

1 ACSL Match System (currently in development)

1. The ACSL Match System (AMS) is a currently in development match all-in-one fully automated tool that assists team leaders with match lineups, match scores and league table.
2. Team Leaders will be able to see unfixed/fixed/pending matches and unconfirmed scores.
3. Team leaders will be able to see all registered SteamIDs of participating players.
4. All ACSL Country Management Team Members and ACSL Core Team members will have country/full access to the AMS.

1.1 Rules and Regulations of the AMS

1. Team particulars (ie SteamID, Alias, Username AND AMS Account Password) will be captured in the registration form through the AMS.
2. Teams playing with unregistered SteamIDs will be penalized.
3. Each team may register 8 UNIQUE SteamIDs*.
4. The team member registering for the team will have access to the AMS panel. It is his/her duty to keep the team updated with any upcoming matches. The AMS will send out reminder emails of the team's upcoming matches and/or newly scheduled matches.
5. Teams are required to post up scores on the AMS. When one team does so, the other team has to confirm the score.
6. If either team fails to confirm the uploaded score by the end of the play-week, the pending score will be captured.
7. If no scores were uploaded, both teams will be given a **draw** and a Miss (M).
8. Teams with 3 'M's will be disqualified and blacklisted from the league.
9. Teams may add and/or remove players during the league. Each team may change up to 2 players during the advancement/relegation period (ie 4th and 8th Week by Week Play)
10. Players who were substituted out from their teams may continue competing in another team on condition the AMS team roster is updated.

* - Please refer to last page of rules and regulations

2 Authorised ACSL Servers (AS)

1. The ACSL will allow teams to use their own servers for matches. Teams who wish to have their servers to be recognized as an AS may do so through the AMS.
2. Disputes will be only entertained if the match was played on an AS Server **AND** a demo is present.
3. An ACSL Admin **may not have** to be present to administrate any matches.
4. All upcoming matches to be played on an AS will be mirrored on the ACSL Website.

2.1 Conditions to gain AS Prestige

Servers must have the following to qualify for AS:

1. 66-tickrate Server (Usage of 33/100-tickrate server optional)
2. Latest Version of zBlock
3. Latest Updated Dedicated Server
4. Valve Anti-Cheat System (VAC)

ACSL Season 3 Rules and Regulations (Release 1.9d)

Contact Person: Shaun "maxxy" Lai (maxxy@theacsl.net)

About the ACSL:

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5. Must have ACSL Match Settings

2.2 Optional Conditions to gain AS Prestige

Servers may have the following:

1. SourceTV
2. SourceMod
3. WarMod

2.3 Official ACSL Servers (OS)

1. Official ACSL Servers will only be hosted in Singapore.
2. Disputes raised will be entertained if a demo is present.
3. Teams may request for the ACSL Server's RCON Password.
4. The presence of an ACSL Admin is optional.
5. All upcoming matches on an OS will be reflected on the ACSL Website.

3 Reporting a Dispute

1. Matches with disputes played inside an AS and/or OS will only be entertained on condition a demo is present.
2. No disputes involving latency or if the match was played outside an AS/OS Server will be entertained.
3. Please allow up to 72 hours for our admins to investigate the dispute.
4. Players must be able to identify a time that the player was cheating.
5. Disputes may be raised anytime within 16 hours after the match.
6. Admins decisions are final. No appeal may be made unless specified.
7. Disputes has to be made through the AMS reporting system.
8. Disputes involving players Steam IDs must be supported with a screenshot of every player's STEAMIDs.
9. A specific timing on the demo, indicating the evidence for raising a dispute, must be included with the report.

4 Responsibilities of the ACSL Admins (CMT and CT)

1. ACSL Country Management Teams (CMT) and ACSL Core Team (CT) will not be held liable for any disputes that may not be resolved.
2. Volunteers interested in becoming an ACSL Admin may contact Season 3's director at the given email below.

5 ACSL Week by Week Play

1. Teams will be randomly distributed to 3 tables.
2. Each table will consist of 10-12 teams.
3. At the end of the 4th and 8th Week Play, advancements and promotions will be made.
4. To be promoted means to be changed to another table of higher standards (of teams).
5. To be relegated means to be changed to another table of lower standards (of teams).
6. Each play-week lasts 1 human week.
7. Under the AMS System, teams will incomplete matches at the end of the Week by Week Play will be given a draw score and 'M'.

