

Cyberathlete Championship Series

Rulebook SM



This Rulebook outlines the rules that must always be followed when participating in events hosted by Cyberathlete Championship Series (hereinafter referred to as CCS). Failure to adhere to these rules may be penalized as outlined. This Rulebook and the contents herein are service marked by CCS. Any use without the direct consent of CCS is disallowed and punishable by law.

We hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.



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General Guidelines

1. League officials

- 1.1. Each Team can contact the League administration via the CCS Discord (first line of contact) or via email. (second line of contact) to contact@ccsesports.com.

2. Rule Changes

- 2.1. The CCS reserves the right to amend, remove, or otherwise change the rules outlined in this Rulebook, with limited or no notice. The League staff also reserve the right to make judgment on cases that are not specifically supported, or detailed in this Rulebook, or to make judgments that even go against this Rulebook in extreme cases, to preserve fair play and sportsmanship.

3. Code of Conduct

- 3.1. All Teams and Players agree to behave in an appropriate and respectful manner towards other Teams and Players, spectators, the broadcast team, League officials, and League administration. Being role models is the occupational hazard of being a Player, and we should behave accordingly. Any sort of harassment should be reported to the above listed League administrators immediately.
- 3.2. CCS reserves the right to uphold any standing cheating ban (Manual, FairFight or BattlEye) by Ubisoft, ESL or any other Rainbow Six Siege league/tournament, and as such will be ineligible to participate in any CCS-run Rainbow Six leagues. This may be held indefinitely.
 - 3.2.1. Please speak to a head administrator to learn what steps need to be taken in order to participate in the future.
- 3.3. All insults that happen during an CCS-Match or on the CCS platform, may be punished. This includes in game chat of the corresponding game, Match- or News-Comments, public CCS discord channels, Match-Chat. Insults that happen on external messengers, casual and ranked games are not considered. However, racism and other extreme displays of behavior may be considered by CCS staff at any time to be a punishable offense.
- 3.4. Severe incidents including, but not limited to the following points, may be punished in other ways:
 - 3.4.1. Racism and or Hate Speech
 - 3.4.2. Extremist statements
 - 3.4.3. Threat of violence
 - 3.4.4. Sexual harassment
 - 3.4.5. Stalking
 - 3.4.6. Severe insults
 - 3.4.7. Posting of pornographic, violent, or disturbing content
- 3.5. The decision is with the Staff. The right to appeal is only with the injured.



- 3.6. Spamming is strictly prohibited. Spamming is hereby defined as the excessive posting of futile, annoying or offensive contributions within the CCS setting.

4. Additional Agreements

- 4.1. The League administration is not responsible for any additional agreements, nor do they agree to enforce any such agreements made between individual Players or Teams. The League administration highly discourages such agreements taking place, and such agreements that contradict the League Rulebook are under no circumstances allowed and will be voided.
- 4.2. A team's participation in CCS authorizes CCS to use the company's corporate logos, trade names, and trade/service marks in communication materials (video, audio, electronic broadcasts, print promotion and advertising) AND tangible goods such as clothing, promotional products, signs, banners, etc. By participating in CCS, the company/team indicates that the use granted is indemnified and held harmless from any third-party rights and/or claims, without waiver of any legal privileges. Other than the rights granted here, CCS acknowledges that it has no other rights in the company's corporate logos, trade names, and trade/service marks.
- 4.3. By agreeing to compete in CCS, you are granting CCS the right to use your image and likeness in any CCS promotional content, including, but not limited to, static and animated graphics, advertisements, and any other material used by CCS for the purposes of broadcasting and promotion.
- 4.3.1. We require a "bust shot" of every player competing in CCS. A bust shot is a picture of the player, preferably in a team uniform or jersey, from the chest up standing or sitting in an upright position. The picture is to be taken in a well lit environment against a solid color background where that color doesn't too closely resemble the flesh tone or garment color.
- 4.4. By participating in CCS you have attested to reading, and agreeing with our Social Media Policy and Conduct Guidelines. A copy of which, can be found on our website; <https://www.ccsesports.com/> and Discord; <http://www.discord.gg/ccs>

