CTRLPOINT Pakistan 2026 — CS2 Additional Information

> **Official competition document — Version** 1.0.3. Scheduled public release: **13 September 2026**. Issued by Vidermedia.

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1. Event identity and regulatory status

Required item	Disclosure
Tournament name	CTRLPOINT Pakistan 2026 — Counter-Strike 2
Tournament operator / brand	Vidermedia; legal entity and contacts in Section 2
Game	Counter-Strike 2, PC, five-versus-five
Declared operating format	Tier 2; all places earned through open qualification
Ranking intention	Operated to meet Valve's Ranked Tournament requirements. HLTV coverage, covered stages and actual VRS inclusion remain unconfirmed until separately established.
Direct VRS invitations	**0**
Wildcard invitations	**0**
Other discretionary LAN invitations	**0**
Eligible player population	Pakistani citizens, including every substitute who plays
Qualifying structure	Two online open qualifiers, top two from each; four-team LAN
Tournament playing dates	1–4 October; 8–11 October; 24–25 October 2026
Entire tournament period	1–25 October 2026, including mandatory media day on 22 October. Main-event attendance window: 22–25 October; required appointments are those published for each team.
Host / visa region	Pakistan
Main-event attendance window	22–25 October 2026, including media day on 22 October and LAN matches on 24–25 October; Karachi, Pakistan
Time zone	PKT / Asia/Karachi / UTC+5
Planned complete-information publication	13 September 2026; actual time to be recorded
Actual publication evidence	The initial public GitHub release, its history and the website record establish the actual publication time; see Publication Record.
Applicable Valve requirements	Version current at the Additional Information deadline, 17 September 2026 for the 1 October qualifier; record the exact then-applicable commit in the publication record

Required item	Disclosure
Licence requirement	The operator must hold the applicable Valve tournament licence. This document does not imply Valve endorsement or a special exception.
Official rulebook	CS2 Competition Rulebook

This event is independent of Valve. It is not a Valve Major, a Valve-operated event, or a guarantee of ranking points. Results are not to be advertised as definitely VRS-counting before that status and scope are established.

2. Operator and official channels

Item	Official information
Event owner / operating brand	Vidermedia / CTRLPOINT
Tournament operator / location	Vidermedia, Karachi, Pakistan
Tournament administration	Vidermedia competition administration, reachable through the contacts below
Tournament support email	sm@vidermedia.live
Official participant support / Discord	discord.gg/vidergg
Registration and official website	ctrlpoint.gg; qualifier registration links are published there
Public version history	GitHub copy linked through ctrlpoint.gg; this release and subsequent amendments are retained
LAN city	Karachi, Pakistan
Private eligibility, privacy and safeguarding enquiries	sm@vidermedia.live

Only the published support channel may issue administrative instructions. Messages from an organiser’s personal account do not grant an unrecorded exemption or amend the rules.

3. Complete dates and registration

Date / time (PKT, UTC+5)	Milestone
13 September 2026 — scheduled public release	Publish the complete CS2 Additional Information, CS2 Rulebook, registration conditions and both CS2 qualifier schedules. Record the actual publication timestamp.
17 September 2026	Valve Additional Information deadline for the 1 October first qualifier. Recheck the applicable Valve requirements version.
21 September 2026, 18:00	Registration opens for CS2 Qualifier 1 and CS2 Qualifier 2.
29 September 2026, 23:00	CS2 Qualifier 1 registration and submitted-roster editing close.

