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1. Introduction

The Counter - Strike 2 Rulebook outlines the game-specific rules, match procedures, and competition settings used for all NECC Counter - Strike 2 competitions. This rulebook should be used to establish game-specific procedures and requirements for Counter - Strike 2 competition. All participants are expected to read and comply with this rulebook in addition to the Handbook and Competition Policies.

If at any point you believe someone is abusing or breaking the rules stated in this rulebook or the Competition Handbook, please contact an admin at once through a report ticket so the issue can be resolved in a timely manner.

1.a Additional Documentation

For additional information regarding competition policies and procedures, please refer to the following documents:

- Competition Handbook: NECC - Competition Handbook
- NECC Resource Hub: NECC - Resource Hub
- Season Schedule: Counter-Strike 2 Schedule 2026-2027
- LeagueOS Team Guide: NECC - LeagueOS Team Management Guide

1.b Rule Interpretation

This rulebook is governed by the Competition Handbook. The NECC Competition Committee and Admin team reserves the authority to interpret and enforce these game-specific rules. For additional information regarding rule interpretation, administrative authority, and appeals, please refer to the Competition Handbook.

1.c. Definition of Common Terms

FACEIT: The online tournament platform, the NECC uses to facilitate all competition registration, scheduling, and score reporting.
Game: A single game in a series
Series/Match: Synonymous terms for a set of games played by two teams
Bo1: A series consisting of one game, where the winner of the game wins the series
Bo3: A series consisting of up to 3 games, where the first team to win the majority of games (2 games) wins the series

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Bo5: A series consisting of up to 5 games, where the first team to win the majority of games (3 games) wins the series

2. Team Management

2.a. Rosters and Substitute Designation

Every team is required to have at least two points of contact for their team who can be reached to coordinate scheduling and communications between teams and/or NECC staff. These can be Team Managers, Coaches, Directors, or Team Captains. Teams must fill out the contact form provided in the announcements channel prior to season start.

Points of Contact must be in the NECC Discord and must be able to receive DMs from people who share mutual servers.

2.b. Main Accounts and Account Settings

Players must connect their "main" Steam account to compete in the tournament. Your main account, for this purpose, is defined as the account in which you have the highest rank/play time. Players found actively hiding their main accounts, and by extension concealing their highest rank and skill rating, may face repercussions and penalties at the discretion of the Tournament Administration. As a way to keep the playing field even, all players must:

1. Link their game accounts to their profile on FACEIT
2. Both FACEIT and STEAM profiles must be visible through the duration of the season.

Players' accounts must be ranked in the current competitive season. If a new season releases during the season, the NECC may require participants to obtain rank by a certain date.

2.b.i. Account Bans

If a player receives an account ban due to in-game behavior or Terms of Service violations, that player will not be eligible to compete in the NECC Counter-Strike 2 League until the ban is lifted. If a player receives a permaban during the season, they are no longer eligible to play in

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the NECC for the rest of the season. Using an alternate account due to a ban on a player's main account is not allowed. Doing so will result in:

- A permanent ban on the individual player who is ban evading, appealable after one year.
- A one year ban on all teammates associated with the ban evasion.

League officials have the right to include or discount account bans on a case-by-case basis.

3. Match Setup

3.a. Maps

Map rotation will be the same as the professional Counter-Strike 2 map rotation, and the NECC will update those changes, as they happen, in the proper channels on the NECC Discord. Maps added or re-added into competitive rotation during an NECC season (beginning of Pre-Season Placement Tournament until end of Playoffs) or major changes to a map (at the discretion of the NECC) will not be eligible for play in the NECC until **two weeks** after the date of release. An announcement will be made in **#CS2-announcements** when a new map is released, detailing when the map will be available to play.

Current map rotation as of Fall 2025:

- Inferno
- Mirage
- Nuke
- Dust2
- Anubis
- Ancient
- Cache

3.b. Agents

Cosmetics - Players are required to use default player models; all player model skins are banned. Failure to comply with this rule will result in a forfeit loss issued to the offending team.