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8. The 3rd Season of the ACSL will run over a period of 12 human weeks.

5.1 ACSL Promotion and Relegation Regulation

1. Teams can only be promoted if they're in table 2 and 3.
2. Teams can only be relegated if they're in table 1 and 2.
3. The top 3 teams of Tables 2 and 3 will be promoted accordingly
4. The bottom 3 teams of Tables 1 and 2 will be relegated accordingly
5. Promoted/Relegated teams will retain their previous scores from their previous table.

5.2 Dropout/Disqualified Teams Regulations

1. Disqualified teams will be removed from the mainstream tables and moved into a "Drop Out" Table during either of the promotion/relegation period.
2. No priority will be given to teams in the Drop Out Table during the season 4 registrations.

6 Victory Conditions

1. Each match will have 2 halves. 15 rounds on each half.
2. First to 16 wins the match (irregardless of remaining rounds)

6.1 Match Rules

1. Bomb plants that require a 2-men boost to do so are not allowed.
2. Bomb defuses through objects or walls are not allowed.
3. Planting the bomb in areas where objects interfere with diffuse, or hiding the C4 with objects is illegal. (The goldfish pond in de_inferno is an example of where objects can prevent a defuse.)
4. The penalty given to teams will be forfeiting of the offending round unless otherwise stated.
5. Using map exploits to skywalk, see through or into areas not intentionally visible is illegal in the ACSL and may result in the loss of the match.
6. League play is based on a single map
7. Team leaders are requested to take a screenshot at the end of the half.

6.2 Team Regulations

1. All team managers are responsible for ensuring that their players are aware of and abide by the rules. Team Managers are encouraged the check the AMS frequently for updates revolving the league.
2. Postponing the match because your best players are not available is prohibited.
3. All remarks, including postponing of matches, must be reported on the AMS.
4. Please observe sportsmanship throughout the league.
5. Racism is not tolerated in the league.
6. Use of inappropriate sprays is strictly prohibited.
7. Players are requested to use the original skin models, weapons and textures. Use of customs is not advised.
8. Penalties for the above mentioned are suspension of the offending player/team unless otherwise stated.

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7.1 ACSL (Server) Match Settings

Below are the ACSL (Server) Match Settings for OS and AS Servers. Server owners are **required** to follow these match settings to ensure smooth and fair gameplay.

```
sv_mincmdrate 40
sv_minupdaterate 40
sv_maxcmdrate 100
sv_maxupdaterate 100
sv_lan 0
sv_maxupdaterate 100
sv_minupdaterate 50
sv_unlag 1
sv_maxunlag .5
sv_voiceenable 1
```

```
mp_autokick 0
mp_autocrosshair 0
mp_autoteambalance 0
mp_buytime .25
mp_c4timer 35
mp_fadetoblack 0/1 (Optional - depends on team leaders)
mp_flashlight 1
mp_forcecamera 1
mp_footsteps 1
mp_freezetime 13
mp_friendlyfire 1
mp_hostagepenalty 0
mp_limitteams 5
mp_maxrounds 30
mp_playerid 0
mp_roundtime 1.75
mp_timelimit 999
mp_tkpunish 0
mp_startmoney 800
mp_dynamicpricing 0
```

```
sv_airaccelerate 10
sv_allowdownload 1
sv_allowupload 1
sv_alltalk 0
sv_hltv 0 // 0 and 1 are legal values
sv_cheats 0
sv_friction 4
sv_gravity 800
sv_maxrate 30000 // legal values for this setting are between 9999 and 30000
sv_maxspeed 320
sv_minrate 0
sv_stepsize 18
sv_stopspeed 75
```

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sv_timeout 65

sv_voicecodec vaudio_miles

mp_allowspectators 1

decalfrequency 60

host_framerate 0

setpause 0

log on

7.2 Advised ACSL (Client) Match Settings

Below are the recommended settings for client side match settings. You may or may not follow these settings.

cl_cmdrate 40-100 (100 advised)

cl_updaterate 40-100 (100 advised)

rate 9999-30000 (30000 advised)

8 Miscellaneous Information

1. Unique steam Id players means each STEAM ID is registered to only one team.

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