator
Mythwil	Tournament Advisor

1.2 - Technical Team

Name	Role(s)
Crave	YT Channel Admin & Streaming Support
Aeries	Server Admin
Dawwyl	Data Manager & Statistician

1.3 - Streamers

Name	Role(s)
Dawwyl	Primary Streamer
SeasonalPikachu	Primary Streamer
Deevos	Secondary Streamer
Crave	Secondary Streamer

We are currently looking for more streamers, either as a primary or backup. Please DM a TO if you can assist.

1.4 - Significant Changes Summary

Changes introduced in version 4.1:

- Drafting rewritten to describe the modified (graded) snake draft actually used.
- Bracket Stage rewritten: all five teams now qualify via a Play-In round, and the Third Place Match has been removed.
- Points system stated explicitly: one point per map won.
- Qualifying Stage tiebreakers: head-to-head round differential, then overall round differential, applied at every seeding position.
- Australian English standardised throughout.

Carried over from version 4.0:

- Updated and refined late penalty rules.
- Revised drafter and captain definitions and responsibilities.
- Updated scheduling rules and procedures.

2 - League Outline

The league will be conducted in the following 5 stages. Expected run time for the league is roughly 8-10 weeks.

2.1 - Registration

Sign up by filling out the form.

We want everyone interested to be given a chance to play, so please sign up ASAP so we can coordinate numbers.

In the event there are excess players, priority will be given on a first come first serve basis of registration.

Minimum 4 Teams (20 players).

2.2 - Drafting

Team Drafters take turns selecting players from a shared pool. With five Drafters seated in positions A through E, the draft runs over four rounds in this order:

- **Round 1:** A > B > C > D > E
- **Round 2:** A > B > C > D > E
- **Round 3:** E > D > C > B > A
- **Round 4:** A > B > C > D > E

This is a **modified (graded) snake draft**. A standard snake reverses every round (A>B>C>D>E, E>D>C>B>A, ...), which gives every seat an identical set of pick numbers and so makes draft position completely neutral. Because our Drafters differ in strength, only the third round is reversed. This grades the seats — the earlier a Drafter picks, the better their overall pick numbers — so the weakest Drafter can be seated first to help balance the teams. There is no widely used name for this exact pattern; it is simply a snake with a single reversed round.

If a Drafter does not pick within a reasonable time during their turn (around 2 minutes) they are randomly assigned a player from the pool.

Drafters are appointed by the Head Organiser, and choose their seat (A–E) in an order decided by the Organisers.

Note:

Team Drafters are responsible for drafting and will be given the opportunity to appoint a Team Captain if they do not wish to fulfil that role themselves. The designated Team Captain is responsible for team organisation and all map pick/ban duties. The method of selecting a Team Captain is at the discretion of each team.

2.3 - Practice Stage

1 week for teams to organise themselves and practice/scrim.

Players who fail to establish reasonable communication with their captain or team may be subject to penalties, unless a valid and acceptable reason is provided.

2.4 - Qualifying Stage

Single Round Robin

Each team shall play every other team once in a Best-of-Two (BO2) series to determine bracket seeding.

Teams are awarded one (1) point per map won. A series therefore yields:

- **2 points** — series won 2–0
- **1 point each** — series drawn 1–1
- **0 points** — series lost 0–2

Where two or more teams are tied on points at any seeding position, seeding shall be determined in the following order:

- 1 Head-to-head round differential (rounds won minus rounds lost in the series between the tied teams)
- 2 Overall round differential (rounds won minus rounds lost, across all series)

Note that because a point is a map win, a team's points, total maps won and map differential are all the same measure once every series has been played. Only round differential can separate teams on equal points.

2.5 - Bracket Stage

All five teams qualify for the Bracket Stage. Teams shall compete in a single-elimination bracket until a winner is determined. Seeding for the bracket shall be based on the results of the Qualifying Stage.

The bracket shall be structured as follows:

- **Play-In:** 4th seed vs 5th seed
- **Semifinal 1:** 1st seed vs the Play-In winner
- **Semifinal 2:** 2nd seed vs 3rd seed
- **Grand Final:** Semifinal 1 winner vs Semifinal 2 winner

All matches prior to the Grand Final shall be played as Best-of-Three (BO3) series. The Grand Final shall be played as a Best-of-Five (BO5) series.

There is no Third Place Match. Teams eliminated in the Bracket Stage are ranked by their Qualifying Stage seeding.