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3.c. Pre-Match Procedures

3.c.i. Map Bans

For map bans, the team on the left side of the match page (or the higher seed during playoffs), will be considered Team 1.

Map bans will take place in the match chat on FACEIT using their pick/bans system, and must be completed at the start of match time.

The team marked as Team 1 on FACEIT, will be considered the “Home” team, and will initiate the ban process in the pick/bans FACEIT system. The home team should always appear on the left hand side.

For picking sides of the map, the team that picks the map MUST LOSE the knife round on purpose, to allow the opposite team to pick sides. If a team is found violating this rule, they will forfeit the match. For Bo3 and Bo5 matches, the last knife round must be played out normally, with no team losing on purpose, as no team picked that map and it is a leftover based on other picks and bans.

Mapban order for Bo1 (Pre-Season Placement Tournament) matches:

1. Home team will choose Team 1 or Team 2
2. Team 1 bans map
3. Team 2 bans map
4. Team 2 bans map
5. Team 1 bans map
6. Team 1 bans map
7. Team 2 picks map from the remaining 2
8. Team 2 loses Knife round to allow Team 1 to pick sides

Mapban order for Bo3 matches:

1. Home team will choose Team 1 or Team 2
2. Team 1 bans map
3. Team 2 bans map

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4. Team 1 picks the map 1
5. Team 1 loses knife round to allow Team 2 to pick sides
6. Team 2 picks map 2
7. Team 2 loses knife round to allow Team 1 to pick sides
8. Team 1 bans map
9. Team 2 bans map
10. The last remaining map is map 3
11. Knife round played normally to decide on map sides

Mapban order for Bo5 matches:

1. Home team will choose Team 1 or Team 2
2. Team 1 bans map
3. Team 2 bans map 2
4. Team 1 picks map
5. Team 1 loses knife round to allow Team 2 to pick sides
6. Team 2 picks map
7. Team 2 loses knife round to allow Team 1 to pick sides
8. Team 1 picks the map 3
9. Team 1 loses knife round to allow Team 2 to pick sides
10. Team 2 picks map 4
11. Team 2 loses knife round to allow Team 1 to pick sides
12. The last remaining map is map 5
13. Knife round played normally to decide on map sides

For map bans, The team on the left side of the schedule (or the higher seed during playoffs), will be considered the “Team 1” team.

3.c.ii. Lobby Settings

The following are the settings that must be put into place before the match begins:

- Rounds: MR12
- Round-time: 1:55 minutes
- Freeze-time: 20 seconds

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- Buy-time: 20 seconds
- C4 timer: 40 seconds
- Overtime Money: $13,000
- Overtime Rounds: MR3

If the game is started with any of these settings loaded incorrectly and notice is made and stated via in-game chat or FACEIT match chat before the start of the first round, the match must be stopped and reset to the lobby before restarting with the correct settings.

- Notice made after the start of the first round still requires a restart, but the round score will be corrected to the score from when the notice was given, and then played out to finish the map.

3.c.iii. Lobby Setup

In each match, the designated Home Team is to invite the Away team to the custom lobby.

Once both teams are in the lobby with all coaches and players sorted onto correct sides, the custom lobby owner is to find a fair server.

Acceptable server locations:
Denver, Chicago, Dallas

- A fair server is a server that has an agreeable and/or low average ping difference between teams.
- If there is no agreement on a fair server, then an NECC staff will enter into the lobby and deem a fair server.
    - Failure to follow the NECC staff's ruling on a fair server will be a game forfeiture for the lobby host.
- If an Away Team doesn't agree with a server, and makes no effort to contact the NECC, the map or series is to be upheld.

