CTRLPOINT Pakistan 2026 — Counter-Strike 2 Official Rulebook

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

This rulebook applies to the Counter-Strike 2 competition at **CTRLPOINT Pakistan 2026**, organised by **Vidermedia, Karachi, Pakistan**. Players must read it before registering. Full event disclosures and official contacts are in CS2 Additional Information.

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1. Tournament Information

Eligibility: Pakistani players only, including substitutes.
Format: Two open qualifiers; top two teams from each reach the four-team LAN.
Invitations: None.
LAN city: Karachi, Pakistan.
Time zone: Pakistan Standard Time (PKT, UTC+5).
Website: ctrlpoint.gg.
Contact: sm@vidermedia.live or discord.gg/vidergg.

Stage	Date / deadline
Complete information and rulebook publication	13 September
Both qualifiers open for registration	21 September, 6:00 PM
Qualifier 1 registration closes	29 September, 11:00 PM
Qualifier 1	1–4 October
Qualifier 2 registration closes	6 October, 11:00 PM PKT
Qualifier 2	8–11 October
Mandatory media day	22 October
LAN finals	24–25 October

All dates are in 2026. The detailed calendar is in SCHEDULE.md.

Entry: Free. **Cap:** 128 teams per qualifier, per game. **Playing roster:** Five starters and up to two substitutes.

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2. Participation and Rosters

2.1 Player eligibility

All playing members must hold Pakistani citizenship. Pakistani citizens abroad and dual nationals remain eligible, provided they meet the server and attendance requirements. A team organisation’s nationality does not replace player eligibility.

Players must be 16 or older on 1 October 2026. Under-18s need guardian consent and an agreed responsible adult for LAN attendance. Admins may privately check citizenship, age and account ownership. Do not post identity documents in public channels.

Players must use their own registered accounts. Account sharing, impersonation and ban evasion are prohibited. An applicable active publisher, required-platform, ESIC or CTRLPOINT suspension prevents participation. Admins must check its scope; rumours or unrelated old bans are not automatic disqualifications.

2.2 Team size and roster lock

Register **five starters, up to two substitutes and one optional coach**. A coach may play only if also registered in one of the two substitute slots. Each player may represent only one team per game throughout this event. One organisation may enter one roster per game; competing teams cannot share a coach or controlling owner.

Q1 rosters lock when Q1 registration closes. Q2 rosters lock at **11:00 PM PKT on 6 October 2026**. A returning Q1 team must keep at least three of its original five starters. Before Q2 locks, eligible additions are allowed within the roster limit, but players from another team in this event cannot be borrowed.

Each qualifier map must include at least three of that qualifier's declared original five. Submit the starting lineup 30 minutes before a series. Registered substitutes may enter **between maps only**; notify admins within five minutes of the previous map ending. Players cannot share an account or swap during a live map.

2.3 LAN roster and emergencies

The five players who win the final qualification map form the team's qualifying core. Each LAN map must include at least three of those five. The ordinary LAN roster is the registered roster that qualified, with a maximum of seven players. A slot cannot be sold or transferred to an unrelated lineup.

One emergency addition may be approved after a roster lock for a documented serious medical, family or comparable emergency. The replacement must meet every eligibility rule, belong to no other event roster, preserve the required core and fit the seven-player limit. The removed player cannot return during that stage. Performance changes, transfers and account bans are not emergency grounds. Known requests are due by **20 October, 6:00 PM**; later unforeseen cases use the same test. Public roster notices must not expose private medical details.

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3. Registration and Tournament Format

3.1 Registration

Captains may enter Q1, Q2 or both. Selecting only Q1 does not automatically enter Q2. Q1 qualifiers and their entire registered playing roster, including unused substitutes, are removed from Q2. Unsuccessful Q1 teams may try again.

The cap is 128 eligible teams per qualifier, accepted by the time their registration becomes complete. Later entries form a public, timestamp-ordered waiting list. An empty form does not reserve a place. Harmless corrections retain priority; missing required details or material roster changes use the new completion time. No late private entries are allowed.

Check-in opens 60 minutes and closes 30 minutes before the team's first scheduled match; teams with byes follow the published qualifier check-in time. Before bracket lock, vacancies go to eligible, checked-in waiting-list teams. After play starts, missing teams receive forfeits; new teams are not inserted.