5. Match Broadcasting

- 5.1. All broadcasting rights of the League are owned by CCS. This includes but is not limited to: Video streams, TV broadcasts, shoutcast streams, replays, demos or live score bots. An archived recording of all streams must be retained for use by CCS in media productions. Although not required, it is humbly requested that players streaming their own games mention and promote CCS (Graphics may be requested for stream use from CCS League Staff).
- 5.2. Participants are allowed by CCS to stream their own POV (point-of-view) live on Twitch, Mixer, etc. under the following conditions:
- 5.2.1. Users must use a 240 second delay on their live stream.
- 5.2.2. Users must put CCS in the title of their broadcast.

6. Rights to Final Explanation

- 6.1. CCS retains the right to the final explanation of all rules.



Eligibility Criteria

7. Age Restriction

7.1. All participants of CCS must be 16 years of age or older. If a person under this age restriction takes part in the games, they will be banned and the whole team will be disqualified, forfeiting any claim to prize money. To ensure this qualification is met, players must provide one form of photo ID displaying their name and date of birth. Players under the age of 18 will also be required to complete a parental release form, to be signed by their parent or legal guardian, that league staff will provide.

7.1.1. A minor is defined as any person under the age of 18 years old.

7.2. Home Country/Region

7.3. A player's home country is the country where his main place of residence is. The home region is the region that this country belongs to. For a team, this is determined by most of their players used in their lineups. If there is no such majority, a team may have no home country or even no home region. In that case, the team cannot take part in qualifiers restricted to a country or region. This also includes the Country in which the player partakes in a match.

7.4. Regional Limitations for Participants

7.4.1. A person is not allowed to play for a specific country when one's residence and location at the time of playing, is different than North America or Europe.

7.4.2. Any individual player may not participate in NA events or qualifiers in a country outside of the NA region. Similarly, any individual player may not participate in EU events and qualifiers in a country outside of the EU region. If a player is unsure of what region they fall under, they may ask a CCS admin for clarification.

7.5. Europe

7.5.1. Albania, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, England, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland (Northern), Ireland (Republic of), Italy, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia (Former Yugoslav Republic of), Malta, Republic of Moldova, Monaco, Montenegro, Netherlands, Norway, Poland, Portugal, Romania, Russia, San Marino, Scotland, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, Vatican City, Wales.

7.6. North America

7.6.1. Canada, Mexico, United States of America



8. Game Accounts

- 8.1. A player is not permitted to play with a game account other than his/her personal account which shall be registered with CCS at the time of sign-up/Qualifier. This is the only account that the player can use for the duration of the season. An incorrect game account may lead to a rematch, default loss being given or further penalty decided by the CCS administration team, unless prior exception has been given by an administrator.

Teams and Players

9. Team Names

- 9.1. Players may have their dedicated team tag in their Uplay username. A team name may hold up to one (1) sponsor name. A sponsor or organization may be the name-sponsor of only one CCS League team in that competition.

10. Changes on the Team Accounts

- 10.1. Any changes in the team account must be approved by the CCS administration 24 hours before the changes can take place. This includes but is not limited to:
- 10.1.1. Adding or removing players
 - 10.1.2. Changing the team name
 - 10.1.3. Changing the team logo

11. Player changes and Team lineups - Team composition

- 11.1. Teams which have qualified to the league due to their final placement in the qualifier event or the previous season, must consist of at least five (5) players (starter players) and a maximum of eight (8) players (5 starter players, 3 substitute players). The league spot will be retained by (3) players. Any disputes regarding the organizational slot between players and captain(s) are to be resolved by CCS administration team. At least three (3) main players must remain on the active playing roster to allow the team to retain a slot for the season, and to be considered for the subsequent seasons.
- 11.1.1. Playing roster refers to members who physically participate in the matches on league play days.
- 11.2. Three of five original members of the roster must play in each match of Season 4. To be considered an original member the player must have played with the team in at least 50% of the qualifiers or previous season.
- 11.3. At no point in time is a player allowed to be on multiple rosters. If a player is found to be on more than one roster at any time, the player in question will be removed and both teams will be forced to choose a replacement.
- 11.4. Players belonging to a established organization must use the name brand and logo of that organization when playing in the league. Additionally, no mixed professional rosters will be permitted e.g Team A and Team B may not combine players to make a new team. However, in this example; Team A can use X amount



of players from their team as long as the additional players are not from another established team.