3.c.iv. Pauses (Technical, Tactical, Admin)

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3.c.iv.1 Technical Pauses

Teams are allowed 3 technical pauses throughout the series, each being a maximum of 5 minutes long. If more than 5 minutes are taken during a pause, the team will begin using their 2nd pause time (or 3rd if it is their 2nd pause). Once the total of 15 minutes has run out the team must continue playing the map regardless of technical issues.

Play may continue with a 4v5 (and must if the player disconnects mid-round) but a new map may not be started with less than 5 players on a team.

Technical pauses must be announced through a NECC Ticket Submission in #CS2-Tickets or something similar and may only take place before the start of a round. Once the start timer hits 0, the team must wait until the current round is over to call the pause.

Pauses can be started by typing "!pause" in the game chat.

Valid reasons for technical pauses include, but are not limited to:

- Player disconnects
- Ping or lag issues
- Hardware or peripheral malfunctions

3.c.iv.2. Tactical Pauses

These pauses are the only times once the game has started when coaches can talk with their players. These can only be called before the start of a round. Once the start timer hits 0, the team must wait until the current round is over to call the pause.

A team is permitted four (4) tactical timeouts per map. Each tactical timeout lasts for a maximum thirty (30) seconds. After calling for a tactical timeout by pressing "Esc" and clicking "Call Tactical Timeout", said team will need to vote "yes" to agree to initiate the timeout.

Teams are also allowed five minutes between maps if requested.

Halftime will also be treated as an in-game period, in which coaches may talk to their players, without utilizing a tactical pause.

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3.c.iii.3 Admin Pauses

Admins have the right to pause a match at any point for however long is needed to resolve the issue at hand; this will not count toward either tactical or technical pause timers.

3.c.iii.4 Timeout Disclaimers

If at any point a team abuses timeouts to gain an unfair competitive advantage, they will automatically forfeit the game upon a staff review.

Questions pertaining to timeouts must be asked prior to resuming gameplay.

3.c.iv. Spectators

Counter-Strike 2 has two types of spectator slots: the Coach slot and broadcast spectator slots.

The first of the two is the coach slot. For this slot, teams are allowed to have a spectator as long as they are in the NECC discord voice channel with the team, and this “Coach” is visibly muted.

For someone to be in broadcast spectator slots, a team must have explicit permission from the other team or be whitelisted. A ticket will need to be opened in #CS2-Tickets to have a broadcast spectator slot approved.

3.d. Streaming and Broadcasting

Non-whitelisted teams are only allowed to stream/broadcast if they have opened a ticket to receive approval from their opponent and the Counter-Strike 2 game team on a per-match basis. All streams and broadcasts are required to have a 3-minute delay. Teams are also required to use a NECC voice channel.

4. Match Administration

This section outlines the administrative procedures for all official NECC matches, including scheduling, rescheduling, check-in requirements, punctuality, match delays, score reporting,

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and other competition operations. All teams are responsible for complying with these procedures throughout the season.

4.a. Match Scheduling

Official match schedules are created by the NECC using each team's submitted Team Availability in LeagueOS. The NECC will make reasonable efforts to schedule matches at a time that accommodates the availability of both competing teams.

If no overlapping availability exists between the two teams, the NECC will schedule the match at a time that falls between the latest available start time of one team and the earliest available end time of the other team, as determined by each team's submitted availability.

If a team is unable to compete at its scheduled match time, it must follow the procedures outlined in **4.b. Rescheduling**. Teams should not assume a scheduled match will be changed without prior approval from the NECC.

Once published, the official match schedule will not be modified by the NECC without communication to the affected teams. Teams remain eligible to request a reschedule in accordance with **4.b. Rescheduling**, and any approved schedule changes will be communicated through the appropriate official NECC channels.

Because schedules are created using each team's submitted availability, match days and start times may vary from week to week. Teams should not expect recurring weekly match times.

Teams are responsible for reviewing their scheduled matches each week and ensuring they are prepared to compete at the published date and time. Failure to review the official schedule does not excuse a missed match or failure to appear.