3 - Scheduling

3.1 - Schedule Dates

Refer to the current season's spreadsheet and the league website for full schedule details.

Key Dates:

- Registration
- Drafting
- Qualifying Stage
- Bracket Stage
- Grand Final

3.2 - Weekly Scheduling

Each team is responsible for scheduling times for each series.

Teams must begin coordinating availability at least one week prior to the scheduled series date. The match date and time must be confirmed no later than a few days before the scheduled match whenever possible.

Each series is to be played in the week that it is rostered, with a +/- one week leeway if an agreed date for the series is not found. However, teams should make best efforts to complete matches within the allocated week to avoid match congestion.

A team that is available on the rostered week may enforce a forfeit from the other team, if the following conditions are met:

- One team is available during the rostered week, and the other team cannot reschedule or play (with subs if required).
- Rescheduling cannot be achieved within a +/- 1-week period of the series date (after prioritising that week's scheduled game first).

A series can be delayed or moved forward outside of the leeway period if it is deemed necessary and reasonable. All relevant parties must be advised and all teams must be in agreement (not just the playing teams), as it can affect everyone's scheduling.

In the event that a time has been set and one team is suddenly unable to make it, they must advise the opposing team and streamers/casters as soon as possible. TOs have the final say as to the outcome, but we will be understanding (e.g. medical or personal emergencies).

3.3 - Scheduling Failure

If both teams fail to agree on a match time within the designated scheduling window (including any applicable ± 1 week flexibility period), the series shall be deemed unplayable and no points awarded.

Higher-seeded teams shall receive scheduling priority where conflicts arise, provided the proposed time falls within the approved scheduling window and reasonable availability has been demonstrated by both parties.

Teams are expected to utilise substitutes where possible to avoid scheduling failure.

If this occurs during the bracket stage, tournament officials shall determine the outcome at their discretion.

3.4 - Late Penalties

If a match time has been confirmed and one team is present in the lobby while the opposing team is not ready, penalties may apply.

Penalty Tiers

Late by	Penalty
5 minutes	Lose 1 timeout
10 minutes	Lose 2 timeouts Lose first pistol round*
15 minutes	Lose 3 timeouts Lose both pistol rounds
20 minutes	Lose all timeouts (including overtime) Lose both pistol rounds First rifle purchased in the match by each offending team member must either be a Galil or Famas.
30 minutes	Game forfeiture
45 minutes	Series forfeiture

* Pistol round penalties will be enforced by requiring the offending team to purchase armour before both teams proceed down mid. Each player on the non-offending team will be awarded one kill each. Teams must make their best effort to ensure that each non-offending player receives exactly one kill to preserve the intended economy balance.

Enforcement & Discretion

Opposing teams may waive penalties unless otherwise directed by tournament officials. All decisions remain subject to TO approval. Repeated offences may result in escalation at TO discretion.

Exceptional Circumstances

Tournament officials may adjust penalties in cases of valid emergencies, including medical issues, bereavement, or major transport disruptions.

4 - Game Specific Rules

4.1 - Map Pool

Maps will follow Valve's official active pool rotation*.

Current maps:

- Ancient
- Anubis
- Cache
- Dust 2
- Inferno
- Mirage
- Nuke

If new maps are released and added to rotation during the tournament, new maps will be added and old maps will be removed.

* Map pool may not follow Valve's official active pool rotation if TO and participants wish to include/exclude particular maps. However, this will only be considered for traditionally competitive maps e.g. Overpass/Train. It will not be for maps such as Office.

4.2 - Map Draft

During the Round Robin stage, side selection priority will be determined by a coin flip. If the league uses a Double Round Robin format, the side selection priority for the second round will be the opposite of the result from the first round's coin flip.

During the Bracket Stage, side selection priority will be awarded to the higher-seeded team or, where applicable, the team advancing from the Upper Bracket.

Each team will select the starting side on their opponent's chosen map.

The starting side on the deciding map will be determined by a knife round.

Maps will be played in the order they are selected during the map veto process.

Best-of-One (Bo1)

Phase	Team A	Team B
1	Ban	
2		Ban
3		Ban
4	Ban	
5	Ban	
6		Ban

Best-of-Two (Bo2)

Phase	Team A	Team B
1	Ban	
2		Ban
3		Ban
4	Ban	
5	Pick	
6		Pick

Best-of-Three (Bo3)

Phase	Team A	Team B
1	Ban	
2		Ban
3	Pick	
4		Pick
5		Ban
6	Ban	
7	Remainder - Decider	Remainder - Decider

Best-of-Five (Bo5)

Phase	Team A	Team B
1	Ban	
2		Ban
3	Pick	
4		Pick
5	Pick	
6		Pick
7	Remainder - Decider	Remainder - Decider

4.3 - Match Settings

All match settings will be as close to Premier matchmaking settings as possible with the exception that overtime will continue until one team wins.