Date / time (PKT, UTC+5)	Milestone
30 September 2026	Qualifier 1 verification, check-in instructions, seeding and bracket publication.
1–4 October 2026	Qualifier 1, maximum four competition days.
6 October 2026, 23:00 PKT	CS2 Qualifier 2 registration and submitted-roster editing close. The published CS2 reserve-order match is included in Qualifier 1 activity. Publish the exact closure timestamp and event log.
7 October 2026	Qualifier 2 verification, check-in instructions, seeding and bracket publication.
8–11 October 2026	Qualifier 2, maximum four competition days.
Within 24 hours of earning a LAN place	Captain confirms acceptance and ability to attend; failure triggers the published replacement process.
12 October 2026, 18:00	Publish the initial finalist and reserve register, subject only to identified pending decisions.
14 October 2026, 18:00	Finalists submit LAN attendance, accreditation and payment-contact details privately. This does not reopen playing-roster additions.
18 October 2026, 18:00	Publish LAN seeding, bracket, detailed match times, practice allocation and media appointments.
20 October 2026, 18:00	Final roster administration check and deadline for known, documented emergency-addition applications. Later unforeseen emergencies use the same narrow eligibility test.
21 October 2026, 18:00	Ordinary reserve-replacement cutoff. Thereafter, no new team enters; unresolved vacancies become published byes / forfeits.
22 October 2026	Mandatory media day for all five designated LAN players of every CS2 finalist team. Exact appointments are published by 18 October.
23 October 2026	No scheduled competition or compulsory media activity; preparation / rest day.
24–25 October 2026	Four-team CS2 LAN finals.
25 January 2027	Prize-payment deadline: three calendar months after the LAN finals conclude. Teams must supply complete payee documents promptly.

Both qualifiers open together. A captain selects Q1, Q2 or both. Selecting Q1 alone does not register the team for Q2. Q1 qualifiers and their registered playing roster are removed from Q2. Q1 non-qualifiers may compete in Q2 subject to the same roster and entry rules. CS2 Qualifier 2 registration and submitted-roster editing close on 6 October 2026 at 23:00 PKT.

Qualifier matches are scheduled between **2:00 PM and 11:59 PM PKT**. No new series normally starts after **10:00 PM**. Admins may approve an exception in advance where both teams agree and the change is operationally viable. Exceptions must not disrupt other matches or extend the published four-day qualifier window. Teams cannot reschedule matches without admin approval.

4. Open qualifier conditions

Confirmed CS2 event settings: Free entry; 128 accepted teams per qualifier; five starters and up to two substitutes; two single-elimination qualifiers, BO1 through the Round of 32 and BO3 from the Round of 16; both semifinal winners qualify; the losing semifinalists play a BO3 reserve-order match. The four-team LAN uses BO3 semifinals and a BO3 final, with no third-place match. The CS2 prize pool is PKR 500,000, distributed 60% / 30% / 5% / 5%.

Every playing participant must hold Pakistani citizenship; dual citizenship does not remove eligibility where Pakistani citizenship remains valid. A foreign-owned organisation may register an otherwise eligible Pakistani roster, but a Pakistani organisation may not field an ineligible foreign player. Citizenship is not residence: this event does not add a Pakistan-residency requirement. Players must be able to use the published server region and attend the LAN. No player receives a special server or schedule concession based on their location.

Entries are accepted in the order of complete, eligible registration up to 128 per qualifier. Verification may finish after the cutoff but must apply objective published tests. Remaining eligible entries form a timestamp-ordered waiting list. No purchase, invitation or sponsor relationship grants entry priority.

The public registration ledger contains an entry ID, team name, player aliases / approved game identifiers, qualifier selection, original submission timestamp, material amendment timestamp, completeness timestamp, order and acceptance status. Private identity evidence, birth dates, phone numbers and bank information are never included. First-come-first-served order must be publicly inspectable before registration opens and thereafter retained with history.

A single-elimination qualifier uses BO1 through the Round of 32 and BO3 from the Round of 16. The two semifinal winners qualify. The semifinal losers play one BO3 reserve-order match within the four-day window. Fewer than four eligible checked-in rosters in a qualifier requires an announced corrective decision; it does not authorise private invitations or fabricated qualifying matches.