4.b. Rescheduling

Teams that are unable to compete at their scheduled match time may request a reschedule by submitting a Game Support Ticket in the official NECC Discord server.

Reschedule requests should be submitted as soon as the conflict is known and must include:

- A valid reason for the request.

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- At least three (3) alternative dates and times that are reasonable to the requesting team.
- Any additional information requested by the NECC.

Submission of a reschedule request does not guarantee approval. All reschedules are reviewed on a case-by-case basis, and the NECC reserves the right to approve or deny any request at its sole discretion.

Reschedule eligibility varies by competition stage:

- **Placement Tournament:** Matches are not eligible for reschedule.
- **Regular Season:**
    - Teams may mutually agree to reschedule a match without NECC approval, provided the match is completed before the Results Due Date.
    - If teams are unable to reach an agreement, a team may request NECC assistance by submitting a Game Support Ticket at least seven (7) days prior to the scheduled match. The NECC will make reasonable efforts to facilitate a mutually acceptable match time.
    - Requests submitted fewer than seven (7) days before the scheduled match, or requests where the teams are unable to reach an agreement, may still be considered by the NECC but are not guaranteed to result in a reschedule.
- **Playoffs and Nationals:** Due to the structured nature of the postseason schedule, reschedule requests will only be considered under exceptional circumstances and are subject to approval by the NECC.

Teams are expected to utilize eligible substitute players whenever reasonably possible before requesting a reschedule. Conflicts affecting only a single player may not constitute sufficient grounds for approval if another eligible rostered player is available.

Circumstances beyond a team's reasonable control, including but not limited to medical emergencies, severe weather, widespread internet outages, or other unforeseen events, may be considered when evaluating a reschedule request. Such circumstances do not automatically guarantee approval. The NECC may require documentation or other supporting evidence to substantiate certain claims when evaluating a reschedule request.

If a reschedule request is approved, or if teams mutually agree to a Regular Season reschedule, the official schedule and match records must be updated as directed by the NECC before the match is played.

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4.c. Match Check-in

Teams are encouraged to be present and ready to compete at least 15 minutes prior to their scheduled match time. While LeagueOS check-in is not required, teams should use this time to verify player availability, resolve technical issues, and coordinate with their opponents before the match begins.

4.d. Punctuality

Teams that are not ready to begin play within ten (10) minutes of their scheduled match start time will receive one (1) game forfeit. An additional game forfeit will be issued for every subsequent five (5) minutes that the team remains unprepared. Game forfeits will continue until the match begins or the series has been decided, whichever occurs first. Forfeited games will be applied in the order they would have been played.

If a team has not arrived or is otherwise unable to begin play, the opposing team should make a reasonable attempt to contact them and notify the NECC. The NECC may issue game forfeits in accordance with this section while determining whether the match should instead be handled under the No-Show Forfeit procedures outlined in

4.e. Match Delays

Teams are expected to begin their match as close to the scheduled start time as reasonably possible. Delays occurring before the first game of a series are governed by the Punctuality provisions in **4.d. Punctuality**.

Technical timeouts may not be used prior to the official start of a series. Teams experiencing technical issues before gameplay begins remain subject to the applicable punctuality and forfeit procedures.

If a delay occurs after the series has officially begun, any pauses, technical timeouts, or restart procedures will be governed by the applicable Game Rulebook.

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4.f. Playing Under Protest

If a dispute or rules concern arises during an official match that cannot be immediately resolved, teams may be instructed by the NECC to continue playing the match under protest. Unless directed otherwise by the NECC, teams are expected to complete the match and preserve any relevant evidence for later review.

Playing under protest does not waive a team's right to file a formal dispute or request an administrative review following the conclusion of the match.

4.g. Score Reporting

All matches are automatically recorded in the FACEIT client. If there is a discrepancy or issue, open a ticket via https://necc.gg/ (you must be logged in to open a ticket) or ping the appropriate staff member.