- 11.4.1. An established team is defined as; A roster under contract to an organization participating in Major or Minor events.

12. Player Changes during Season

- 12.1. Each team will be granted three (3) roster moves during the season. One (1) roster move may be utilized per month, to add and/or drop a maximum of one player per move.
- 12.2. We advise teams to have enough substitutes available. If a team for any reason does not have the sufficient number of players to participate in a match (this includes the original players), the team will receive a default loss.

13. Unable to Continue

- 13.1. If a team withdraws during the CCS season, all players from that team will be suspended until the end of the season from CCS, all qualifiers and plus one additional season. (Current season plus one)

14. Replacements

- 14.1. If a team is for any reason unable to continue in the league and is removed a replacement will be selected to participate. Replacement teams will be considered and contacted to ask whether they want to participate. The method in which the empty spot will be filled is at the discretion of CCS.

15. Ban of players

- 15.1. If a Team is disqualified from the league during an ongoing season, all its players are banned until the end of the issued ban. If any teams are discovered to be using a player currently banned from CCS, the entire team in question and all members will be immediately removed from the league and receive lifetime bans from CCS.

16. Forfeiting of matches

- 16.1. If a team forfeits two (2) of their matches during the season, they will be removed from the league and will follow the penalty stipulated under article 13. *Unable to Continue*

Matches

17. Match Times & Scheduling

- 17.1. Official league communication will use the following timezones:
- 17.1.1. NA - EDT or EST



17.1.2. EU - CET or CEST

17.2. Any conflicts should be reported to league administration as soon as the date of match is known.

17.3. Reschedules will only be permitted at the discretion of the League Administrators and under extreme circumstances.

18. Punctuality

18.1. All matches in the League should start as stated on the official communication; any changes in the time must be accepted by the League administration. All Teams and Players in a match will be on the server and ready to proceed no later than 15 minutes before the match is to start.

19. Delaying the Match

19.1. Match start times are absolute, unless changes have been confirmed by the League administration. If a team is determined by staff to be willfully delaying the match, one minor penalty point will be applied.

20. Match Procedures - Match Result

20.1. The result must be immediately confirmed by both parties, even if more match records are missing and in need of uploads. A protest may still be made even after a match result has been confirmed and accepted. Please refer to the game specific rules for what match records and media that needs to be uploaded.

21. Record Keeping

21.1. All match media (screenshots / demos / replays / etc.) must be stored by the Team for a minimum of two (2) weeks after the match has ended. If there is a protest on the match, the records need to be stored by the Team for a minimum of two (2) weeks after the protest has been closed and resolved.

22. Protests

22.1. Definition

22.1.1. A protest is for problems that affect the match outcome;

22.1.2. A protest may even be filed during a match for things like incorrect server settings and other related issues.

22.1.3. A protest is the official communication between the Teams and the League administration. The admin is to be the main point of contact for the protest, not the other team.

22.2. Contents of a Match Protest

22.2.1. The protest must contain detailed info about why the protest was filed, how the discrepancy came to be and when the discrepancy occurred. A protest may be declined if proper documentation is not presented. A simple "they are cheaters" will not suffice.

22.3. Behavior in Match Protests

22.3.1. Insults and flaming are strictly prohibited in a protest and may result in penalty points or the protest being ruled against the insulting party. Sportsmanlike conduct is encouraged not just for CCS eSports but also all organization involved in the league.



23. Eligibility for Filing a Protest

- 23.1.1. If a controversial situation not described by this rulebook occurs during a match, the team that has spotted it should record it, immediately stop the match and inform the administrator about it. If the team does not stop the match and continues to play, it is an acceptance of the situation. Because of that the team loses all rights to file a protest concerning that situation after the game has ended.

24. Best-of-Two Matches

- 24.1. In the Best-of-2 format, both teams remove two (2) maps, after that each team will pick one (1) map. All of this will be done in turns. The maps will be played in the order in which they have been picked. Each Team can pick their starting side on the opponent's map pick. The third map that has not been selected will be discarded.
- 24.1.1. Teams will receive 3 league points for a win, 1 league point for a draw (split), and 0 league points for a loss.