4.4 - Tactical Timeouts

Each team is allocated four (4) Tactical Timeouts (.tac) per map.

Any unused Tactical Timeouts are forfeited at the start of overtime and do not carry over. During each overtime period, each team is granted one (1) Tactical Timeout. Overtime Tactical Timeouts do not carry over into subsequent overtime periods.

4.5 - Technical Pauses

In the event of technical issues, player disconnections, or other legitimate circumstances that prevent play from continuing, teams may call a Technical Pause (.tech).

If a disconnected player has not re-joined the server within 10 minutes, the match will resume. This time limit may be extended if both teams agree, unless a Tournament Official (TO) determines that play must resume.

In exceptional circumstances where a player is unable to continue participating, a substitution may be permitted at the discretion of the Tournament Officials (TOs). TOs reserve the right to approve or deny substitution requests based on the circumstances and the integrity of the competition.

4.6 - Match Breaks

Teams are entitled to a maximum break of 15 minutes between matches.

This limit may be waived if both teams agree. Longer breaks may also be approved with the agreement of both teams and the Tournament Officials (TOs), provided there is a valid reason.

Teams should notify all relevant parties, including their opponents, TOs, and broadcast staff, of any agreed or approved break extensions as early as possible.

4.7 - In-Game Chat

Use of the in-game chat is permitted, provided it remains respectful and does not violate the tournament's Player Misconduct rules.

Messages intended to distract, deceive, or otherwise gain an unfair advantage over the opposing team through in-game chat are prohibited and may be considered unsportsmanlike conduct. Tournament Officials (TOs) may issue penalties at their discretion.

Good-natured banter and friendly rivalry are encouraged, provided they remain respectful and do not disrupt the competitive environment.

4.8 - Substitutions

Substitutions may be permitted if a team is unable to field its full roster, subject to the following rules:

- A maximum of two (2) substitute players may be used per game.
- Substitute players must be of a comparable skill level or lower than the player they are replacing.
- Substitutions require approval from both the opposing team and Tournament Officials (TOs).
- Substitutions are not permitted during the Grand Final unless there are exceptional circumstances.
- Substitute players may be from within or outside the tournament. However, all substitutions must maintain competitive fairness and integrity.
- Substitute players are expected to participate seriously and in good faith. Deliberately underperforming or intentionally affecting match results may result in penalties under the Throwing Games rules.

4.9 - Coaching

Coaching is permitted only **outside of active games**.

Coaches may not communicate with teams during games, including during:

- Tactical pauses
- Technical pauses
- Timeouts
- Any other in-game periods

Coaches are encouraged to limit themselves to coaching a single team regarding macro-level strategy and overall game plans. Coaches working with multiple teams must not share information, strategies, or preparation details between teams.

Coaching multiple players across different teams on general mechanical skills (e.g. positioning, aiming fundamentals, or individual gameplay advice) is permitted, provided no confidential team information is shared.

5 - Player Conduct & Competitive Integrity

Any action that provides a player or team with an unfair advantage, whether during or outside of a game, may be considered a violation of competitive integrity and may result in penalties.

5.1 - Hacking

Any form of in-game cheating will result in an immediate game loss and removal from the remainder of the tournament.

Examples include, but are not limited to:

- Wall hacks
- Aim bots
- Illegal scripts or automation tools
- Any third-party software, hardware, or device that provides an unfair advantage

Approved game features or commonly accepted tools (such as legal jump-throw or buy binds, where applicable) are permitted.

5.2 - Cheating

Streaming is permitted; however, players must not access any stream, broadcast, or external source that provides information they would not otherwise have during a match.

Players streaming their games are responsible for taking reasonable precautions to prevent accidental information leaks, including managing stream chat appropriately.

If a viewer provides information about the opposing team through chat or other means and the player receives or uses that information, penalties may apply.

5.3 - Gaining Unknowable Information

Players must not receive or use information that would not normally be available to them during a match.