3.2 Match format

Round / stage	Format
Qualifiers: Round of 128, 64 and 32	Single elimination, BO1
Qualifiers: Round of 16 and quarterfinals	BO3
Qualifier semifinals	BO3; both winners qualify
Losing semifinalists	One BO3 to establish third/fourth reserve priority
Four-team LAN	Single elimination; BO3 semifinals and BO3 final

There is no qualifier grand final and no LAN third-place match. LAN semifinal losers share third–fourth place. The reserve-order match is separate and does not itself award a LAN slot.

Each qualifier lasts at most four days: opening rounds on Days 1–2, quarterfinals on Day 3, and semifinals plus the reserve match on Day 4. 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. Matches run concurrently where necessary. Fewer than four checked-in teams requires a published format/deadline review, not discretionary invitations.

3.3 Seeding

Both qualifiers and LAN use the **7 September 2026 Global VRS list, revised 9 September**, pinned in Additional Information. Ranked rosters are seeded first, in VRS order; unranked rosters follow through a recorded random draw. There is no ranking requirement to enter.

A locked five must retain at least three players from the reference VRS roster to claim its seeding identity. If several references match, use the greatest overlap, then the better standing. Admins verify player identities and publish the mapping. Seeding identity does not guarantee later VRS credit.

Publish the draw, seed order and a one-hour correction window. Higher seeds receive available byes; LAN pairings are 1 vs 4 and 2 vs 3. Do not redraw for preferred opponents.

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4. Qualification, Replacements and Match Times

4.1 LAN confirmation and reserve teams

Accept a LAN place through the official channel within 24 hours. Finalists submit attendance details by **14 October, 6:00 PM**. Admins publish the finalist/reserve list by 12 October and the LAN bracket and appointments by 18 October, both at 6:00 PM.

Before **21 October, 6:00 PM**, a vacant slot passes to: third in its qualifier, then fourth there, then third and fourth in the other qualifier. Skip already-qualified, ineligible, withdrawn or unavailable teams. Refusing the reserve match results in a forfeit and loss of reserve availability, unless a documented genuine emergency justifies an exception.

Process multiple vacancies in recorded order; simultaneous vacancies use Q1 before Q2, then original slot ID. A team may accept only one slot. Each reserve has 12 hours to reply, shortened only by the cutoff; do not issue an offer allowing fewer than two hours. Notify reserves of this process by 12 October and record offers and responses.

A replacement confirmed before bracket publication is seeded normally. Later accepted replacements take the vacant position without inheriting the departed team's ranking. Recalculate veto priority between the actual teams; use a recorded toss where two unranked teams have no comparable draw position. No new team enters after the cutoff or after LAN play starts. Unfilled slots become byes/forfeits.

4.2 Match readiness

Captains must monitor the official channel. Round appointments are published at least 24 hours before the qualifier starts, even where opponents are not yet known. Teams cannot privately reschedule. Allow at least 20 minutes between series and 10 minutes between maps. Starting early requires both captains' agreement and admin approval.

Join the server/lobby **15 minutes before** match time. Five eligible players are required to start. After 15 minutes of lateness, the team forfeits the first unplayed map. In a BO3, another 15 minutes of unavailability forfeits the series. Organiser-caused delays and common outages are handled separately. Two absent teams may both be eliminated.

Do not restart, surrender, change the server or alter a score without admin approval. Dual-game participation does not entitle a player to a schedule change.

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5. Counter-Strike 2 Match Rules

5.1 Accounts, servers and maps

Online qualifiers use **FACEIT**, with the approved server pool of **Dammam, Dubai and Riyadh**. Register each player's Steam and FACEIT IDs and use FACEIT Anti-Cheat throughout online matches. LAN matches use the organiser's controlled local match server.

Map pool: Ancient, Anubis, Cache, Dust II, Inferno, Mirage and Nuke. Once published, it stays fixed unless a publisher restriction or serious technical issue requires an announced change.

Use the approved server pool. Under the server-selection procedure, test all ten players for five minutes and choose the stable server with the lowest worst-player median latency, then lowest average; break an exact tie in the order Dammam, Dubai, Riyadh. Record any unavailable or unstable option. Do not silently substitute a new location or change servers for tactical reasons.

5.2 Match settings

Setting	Value
Players / regulation	5v5; 12 rounds per half; first to 13
Round / bomb / freeze time	1:55 / 40 seconds / 20 seconds
Starting money	$800 in-game
Overtime at 12–12	Three rounds per side; first to four; repeat if tied
Overtime money	$12,500 at the start of each overtime half
Tactical pauses	Three 30-second pauses in regulation; one per overtime block

Overtime starts on the side used at the end of regulation; switch after three rounds and continue alternating in later blocks. Unused regulation pauses do not carry over. Server demos and round backups must be enabled. These values must match the tested platform configuration.

