CTRLPOINT Pakistan 2026 — General Event Rulebook

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

This Rulebook applies to all participants in **CTRLPOINT Pakistan 2026**, including the Counter-Strike 2 and VALORANT competitions. It governs event-wide participation, conduct, media obligations, team support, prize administration and event operations.

Game-specific match procedures are governed by the relevant **CS2 Official Rulebook** or **VALORANT Official Rulebook**. Published event facts and disclosures are contained in the **CS2 Additional Information** and **VALORANT Event Information** documents.

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1. Event Information

Tournament: CTRLPOINT Pakistan 2026
Tournament Operator: Vidermedia
Location: Karachi, Pakistan
Games: Counter-Strike 2 and VALORANT
Time Zone: Pakistan Standard Time (PKT, UTC+5)
Website: ctrlpoint.gg
Email: sm@vidermedia.live
Discord: discord.gg/vidergg

1.1 Event Calendar

Milestone	Date
Official information and rulebooks published	13 September 2026
Registration opens for both qualifiers, both games	21 September 2026, 6:00 PM PKT
Qualifier 1 registration closes	29 September 2026, 11:00 PM PKT
Open Qualifier 1	1–4 October 2026
Qualifier 2 registration closes	6 October 2026, 11:00 PM PKT
Open Qualifier 2	8–11 October 2026
Mandatory Media Day	22 October 2026
LAN Finals	24–25 October 2026

The detailed competitive schedule for each game is published separately. Tournament Administration may adjust individual match times where required, provided the published competition dates and applicable rules are respected.

2. Participation and Eligibility

2.1 Player Eligibility

The event is open only to **Pakistani players**. All starters and substitutes must hold Pakistani citizenship.

Players must be **16 years of age or older** on 1 October 2026. Players under 18 must provide parent or legal guardian consent where requested by Tournament Administration.

Tournament Administration may privately verify age, citizenship, identity, account ownership and eligibility. Participants must not publish identity documents or other private verification material in public channels.

2.2 Team Composition

Each team may register:

- Five starting players;
- Up to two substitutes; and
- One optional coach.

A coach may only play if they are also registered as one of the team's substitutes and otherwise meet all player eligibility requirements.

A player may represent only one team per game during CTRLPOINT Pakistan 2026. Teams may not use unregistered players, ringers, impersonators or borrowed players from another participating roster.

Game-specific roster locks, substitution procedures and qualification-core rules are defined in the relevant game rulebook.

2.3 Registration

Entry is **free**. Each qualifier is capped at **128 teams per game**.

Teams may register for Qualifier 1, Qualifier 2, or both. A team that qualifies through Qualifier 1 is removed from Qualifier 2.

Registration is only considered complete when all required information has been submitted correctly. Where a waiting list is required, priority is determined by the recorded completion time of eligible registrations.

3. Official Communication

The team captain is responsible for monitoring official tournament communications and ensuring that all team members receive relevant information.

Official communication may be issued through:

- Email;
- CTRLPOINT/ViderGG Discord;
- ctrlpoint.gg;
- The official tournament platform; or
- Direct communication from authorised Tournament Administration.

Teams must maintain accurate contact information throughout the event.

Private tournament correspondence, eligibility documents, payment information and disciplinary evidence must not be published without permission, except where disclosure is legally required.

4. Match Scheduling and Attendance

4.1 Qualifier Hours

Qualifier matches are normally scheduled between **2:00 PM and 11:59 PM PKT**. No new series normally starts after **10:00 PM PKT**.

Tournament Administration may approve an exception where:

- Both teams agree;
- The requested time is operationally viable;
- It does not unfairly affect another participant; and
- It does not extend the published qualifier window.

Teams may not privately reschedule an official match without admin approval.

4.2 Match Readiness

Teams must follow the check-in and readiness requirements in the relevant game rulebook. Captains are responsible for ensuring that their team is available and prepared at the published match time.

Failure to appear or field the required number of eligible players may result in map or series forfeits.

4.3 LAN Attendance

All qualified teams must attend the LAN Finals in **Karachi, Pakistan**.

The **five designated LAN players** from every finalist team must attend mandatory **Media Day on 22 October 2026** and the LAN Finals on **24–25 October 2026**.

Substitutes, coaches and additional team staff may attend subject to event access rules, but their attendance is not funded unless separately confirmed in writing by Vidermedia.

5. Team Travel and Support

Vidermedia will book and cover the following for **five designated players per qualified team**:

- Return travel within Pakistan;
- Accommodation;
- Meals; and
- Local transfers connected to required event activities.

Coaches, substitutes outside the five supported players and additional team staff attend at their own expense.

Individual travel and accommodation arrangements will be communicated privately to each team. The Rulebook does not guarantee a specific airline, transport method, hotel, room type or travel schedule.

Teams must provide requested travel information by the applicable deadline. Failure to provide required information may affect Vidermedia’s ability to arrange support.

6. Code of Conduct

All participants must behave professionally and respectfully toward players, staff, spectators, broadcast personnel, sponsors and venue personnel.

The following are prohibited:

- Harassment, discrimination, threats or intimidation;
- Violence or attempted violence;
- Abusive or deliberately disruptive behaviour;
- Hate speech or targeted personal abuse;
- Deliberately deceiving Tournament Administration;
- Damage to venue, event or another participant's property;
- Participating while intoxicated or otherwise unable to compete safely; and
- Conduct that materially threatens the safety or integrity of the event.

Good-faith criticism of the event, organisers or rules is not prohibited. Participants remain responsible for how they communicate and must not harass staff or other competitors.

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7. Competitive Integrity

All participants must compete honestly and to the best of their ability.

