

Counter – Strike 2 - regulations

STEM Games 2025

Counter-Strike 2

- The competition is held in mixed competition.
- Each higher education institution may apply up to one team.
- A team of 5 players and an optional 1 substitute apply for the competition.
- All players play at their own risk.
- Players will take care of the periphery where they play and in case of damage will compensate the cost to the organizer.
- All players take responsibility for their items in the esports Arena, as the organizer is not responsible for lost, abandoned or stolen items.
- The organizer will not be held responsible for any accidents, injuries and other damage.
- Competition regulations are made by the organizer.
- The leader of the competition has the right to interpret these regulations.

Competition system

The competition will be held in 2 stages, and the division in groups will be determined when the number of teams is established:

The group phase

The elimination phase

In the group stage, teams are divided into groups where the "best of 1" is played and the victory is rewarded with one point while defeat carries zero points.

The first n teams in each group go to the next stage of the competition.

In the next elimination phase, the first team in Group A plays with the second team in Group B, the second in A with the first in B, and the first team in Group C plays with the second team in Group D, the second in D with the first in A.

If there is a tie in points and the first n in the group cannot be determined, the order is determined by their ratio (compare how team A and team B played and if team A won, it takes the lead in the ranking).

Matches in the elimination phase will be played "best of 3", where 3 maps are played and the team that wins 2 maps is the winner.



During this and each subsequent phase of the competition, the losing team is eliminated from the competition. The winning team in the next phase plays with the winner from the other match until the finals.

The losing teams of the semifinals play each other for 3rd place.

The organizers reserve the right to change the structure of the competition.

Game rules

The presence of 5 logged in players is required to start the game.

5v5 competitive will be played with the Active Duty map pool (Ancient, Anubis, Dust II, Inferno, Mirage, Nuke, Train).

The match configuration is also based on the official ESL configuration.

The Map selection process is based on the stages of selection and banning.

The team that is entitled to ban first is selected at random.

In the "best of 1" game, maps are selected on the principle that teams alternately ban 1 map each until there is only 1 left.

In the "best of 3" game, the map selection process is performed on the principle of ban, ban, pick, pick, ban, ban.

After selecting a map, players connect to the server.

In the "best of 1" for side selection, a knife round is played, and in the "best of 3" the team that did not pick the current map picks the side, while for the last map the knife round is played.

After all the players have joined, they have a maximum of 5 minutes for a short warm-up.

After that the match begins.

MR24 (first to 13 rounds) is played, sides are changed after 12 rounds (half time).

In case of a tie, overtime is played.

Overtimes are MR6 (first to 4), sides change after 3 rounds, starting money is 10000.

Overtimes continue until a team meets first to 4 conditions, sides don't change between overtimes.

In the case of a disconnect for one of the players after, the game stops.

If there is a disconnect before the first point of damage is made, the round starts from scratch, but if the damage is made, the round is played until the end, and the break lasts until the problem is fixed.

If the player fails to reconnect within those 10 minutes of break, his team surrenders.

Players can bring their peripherals (mouse, keyboard, headset and pad).

If there is a connection failure on the server level, the current map is repeated.

Pausing the game and penalties

Each team is entitled to two breaks of 1 minute per half-time. In case of overtime, each team gets the right to an additional break of one minute.

During the break, players must not leave the playing area without the permission of the organizer.

It is not allowed to disturb opponents.

Vulgar usernames are not allowed in the competition.

If a player is found not eligible to play or has already played for another team, the team will be disqualified.

If a team member is found to be using unauthorized external software ("aimbot", "wallhack" ...), the team loses the match and is disqualified from the competition.

If the competitor violates the rule of any article mentioned in these regulations, the organizer reserves the right to disqualify the competitor and the faculty he represents from further competition.

Likewise, if a participant violates the rule of any article mentioned in these regulations, the organizer reserves the right to assign defeat to the competitor and/or faculty he represents.

Leaders of the competition

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