5. All invitation-related fields

Valve disclosure field	Value
VRS list used for Direct VRS Invites	Not applicable — no Direct VRS Invites
Filters applied to Direct VRS Invites	Not applicable; Pakistani citizenship is an OPEN-QUALIFIER condition, not a VRS invitation filter
Starting VRS rank for invitations	Not applicable
Number of Direct VRS Invites	0
Number of Wildcard Invites	0
Invitation date	Not applicable
VRS publication for Direct VRS Invites	Not applicable
VRS publication used for seeding	**Global invitation VRS dated 7 September 2026**, fixed snapshot for both qualifiers and LAN
Official seeding source	Valve Global standings, 7 September 2026
Source identity checked during drafting	Source blob SHA: `90b04a816d58fd6415b128817b3f2b5dfbb8ac1e`; verified against commit `84ccfa4d751fa3801ae6430097a9a66f104ee131` (revision published 9 September 2026 at 18:45:20 UTC)

Valve disclosure field	Value
Immutable seeding source permalink	Immutable seeding source

For initial seeding, rosters identifiable in that Global VRS snapshot are placed ahead of all unranked rosters, ordered by rank. Among unranked rosters, a recorded random draw determines order. Individual FACEIT Elo, reputation, sponsorship and a captain's preferred placement do not supersede this rule. The same fixed snapshot is deliberately used for Q2 and LAN; there is no silent switch to October rankings. Details of roster-to-VRS matching and public seed records are in the CS2 rulebook.

6. Stages, LAN progression and replacements

Both qualifiers are online. The four-team main stage is played in person on an organiser-controlled LAN server. The approved LAN seeding gives semifinal pairings 1 versus 4 and 2 versus 3. Both semifinals and the final are BO3. There is no LAN third-place match; both semifinal losers share third–fourth place and equal prizes.

A withdrawal before the reserve cutoff is filled through the vacated qualifier's third-place roster, then fourth-place roster, then the other qualifier's third and fourth, excluding already-qualified or ineligible rosters. A reserve receives no preferential treatment because it is personally known to the operator. The complete sequence, acceptance clocks, multiple vacancies and late-withdrawal rules are binding in the rulebook. No replacement enters after the main stage starts.

7. Prize pool, distribution and payment

Final placement	Share	Amount (PKR 500,000 CS2 pool)
1st	60%	PKR 300,000
2nd	30%	PKR 150,000
Joint 3rd–4th: each semifinal loser	5% each	PKR 25,000 each
Total	100%	PKR 500,000

The CS2 prize pool is PKR 500,000 and the placement distribution above is confirmed by the organiser. Qualifier and reserve-order matches have no separate cash prizes. No additional compensation is provided beyond the published prize pool and five-player team support: no appearance fees, MVP or participation bonuses, or revenue shares. Joint placements receive identical prize amounts.

Prizes are stated in PKR and are not contingent on a sponsor paying the operator. Prize money will be paid within **three calendar months of the conclusion of the LAN finals**, no later than **25 January 2027**. Teams must promptly provide accurate payee information and any required payment documents through the official private contact. Any legally required withholding must be identified and evidenced. No unexplained processing charge or discretionary fine is deducted. Actual paid prizes and forfeited awards must be recorded accurately.

The nominated payee must be authorised by the playing roster or by an evidenced team agreement. The operator will not decide undisclosed private splits. A genuine payee dispute affects only the disputed award and does not justify delaying everyone else's prizes. The full cancellation, disqualification and payment provisions appear in the CS2 rulebook.

8. All compensation and team provisions

Provision	Published entitlement / policy
Qualifier and LAN entry fees	PKR 0
Supported delegation	Five designated registered players per qualified team, with the same entitlement for every finalist team.
Return travel within Pakistan	Booked and paid for directly by Vidermedia for the five supported players. Individual arrangements are communicated directly to each team.
Accommodation	Covered for the five supported players for the official stay needed to attend media day and the LAN finals. Individual arrangements are communicated directly to each team.
Meals and local transfers	Covered for the five supported players during the official stay, including required media-day and competition activities. Arrangements are communicated directly to each team.
Coaches, additional substitutes and staff	Attend at their own expense outside the five-player support allocation. Accreditation remains subject to the published role and roster rules.
Nomination and substitutions	Captains nominate the supported five with LAN attendance details by 14 October. Lineup changes do not create additional funded places. Changes to the supported five require advance coordination and do not waive eligibility rules.
Preparation and practice	Equivalent preparation time and available practice access for teams at the same stage. Appointments are communicated with the team schedule.
Appearance payments, bonuses, revenue shares and other compensation	None beyond the published prize pool and five-player team support.