25. Operator Bans

- 25.1. The operator bans will follow in this order. The defending team bans one attack operator, the attacking team bans one attacking operator, the attacking team bans one defender operator, and finally the defending team bans one defender operator.
- 25.2. Bans are map based, so for the map the operators will be unable to be selected

26. Map Veto

- 26.1. A web based map veto system has been created by MapBanEU, and a Discord based system created by Em1 in partnership with CCS. When your match is scheduled to start, an administrator will provide you with access in which you begin the pick and ban process.

27. Map Pool

28. The map pool includes the following maps:
- 28.1.1. Bank
 - 28.1.2. Border
 - 28.1.3. Clubhouse
 - 28.1.4. Coastline
 - 28.1.5. Consulate
 - 28.1.6. Oregon
 - 28.1.7. Villa
- 28.2. DLC Map(s):
- 28.2.1. Upon release of the newest DLC map the league will give players two weeks to test it, whether it be in scrimmages or ranked/ casual. After the



two weeks have elapsed the league will vote if the map should be added to the pool as an eighth (8th) map.

29. Game hosting

- 29.1. The Administrator / Observer / Commentator will create a server. The game must be hosted on a dedicated server. The default server option for NA will be CUS, and for EU WEU. Teams are permitted to request an alternate data center however, if an agreement cannot be reached judgment will be decided by the League Administration.

30. Connection Loss

- 30.1. If a team disconnects from a game two (2) times on one map, each next disconnection will be penalized in a way specified by the League Administration.

31. Game Settings

- 31.1. Time of the Day: Day
31.2. HUD Settings: Pro League

32. Match Settings

32.1. Best of Two

- 32.1.1. Number of rounds: 12
32.1.2. Attacker/Defender role swap: 6
32.1.3. Overtime: 3
32.1.4. Overtime Score Difference: 2
32.1.5. Overtime role change: 1
32.1.6. Objective rotation parameter: 2
32.1.7. Objective Type Rotation: Rounds Played
32.1.8. Attacker unique spawn: On
32.1.9. Pick Phase Timer: 25
32.1.10. 6TH Pick Phase: On
32.1.11. 6TH Pick Phase Timer: 20
32.1.12. Damage handicap: 100
32.1.13. Friendly fire damage: 100
32.1.14. Injured: 20
32.1.15. Sprint: On
32.1.16. Lean: On
32.1.17. Death replay: Off

32.2. Game Mode: TDM BOMB

- 32.2.1. Plant duration: 7
32.2.2. Defuse duration: 7
32.2.3. Fuse time: 45
32.2.4. Preparation: 45
32.2.5. Action: 180



33. Operators

- 33.1. Lion has been removed from competitive play and will remain so until further notice from Ubisoft. Wind Bastion Operators Kaid and Nomad will not be allowed in competitive play until the new esports observation period has ended.

34. Nickname in Game

- 34.1. Each Player must use his official nickname during matches. It's not allowed to add any inappropriate additions, characters or words, only exceptions are sponsor names. Uplay will only allow one (1) name change every 30 days.

35. Number of Players

- 35.1. All matches must be played with five Players per team (5vs5). If a team fails to show up with enough players, the match will count as forfeit for that team.

36. Dropping of Players

- 36.1. If a player drops in the first 15 seconds of a round (during the prep phase), the game may be rehosted. If the game will be re-hosted the match starts with the score from before the disconnect occurred.
- 36.2. If a player disconnects after the first fifteen (15) seconds of a round, the round will be played until completion. After that, the match will be paused; the match will then be re-hosted and started from the current round count.
- 36.3. After disconnecting a team cannot choose a starting site, that has been already locked by settings (Objective Rotation Parameter: 2). If they do so, they by default lose a round.
- 36.4. If a Player has not returned or cannot be replaced with a registered substitute on their roster within ten (10) minutes after the pause has started, then the team with the dropped player will forfeit the match at League Administrators discretion.