5.3 Map veto

The higher seed chooses Team A or B. Each action has 60 seconds, followed by a final 30-second warning. If the clock expires, the admin records a random legal choice. Do not reverse a valid selection after the next action, except to fix an official's recorded error.

BO1: A ban → B ban → A ban → B ban → A ban → B ban. Play the remaining map; knife-round winner chooses side.

BO3: A ban → B ban → A pick → B pick → A ban → B ban. Play the remaining map as Map 3. The opponent chooses the starting side on each picked map; knife-round winner chooses on Map 3. Stop the series when a team wins two maps.

Knife rounds are knife-only. If time expires, use surviving-player count, then remaining health; repeat an exact tie. The winner has 60 seconds to choose, otherwise it keeps its knife-round side.

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6. Pauses, Disconnections and Recovery

Use tactical pauses during freeze time. The registered coach may speak during tactical pauses, approved halftime, pre-map and between-map breaks—not during live rounds, ordinary freeze time or technical pauses.

For a technical issue, type **TECH** and the reason, and contact the admin. Continue the live round unless told otherwise. Each team has up to **5 minutes per map** for its own connection/equipment problems. Organiser equipment, network and server faults do not use this allowance. A documented short extension may be granted consistently; unresolved player unavailability can forfeit the map/series. Only technical discussion is allowed during a technical pause.

A disconnected player may reconnect on the same account. Substitutes enter between maps only. An individual round restart is considered only after an immediate report, before damage, decisive objective action or information that would make replay unfair. Misbuys and lost duels are not restart grounds.

For a common server crash, admins restore the interrupted round from a valid backup, preserving completed rounds and accurate game state. If reliable recovery is impossible, the head admin may suspend play and, as a last resort, order a full map replay with the original map and sides, giving written reasons. The leading team does not automatically win.

Admins retain demos, backups, vetoes, lineups and relevant logs for at least 90 days, longer for an open case. Captains must preserve requested evidence; passwords and server-admin credentials stay private.

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7. Conduct and Fair Play

Treat players, officials, spectators and broadcast staff respectfully. Harassment, discrimination, threats, violence and abusive spam are prohibited. Players must compete honestly; match-fixing, betting on event matches and sharing inside information for betting are prohibited for participants and event staff.

Cheats, account sharing, unregistered players, stream-sniping, hidden-information tools, network attacks, recoil/movement automation and unapproved real-time assistance are prohibited. Legal native settings remain allowed. Do not exploit broken geometry, unintended invulnerability or game-breaking bugs. Ask an admin before using a doubtful interaction; unfamiliar legitimate play is not automatically an exploit.

Input-priority assistance, scripted jump/throw combinations and other multi-action automation prohibited by Valve are not allowed. Do not tamper with game assets, anti-cheat, demos or backups. Ordinary manual movement and legal boosts remain allowed.

Only active players, the permitted coach and authorised officials may join match communications. Managers, substitutes and spectators must not feed information. Players must not watch the live broadcast during a match.

Use registered nicknames and approved team/sponsor branding. Submit name/logo changes for approval. Sponsor content must meet the publisher and event restrictions in CS2 Additional Information. Do not claim publisher endorsement. Disclose relevant team/staff financial or ownership relationships; conflicted officials cannot decide the affected case. Valve-required relationship disclosures and approvals must also be satisfied; disclosure alone is not immediate approval.

8. Protests and Penalties

Report match issues immediately. The captain has **15 minutes after the series** to submit a result/eligibility protest, preferably before dependent play begins. Include the rule, map/round, explanation, requested remedy and evidence. Newly discovered cheating or fraud may be reviewed later. A social-media accusation alone is not proof.

Admins give written reasons for decisions affecting results, prizes or eligibility. Disqualifications and amendments are published with private information removed. Live appeals are due within 15 minutes of the decision; other appeals within 24 hours. An unconflicted senior official reviews material errors, inconsistent enforcement, unfair sanctions or significant new evidence. The aim is a ruling before dependent play, normally within 48 hours otherwise. Play follows the existing ruling unless the appeal official pauses it.