Examples include:

- Receiving enemy positions or strategies from spectators or stream chat
- Receiving information through private messages
- Having another person provide live instructions during a game
- Entering an opponent's communications
- Any other method of obtaining unauthorised information

Spectators are also prohibited from providing players with information that could affect the outcome of a match.

Non-gameplay messages such as encouragement or general banter are permitted, provided they do not reveal useful information or intentionally interfere with the match.

5.4 - Player Misconduct / Toxicity

Players are expected to maintain a respectful and sportsmanlike environment.

Examples of misconduct include, but are not limited to:

- Excessive flaming or harassment
- Racist, sexist, homophobic, or discriminatory comments
- Bullying or targeted abuse
- Intentional team killing or griefing

Competitive environments can become heated, but players are expected to use good judgement and maintain respect toward others.

Players may report concerns to Tournament Officials. Reports may be submitted privately or anonymously where available.

Serious or repeated misconduct may result in penalties:

- **1 Strike:** Warning
- **2 Strikes:** Suspension from the next game
- **3 Strikes:** Removal from the tournament

Tournament Officials reserve the right to adjust penalties depending on the severity of the offence.

5.5 - Throwing Games on Purpose

In situations where a match does not affect tournament standings, teams may choose to experiment or play more casually. However, teams should still make a reasonable effort to compete, as other teams may use these matches as practice.

Teams should communicate expectations with their opponents before doing anything outside of normal competitive play.

Intentionally losing games, colluding with other teams, or manipulating tournament results is prohibited.

Examples include, but are not limited to:

- Throwing games to affect standings
- Intentionally losing while using a substitute player
- Accepting payment or incentives to lose

Any deliberate attempt to manipulate results may result in severe penalties.

6 - Final Note

Any situation that arises that has not been addressed in the rulebook will default to whatever precedent has been set in other tournaments and subject to TO discussion with feedback from players. Exceptions may be made if reasonable.

Remember that the primary focus of this tournament is to have fun. This rulebook is not concrete and is mostly intended to be a guideline. Therefore, when necessary, rules may be changed and/or new rules may be implemented during the course of the tournament, in the interest of fairness and player fun.

GOOD LUCK HAVE FUN!!

7 - Hall of Fame

Season 1 - Grand Final - 17/03/24

Team: **HSP Gaming**

- SkyG
- bwitzkl
- vvvince
- lightsolace
- j.

Season 2 - Grand Final - 08/09/24

Team: **STC**

- Mythwil
- EGGTART
- Zera
- SpringPikachu
- Catfish

Season 3 - Grand Final - 20/07/25

Team: **C4**

- Dawwyl
- Dooee
- EBP
- Crave
- Freder

8 - Changelog

Version 4.1 — 20 Jul 2026

Drafting (§2.2) — rewritten. Now describes the modified (graded) snake draft actually used: rounds 1, 2 and 4 run in draft order (A→E) and only round 3 reverses, rather than a standard snake that alternates every round. This grades the seats so the weakest Drafter can pick first to help balance teams. The pick clock is stated as roughly two minutes.

Bracket Stage (§2.5) — rewritten. All five teams now qualify. Added the Play-In round (4th vs 5th), Semifinal 1 (1st vs Play-In winner) and Semifinal 2 (2nd vs 3rd). **The Third Place Match has been removed;** eliminated teams are ranked by Qualifying Stage seeding. The Grand Final remains a Best-of-Five.

Qualifying Stage (§2.4) — points and tiebreakers stated explicitly. Teams earn **one point per map won** (2–0 = 2 points, 1–1 = 1 each). Tiebreakers now apply at *every* seeding position, not only second seed, and are: **head-to-head round differential**, then **overall round differential**. Because a point is a map win, map differential and total maps won are the same as points and cannot break a tie.

Language. Australian English standardised throughout (“offence”, “unauthorised”).

Editorial. §1.4 Significant Changes Summary refreshed; §3.1 now also points readers to the league website; minor tidy-ups in §4.1 (map rotation) and §4.3 (“Premier” capitalised).

Version 4.0 — 18 Jul 2026

- Updated and refined late penalty rules.
- Revised drafter and captain definitions and responsibilities.
- Updated scheduling rules and procedures.

9 - Document Information

Rulebook Development & Maintenance: Deevos & Dawwyl

Original Framework: Crave

AI Disclosure

This rulebook has been edited with the assistance of AI tools for purposes including proofreading, formatting, clarity improvements, and general document refinement.

AI tools were used as a supporting resource only, with all final content decisions made by the rulebook maintainer(s).