If a team believes that a reported result is inaccurate, it must notify the NECC as soon as reasonably possible and provide any requested supporting evidence. The NECC reserves the right to review submitted match results and determine the official outcome of any match.

Failure to accurately report match results or knowingly submitting false or misleading information may result in penalties at the discretion of the NECC.

4.h. Administrative Decisions

The NECC reserves the right to make administrative decisions that are necessary to preserve competitive integrity, ensure fair competition, and facilitate the operation of the league. Administrative decisions may be issued when a situation is not explicitly addressed by the Competition Handbook, Game Rulebooks, or Competition Policies, or when exceptional circumstances require interpretation or clarification of existing rules.

Unless otherwise specified, administrative decisions made by the NECC take effect immediately and remain in force unless modified through the appeals process.

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4.i. Incident Reporting

Teams wishing to report a potential rule violation, misconduct, or other competition-related incident must submit a Game Report support ticket in the official NECC Discord server as soon as reasonably possible.

Incident reports must include:

- The match or competition in which the incident occurred.
- A clear description of the alleged incident or rule violation.
- An explanation of why the reporting team believes the claim is valid.
- The players, teams, or other individuals involved, if applicable.
- Any available supporting evidence, including screenshots, video recordings, chat logs, or other relevant documentation.

The NECC may request additional information or evidence from any involved party when investigating an incident. Failure to provide requested information may impact the NECC's ability to review or act upon the report.

Submitting knowingly false, misleading, or frivolous reports may result in disciplinary action at the discretion of the NECC.

4.j. Forfeits

Teams that know they will be unable to compete in a scheduled match should notify the NECC as soon as possible by submitting a Game Support Ticket in the NECC Discord server. Prompt communication allows the NECC to notify affected teams and minimize disruptions to the competition.

A team that is unable to compete in a scheduled match will forfeit the series. Any team that forfeits **two (2) series** during the Regular Season may be removed from competition.

Individual game forfeits issued as a result of **4.d. Punctuality** do not count toward the Regular Season series forfeit total. Excessive or repeated game forfeitures may be reviewed by the NECC and may result in administrative action. Teams may not voluntarily forfeit an individual game or series after gameplay has begun unless specifically instructed or approved by the NECC.

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Resource: NECC - Forfeit Policy

5. Conditions and Release

I understand that failure to conduct myself responsibly, as stated and implied by the conditions in this NECC Code of Conduct, may result in sanctions, up to and including suspension or banning from further game play within the conference.

5.a. Competition Committee Ruling

The Competition Committee has the right to make rulings regarding all NECC matches, competitors, competitive formats, and arising issues, based upon circumstances that emerge for the good of the members and the Conference. Rulings that require Competition Committee Discretion can only be brought to the Competition Committee by official NECC Admins or Game Managers.

5.b. Spirit of the Rules

5.b.i Finality of Decisions

All decisions regarding the interpretation of this rulebook lie solely with the NECC. NECC admins will make decisions based on their best judgment. An incorrect judgment may be subject to an appeal process where it will be reviewed by head NECC staff (Director of Game Operations and other relevant staff and councils). Any decisions on rulings made by head NECC staff will be final, and may be presented publicly. Any and all decisions shall not give rise to any claim for legal or equitable remedy.

5.b.ii Rule Changes

These rules may be amended, modified or supplemented by NECC staff at any given moment. to ensure fair play and the integrity of the NECC. Any relevant changes to this rulebook will be documented to ensure that the changes are known.

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5.b.iii. NECC Authority

Any NECC staff member reserves the right to act with authority in order to preserve league integrity. This right is not limited by the lack of specific language in this document. NECC staff may use any disciplinary tool at their disposal against any entity whose conduct goes against stated guidelines.

Notice & Disclaimers

Confidentiality Disclaimer

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Contact Support

Should you have any questions or need further assistance, please don't hesitate to email us at support@neccathletics.com or open a General Support ticket in our Discord.