Breach	Normal response
First minor administrative error	Warning and correction deadline
Lateness	Map/series forfeits in Section 4.2
Improper coaching or exploit abuse	Warning, timeout loss, coach removal or round/map/series penalty, according to impact and repetition
Ineligible player, roster fraud, proven cheating or match-fixing	Match/stage disqualification and result/prize review; serious individual misconduct may bring a reasoned suspension up to 24 months
Serious harassment or threats	Removal/disqualification; suspension up to 12 months, or 24 months for violence/repeated severe misconduct

Penalties must match the evidence and impact. Missing evidence alone does not prove cheating; deliberate obstruction may receive a stronger sanction. Use round penalties only where the game can apply and record them accurately. Record forfeits as administrative results, not invented played statistics. Good-faith criticism and valid welfare requests do not justify prize deductions. An accusation against one player does not automatically establish every teammate’s personal guilt.

9. LAN Attendance

All finalists must attend in person in **Karachi, Pakistan**. **Media day is mandatory on 22 October for the five designated LAN players of each team. LAN matches take place on 24–25 October.** Teams must arrive in time for their published media appointment. There is no compulsory media or match appointment on 23 October. Team support terms are in CS2 Additional Information.

Teams receive equal preparation time and published practice access. Players may use approved personal peripherals. USB drives, downloads and software/config changes need admin approval.

Follow venue safety rules and arrange ordinary breaks through officials. Urgent health needs take priority. Players must not compete while intoxicated, and necessary medical treatment must not be withheld. Staff will privately consider documented welfare or accessibility needs.

10. Broadcasts, Media and Privacy

Players must cooperate with official coverage and published interviews, photoshoots and ceremonies. Wear approved jerseys or matching attire. Report genuine attendance or welfare problems promptly; missing media does not automatically forfeit every prize.

Player POV streams and co-streams need written approval, requested 48 hours before the stage where practical. Approved online streams use at least **180 seconds' delay**. No clean live production feed or unapproved observer access is provided to teams.

Participants allow Vidermedia to record and use event gameplay, names/aliases, team branding, photos, interviews and approved match communications for this event's coverage, archive and promotion, including event-related sponsor recaps. Archives may remain online. Unrelated advertising and false personal endorsements are not included. Guardian consent covers minors.

Comms and player-camera clips, including **In The Comms**, are published only after the series. Remove private, sensitive or security information. Public records may include approved game IDs, eligibility status, results and decisions—not identity scans, private contacts or bank details. Routine identity copies are deleted within 90 days after the event or verification dispute closes unless longer retention is legally required; relevant integrity/financial records follow their own retention duties. Raise privacy concerns through the published private contact.

11. Prizes and Team Support

The combined event prize pool is **PKR 1,000,000**. The prize pool for this game is **PKR 500,000**, distributed as follows:

Placement	Prize
Winner	PKR 300,000
Runner-up	PKR 150,000
Joint third–fourth	PKR 25,000 per team

Qualifier and reserve matches have no separate cash prizes. **Vidermedia will book and cover return travel within Pakistan, accommodation, meals and local transfers for five designated players per qualified team.** Coaches, substitutes outside those five and additional staff attend at their own expense. Teams name their five supported players when confirming LAN attendance; a lineup change does not add funded places. Individual arrangements are communicated directly to each team. The same five-player support entitlement applies to every finalist team.

There is **no additional compensation** beyond the published prize pool and five-player team support. No appearance fees, MVP bonuses, participation bonuses or revenue shares are provided.

A roster nominates an authorised payee. 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. A genuine payee or integrity dispute may hold only the affected award, with written reasons and updates; other awards remain payable on time.

Awards are gross PKR; any legally required withholding must be evidenced. Vidermedia covers sender-side fees. Sponsor delays do not excuse non-payment. No hidden fines or deductions are permitted.

A team that never competes at LAN does not earn a placement prize. Disqualification or cancellation consequences require a published decision; the normal pool is not silently reduced or redistributed. Record actual paid awards accurately and preserve unaffected teams' entitlements.

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12. Administration and Rule Changes

The approved rulebook and CS2 Additional Information apply together, subject to binding publisher rules and law. Event facts, full support terms and source records remain in the event-information documents. Unpublished staff notes are not binding on players.

Changes must be dated, recorded on GitHub and announced through official channels. Do not change eligibility, format, dates, prizes or seeding privately or retrospectively. Material amendments require the relevant notice/licensing review. See AMENDMENT-POLICY.md.

For outages, safety emergencies or serious bugs, admins may stop play, preserve evidence and issue a fair documented ruling. Cancellation/postponement notices must explain schedule, prize and support consequences. A fifth qualifier day or extra mandatory attendance day is not automatically authorised. Non-refundable personal costs are not automatically reimbursed; rights that cannot legally be excluded remain protected.

Captains share the current rules with all members. Adults accept personally; minors require guardian consent. There are no automatic 2027 league rights or guaranteed ranking points from entering this event.