37. Change of Players

- 37.1. Players can be changed in break between maps. This change may not take more than five (5) minutes. If the Player has not joined or cannot be replaced within five (5) minutes after the pause has started, then the team with the dropped Player will forfeit the match at League Administrators discretion.

38. Leaving the Server

- 38.1. All matches must be played to the end, failure to do so will be result in penalty points being applied to the offending team. A match is considered complete when one team has reached six (6) of ten (10) rounds during the regular match time or won three (3) rounds in succession during overtime on the final map. Players are not permitted to leave the match until told via in-game chat by an Administrator/Observer/Production Host. Leaving beforehand may result in penalty points being applied to the offending team.

39. Rehost

- 39.1. In case of technical or game specific issues the players can request directly within the in-game chat. Teams can request a rehost 2 times per playday, those requests



need to have a specific reason approved by League Administration. Requests for a rehost without a reason will be denied. Once a rehost has been confirmed by the Admins/Observer- Teams will choose the same Operators Gadgets and pick the same Bomb site.

40. Continuing a Disrupted Game

- 40.1. If a match is interrupted (e.g. server crash) then the match should be continued where it left off, by re-host. All fully completed rounds before the crash will count towards the final score of the match. The Players can choose different loadouts and operators but must select the same bomb site and starting site as before. In the following rounds the bomb sites that have been already used before the restart cannot be used again.

41. Technical Issues

- 41.1. Teams are responsible for their own technical issues (hardware/internet). Matches will not be rescheduled because of technical issues and matches will be played nevertheless. If problems arise, please contact the League Administration.

42. Graphic Drivers, or Similar Tools

- 42.1. Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under cheating (Nvidia illustrator and Reshade).
- 42.2. Furthermore, it's forbidden to use any kind of overlay which will show the usage rate of the system in any way in-game (e.g. Nvidia SLI display, Rivatuner Overlay).
- 42.3. Overlays which will show only the frames per second (FPS) are not forbidden and can be used.
- 42.4. It's also forbidden to make use of older or different Graphic Engines which the Game doesn't support.
- 42.5. The use of a VPN/Proxy or any other tools which affect the connection and the ping of a player are strictly prohibited.
- 42.6. Any changes or edits of Game files, driver files or other game related files are strictly prohibited.

43. Overtime

- 43.1. In case of a draw after all ten (10) rounds have been played, there will be up to five (5) overtime rounds to with a win by two system.

44. Use of Bugs and Glitches

- 44.1. The usage bugs and glitches are strictly forbidden. If players are not sure if something is a bug or a glitch they should contact a League Administrator about it. If an admin determines the use of a bug or glitch influenced a match or round, they may demand a replay of the round or game.

45. New Positions

- 45.1. If any player or team wants to use a new position which is unknown to anyone else or just known to a small part of the community, it's strongly recommended to contact League Administration to check if that position is allowed before using it in any official match. Players and teams must consider that it takes time to check new positions and therefore they must contact tournament officials in a



reasonable timeframe before an official match. Additionally, if any position is found to be forbidden after review, this information will be shared to all teams in the interest of preventing the use of bugs.

46. Prize Money

46.1. All prize money should be paid out within 30 days of teams having submitted payment information to CCS. Teams must submit an invoice totaling owed prize money outlined in section 46.1.1 or 46.1.2, billed to Omen Gaming, LLC within 30 days of the completion of the final playoff match. If a team or player is missing the proper payment information, or submits incorrect information, after the 30 day post-playoffs period has passed, any owed prize money may be forfeited. Any payouts will be distributed to the team captain. (If an org requires payout and distribution, it will default to them).

46.1.1. North America

- 46.1.1.1. 1st Place: \$5000.00
- 46.1.1.2. 2nd Place: \$2500.00
- 46.1.1.3. 3rd Place: \$1500.00
- 46.1.1.4. 4th Place: \$1000.00

46.1.2. Europe

- 46.1.2.1. 1st Place: \$5000.00
- 46.1.2.2. 2nd Place: \$2500.00
- 46.1.2.3. 3rd Place: \$1500.00
- 46.1.2.4. 4th Place: \$1000.00

Netiquette and Fair Play

47. Breach of Netiquette

47.1. For an orderly and pleasant game, it is essential that all Players have a sporting and fair attitude. Breaches of this rule will be punished based on severity decided by our administrators. The most important and most common offences are listed below.