The following are strictly prohibited:

- Cheating or use of unauthorised software;
- Account sharing or impersonation;
- Smurfing or fielding an unregistered/ineligible player;
- Match-fixing, intentional losing or collusion;
- Stream-sniping or receiving hidden match information;
- Betting on CTRLPOINT matches by players, coaches, team staff or event staff;
- Sharing inside information for betting purposes;
- Network attacks or deliberate technical interference; and
- Any arrangement intended to manipulate qualification, placement or prize results.

Game-specific exploit, anti-cheat, pause and technical rules are contained in the relevant game rulebook.

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8. Broadcast, Media and Content

8.1 Broadcast Rights

Official broadcast and event-content rights are controlled by Vidermedia subject to applicable publisher licences and agreements.

Teams may not refuse an authorised tournament broadcast or interfere with the approved production format.

Player POV streams, team co-streams or third-party rebroadcasts require prior written approval from Tournament Administration.

8.2 Media Day and Media Duties

Media Day on **22 October 2026** is mandatory for the five designated LAN players from every qualified team.

Media activities may include:

- Official photography;
- Player and team portraits;
- Interviews;

- Promotional video;
- Social-media content;
- Broadcast features; and
- Sponsor-related event content.

Players must cooperate reasonably and wear appropriate team jerseys or matching attire where requested.

A genuine medical, welfare or other serious issue should be reported to Tournament Administration as early as possible.

8.3 Use of Event Content

By participating, players and teams allow Vidermedia to record and use their approved team names, player names/aliases, gameplay, interviews, photographs, event footage and team branding for the coverage, archive and promotion of CTRLPOINT Pakistan 2026 and related event recaps.

This permission does not create a right to falsely imply a personal endorsement unrelated to the event.

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9. Prizes and Compensation

The total CTRLPOINT Pakistan 2026 prize pool is **PKR 1,000,000**:

- **Counter-Strike 2:** PKR 500,000;
- **VALORANT:** PKR 500,000.

Each game's distribution is:

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

There are no qualifier cash prizes.

There is **no additional compensation** beyond the published prize pool and the five-player team support described in Section 5. No appearance fees, MVP bonuses, participation bonuses or revenue shares are provided.

Prize money will be paid within **three calendar months of the conclusion of the LAN Finals**, no later than **25 January 2027**. Teams must provide accurate payee information and any required payment documents promptly.

The relevant game rulebook and event-information document govern disqualification, prize eligibility and payment administration for each competition.

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10. Protests, Disputes and Administrative Decisions

Participants must report match-related issues through the procedures and deadlines in the relevant game rulebook.

For event-wide issues, captains should contact Tournament Administration as soon as reasonably possible through the official channels.

Tournament Administration may request evidence, statements or supporting material. Participants must cooperate honestly with investigations.

Decisions affecting match results, eligibility, disqualification or prize entitlement will be communicated to the affected teams with reasons. Where a formal appeal is available under the relevant game rulebook, the published appeal procedure must be followed.

Social-media posts do not replace an official protest or appeal.

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11. Penalties and Sanctions

Penalties depend on the seriousness, impact, intent and repetition of the violation. Possible sanctions include:

- Warning;
- Required correction;
- Loss of side/map-selection privilege;
- Round, map or series penalty where applicable;
- Forfeit;
- Removal of a coach or team staff member;
- Disqualification;
- Prize review or forfeiture where directly connected to the violation; and
- Suspension from future CTRLPOINT competitions for serious misconduct.

Serious cheating, match-fixing, identity fraud or deliberate use of an ineligible player may result in immediate disqualification.

Tournament Administration should apply sanctions consistently and proportionately. A participant must not be penalised merely for raising a good-faith complaint or welfare concern.

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12. Privacy and Participant Information

Vidermedia may collect information reasonably required to operate the tournament, including contact details, game-account identifiers, eligibility documents, travel details and payment information.

Private identity, payment and travel records will not be published as part of tournament results or public disciplinary notices.

Public competition records may include team names, player aliases, approved game identifiers, brackets, results, eligibility status and administrative decisions.

Participants should send sensitive information only through the official private channels provided by Tournament Administration.

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13. Event Changes, Emergencies and Cancellation

Tournament Administration may make necessary operational decisions where unexpected technical, safety or scheduling issues arise.

Material changes to eligibility, dates, format, prizes or other published event terms must be communicated through official channels and recorded in the public rule/document history where applicable.

If an event stage is delayed, postponed or cancelled, Tournament Administration will communicate the effect on scheduling, qualification, prizes and team support as soon as reasonably possible.

No team may assume reimbursement for personal costs that were not expressly approved or booked by Vidermedia.

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14. Rulebook Authority

This General Event Rulebook governs policies that apply across both games.

The following documents must be read together:

1. **CTRLPOINT Pakistan 2026 General Event Rulebook**;
2. **Counter-Strike 2 Official Rulebook**;
3. **CS2 Additional Information**;
4. **VALORANT Official Rulebook**; and
5. **VALORANT Event Information**.

For game-specific matters such as maps, vetoes, server selection, pauses, disconnects, match recovery and gameplay settings, the relevant game rulebook applies.

For published event facts and required competition disclosures, the relevant Additional Information/Event Information document applies.

Applicable law and binding publisher/licensing requirements take precedence over CTRLPOINT rules where required.

Tournament Administration may interpret the rules where a situation is not expressly covered, but may not privately rewrite a published eligibility, prize, qualification or competition term after the fact.

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15. Acceptance

By registering for or participating in CTRLPOINT Pakistan 2026, teams and players confirm that they have read, understood and agreed to the applicable event and game rules.

Captains are responsible for ensuring that all registered team members receive the current rules and official tournament notices.

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