Vidermedia’s arrangements must allow supported players to attend media day on 22 October and LAN matches on 24–25 October in Karachi. Detailed bookings and accommodation arrangements are communicated privately; the published support entitlement applies equally to all finalists. Self-arranged expenditure is not an additional reimbursement entitlement.

Apply the support allocation and same-stage facilities consistently to all finalist teams. No private side letter may add selective benefits. Coaches and extra players being self-funded does not change their permitted competitive role or justify unequal treatment between teams. The final implementation must meet the applicable publisher requirements.

9. Technical arrangements

Item	Disclosure
Online competition / server platform	FACEIT; qualifier registration links are published through ctrlpoint.gg, with matchrooms supplied through the official channels

Item	Disclosure
Approved online server pool	Dammam, Dubai and Riyadh. The rulebook's objective latency test selects between available locations; the listed order breaks exact ties.
Mandatory client-side anti-cheat	FACEIT Anti-Cheat required and enforced for online matches
Server security	VAC-secured environment or a verified publisher-compliant alternative, plus the published anti-cheat controls
LAN server	Local organiser-controlled server; live client compatibility and recovery tested before play
Adopted map pool	Ancient, Anubis, Cache, Dust II, Inferno, Mirage, Nuke
Map-pool policy	Fixed named pool for this event, subject only to documented publisher / technical necessities; no discretionary map swap after teams are known
Broadcast	Official online-stream links are published through ctrlpoint.gg. Any distribution must remain within the applicable licence; no linear TV or paywall under Valve's limited licence
Recording	Server demos, match logs, veto records, lineups and results retained; access details shared securely with approved coverage staff

The current supported Valve client is used. Admins test the published server pool, Anti-Cheat enforcement, map pool, pause configuration and recovery before play. An unavailable location is excluded under the published selection procedure; adding a new location requires a recorded amendment. No unsupported or modified game build is authorised.

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10. Objective integrity and exclusion rules

Eligibility exclusions are limited to the published citizenship / age / account / roster conditions; active game- or tournament-applicable Valve, chosen-platform or ESIC suspensions; a binding CTRLPOINT suspension issued through the published disciplinary procedure; documented cheating, account sharing, match manipulation or material falsification; and unresolved prohibited conflicts of interest. An old unrelated-game ban or a vague rumour is not automatically treated as a current Counter-Strike competition ban.

Every exclusion identifies its rule and evidence basis, offers the stated appeal route and is recorded publicly with proportionate redaction. A protective suspension pending investigation must be identified as provisional, not as a finding of cheating. Rules apply equally regardless of the affected roster. Financial interests or operator / staff relationships with participants are disclosed and handled under Valve Section 5.3; this rulebook does not substitute for the required relationship disclosures and approvals.

Any relevant operator or staff relationship with a participant must be publicly disclosed and approved as required by Valve Section 5.3 before that participation is allowed. Public disclosures and decisions are recorded in records/DECISIONS.md.

11. Publication and amendments

The public GitHub repository is the version-history record; the website must mirror the same release. PUBLICATION-RECORD.md records the real initial publication evidence. CHANGELOG.md records what changed, why, effective time and the relevant commit. Prior public versions are retained. No rebasing, force-pushing, deleting and re-uploading to conceal changes, or backdating announcements is permitted.

A material amendment is not made compliant merely by recording it. Dates, eligibility, qualification slots, prize/support terms, seeding and format changes require a fresh deadline review and, when necessary, a Valve exception or rescheduling. The publication process is defined in AMENDMENT-POLICY.md.

12. Source and coverage status

Primary authority: Valve Tournament Operating Requirements and Limited Game Tournament License. Coverage submission follows the current HLTV event-organiser instructions. GitHub publication proves the document history; it does not guarantee HLTV coverage or VRS inclusion.