48. Competition Manipulation

- 48.1. Any form of competition manipulation, such as making threats, offering bribes such as money or benefits, or exerting pressure on anyone involved in CCS with the goal of influencing a match is considered manipulation. This includes but not limited to, match fixing, such as deliberately losing a match to influence standings or manipulate the outcome of a bet.
- 48.2. Any form of competition manipulation will result in the match or matches in question being voided. Any players involved in manipulation will be banned from CCS and CCS hosted events for a period of time defined by the league administration.



49. Methods of Punishment

- 49.1. Major and minor penalty points will be utilized to correct behaviour. Major penalty points will be assessed for significant infractions such as deliberately deceiving league administration, failure to appear to a scheduled match, or repeated rule violations. A major penalty point will deduct 10% of the overall prize money for the penalized team.
- 49.2. Minor penalty points will be assessed for minor violations such as failure to upload match media within the specified time, late arrival to a scheduled match, delay of a broadcast, failure to complete required information such as a roster form. A minor penalty point will deduct 2% of the overall prize money for the penalized team.
 - 49.2.1. An official warning will be given for a first time minor violation. Repeated violations will incur a more severe punishment.
- 49.3. In a special case, the league administration may define other methods of punishment at their discretion. Additionally, listed methods are not mutually exclusive and may be combined by league administration. Outlined punishments are generally applicable for a first time offense, and repeated offenses may be punished more severely than as listed in the appropriate section of the rules, in proportion to the rules as written.
- 49.4. Disqualification will occur in the most severe cases of rule violations. Disqualified participants will be banned until no earlier than the end of the current season.

50. Cheating

- 50.1. When cheating is uncovered, the team will be disqualified from the current season of the League and the Player will be banned from all competitions.
 - 50.1.1. The use of the following programs will result in a cheat ban:
 - 50.1.1.1. Multi-hacks
 - 50.1.1.2. Wall-hack
 - 50.1.1.3. Aim-bot
 - 50.1.1.4. Colored Models
 - 50.1.1.5. No-Recoil
 - 50.1.1.6. No-Flash
 - 50.1.1.7. Sound changes
 - 50.1.1.8. Other programs or methods that are considered cheats by League Administration.

51. Anti-Cheat

- 51.1. Monitor System Status (MOSS)
 - 51.1.1. Monitor System Status (MOSS) is mandatory for all players to use for the full duration of all matches without exception. If a player cannot use Monitor System Status (MOSS) then they are not allowed to take part in a match.
 - 51.1.1.1. You may download moss directly from their website; nohope [dot] eu.



- 51.1.2. It is mandatory to upload the MOSS files within 15 minutes after the match. Any tampering with moss files, such as deleting screenshots or doctoring images/ log files is strictly prohibited and disciplinary action will be enforced at the discretion of CCS.
- 51.1.3. For a missing MOSS file, the player will be punished. First violation results in a warning. Second violation results in the player being banned from all CCS league play for the current season.
 - 51.1.3.1. Tampering with MOSS files in any fashion is strictly prohibited. This includes but is not limited to missing screenshots, screenshots not taken by MOSS, or a MOSS file with segments of inactivity for any duration during a match. Any evidence of tampering will result in the MOSS file being considered missing and punished accordingly by the CCS staff.
- 51.2. MOSS's features include:
 - 51.2.1. Automatic random screenshots
 - 51.2.2. Unique PC identifier based on Hardware information
 - 51.2.3. Capture game's key files
 - 51.2.4. Real time Processor Speed versus BIOS setup and box nominal speed
 - 51.2.5. Game Exe SHA signature and start time
 - 51.2.6. In game screenshot stored when Print Screen is pressed
- 51.3. Players are not allowed to run the following programs: TeamViewer (or any other similar screen sharing program), or Virtual Machines of any kind including but not limited to Hyper-V, VMWare, or VirtualBox. If these programs are detected during league matches, punishment will be decided by the League Administration based on frequency and severity.

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