

# PCC OFFICIAL GENERAL RULEBOOK – VERSION 1.0

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**Notice:** This is a preliminary version of the Parken Challenger Championship Ruleset. All regulations are subject to change or further revision.

# 1. OVERVIEW

## 1.1 Tournament Organizer

The Parken Challenger Championship (“PCC”) is organized by:

### New Breed Agency ApS

CVR / Company ID: 37638870

VAT ID: DK37638870

Address: Risvang Allé 9B, 8200 Aarhus N, Denmark

New Breed Agency is responsible for tournament administration, operations, anti-cheat integrity enforcement, event execution, seeding calculations, and communication with all participating teams.

## 1.2 Valve Regional Standings (VRS) – Definition

“**Valve Regional Standings**” or “**VRS**” refers to the official ranking system maintained by Valve and published monthly.

PCC uses VRS for:

- Seeding
- Ranking calculations
- Competitive validation

Only the official documents defined in Valve’s repository apply:

[https://github.com/ValveSoftware/counter-strike\\_regionals\\_standings/tree/main/invitation](https://github.com/ValveSoftware/counter-strike_regionals_standings/tree/main/invitation)

## 1.3 Series Description

The Parken Challenger Championship is a **Tier 2, Valve Regional Standings (VRS)**–ranked Counter-Strike 2 circuit consisting of:

- **Parken Challenger Series** (LAN events)
- **Open Online Qualifiers**
- **Stadium Master Final** (LAN at Parken Stadium)

All LAN events contribute to the global VRS ranking system.

## 1.4 Locations & Event Types

Parken Challenger Series LAN events take place at:

### **Crowne Plaza Copenhagen Towers**

Copenhagen Towers, Ørestads Blvd. 114, 118, 2300  
Copenhagen, Denmark

The Stadium Master Final is hosted inside:

### **Parken Stadium**

Per Henrik Lings Allé 2, 2100  
Copenhagen, Denmark

Online qualifiers are played on European servers unless otherwise specified.

Each event publishes a separate **Event Appendix** detailing schedule, format, and event-specific rules.

## 2. INTEGRITY, ELIGIBILITY & PARTICIPATION

### 2.1 Integrity & Bans

To protect competitive integrity:

- Players with active VAC bans or known match-fixing / cheating involvement will be denied participation.

### 2.2 Conflicts of Interest

To avoid conflicts:

- Teams with ownership, management, or operational ties to the Organizer may not participate.
- Organizations may not field multiple teams, including academy or secondary rosters.

### 2.3 Travel & Visa Requirements

Players must:

- Be legally able to enter Denmark for LAN participation

- Provide necessary travel/visa documents when requested
- Travel in compliance with Schengen rules where applicable

Failure to demonstrate travel ability may result in removal.

## 2.4 Global Region Eligibility

The PCC is an **open-entry** circuit.

Teams may participate if they are:

- Eligible under Valve's "Global Region"
- Able to attend LAN events in Denmark
- Compliant with all registration requirements

There are **no invitations, no exclusivity, and no VRS participation filters**.

# 3. REGISTRATION & SEEDING

## 3.1 Registration

Registration follows a **first-come, first-served** system.

Teams register via:

[www.parkenchampionship.com](http://www.parkenchampionship.com)

Entry Fee:

- **€1200 + VAT** per team
- Covers 5 players + 1 coach

A team is confirmed only when:

1. Entry fee is paid
2. Complete roster and contact info are submitted

Team caps per event are defined in the Event Appendix.

## 3.2 Roster Rules

Standard roster:

- 5 starting players
- 1 coach (optional)

Roster Lock:

- Occurs **14 days before LAN events**
- After lock, teams must retain their **core of 3** players

Roster changes after lock require admin approval and may be denied.

## 3.3 VRS Seeding

Seeding primarily uses:

- Latest Valve Regional Standings (VRS)

Additional considerations may include:

- HLTV ranking
- Recent performance
- PCC historical results

Seeding methodology is published per event.

## 3.4 Check-In Requirements

Teams must:

- Arrive at the venue no later than the check-in deadline
- Be match-ready **60 minutes** before their first game

Late arrival may result in penalties or disqualification.

# 4. SERIES STRUCTURE & QUALIFICATION

## 4.1 Parken Challenger Series (LAN)

Season 1 includes:

- **16 LAN events**

Each LAN event winner qualifies for the Stadium Master Final.

If already qualified, the slot passes:

1. 2nd place
2. 3rd place
3. 4th place

If all top 4 teams are qualified:

- An additional open online qualifier slot is created.

## 4.2 Online Qualifiers

Key properties:

- Open entry
- Single Elimination
- Played on EU servers
- Winners qualify for Stadium Master Final

Up to **8 teams** qualify via online tournaments.

## 4.3 Stadium Master Final

Final event includes:

- **16 LAN event winners**

- **8 online qualifier winners**
- **24 teams total**

Format:

- Full LAN
- Double Elimination
- Match formats defined in the Stadium Master Appendix

## 5. TOURNAMENT FORMATS

### 5.1 LAN Events

Default structure:

- **Double Elimination**
- Early rounds: Bo1 or Bo3 (defined per event)
- Later rounds: Bo3
- Grand Final: Bo3 (no bracket reset unless stated)

### 5.2 Online Qualifiers

Default structure:

- **Single Elimination**
- Early rounds: Bo1
- Decider rounds: Bo3

### 5.3 Punctuality

Teams must:

- Be present 15 minutes before match start
- Follow admin instructions to maintain schedule

Penalties may include:

- Round loss
- Map loss
- Match forfeit

## 6. GAME RULES & MATCH SETTINGS

### 6.1 Platform

- Game: Counter-Strike 2
- Latest non-beta official release
- LAN servers or approved PCC servers for online stages

### 6.2 Accounts

Players must use:

- Their own Steam accounts
- Accounts in good standing
- No account sharing

Violations result in disqualification.

### 6.3 Default Match Parameters

- MR12 format
- Round time: 1:55
- Bomb timer: 40 seconds
- Freeze time: 20 seconds
- Start Money: \$800
- OT at 12-12:

- MR3
- Start money \$10,000
- Repeat until winner is determined

## 6.4 Map Pool

The tournament uses the **current Valve Active Duty Map Pool**.

The Event Appendix lists the specific map pool valid at the time of the event.

## 6.5 Veto Procedures

### Bo1 Veto

1. Higher seed chooses A or B
2. A removes 2 maps
3. B removes 3 maps
4. A removes 1 map
5. Remaining map is played
6. B chooses side

### Bo3 Veto

1. Higher seed chooses A or B
2. A removes 1 map
3. B removes 1 map
4. A picks Map 1 (B chooses side)
5. B picks Map 2 (A chooses side)
6. B removes 1 map
7. A removes 1 map
8. Remaining map = Map 3 (B chooses side)

# 7. PAUSES & TECHNICAL RULES

## Tactical Pauses

- Standard allocation (defined in Appendix)
- Intended for strategy discussion

## Technical Pauses

- For genuine technical issues only
- No tactical discussion allowed

## Server Crashes / Disconnects

- Restore via CS2 match medic tools
- If restoration is impossible, round restarts or score rollbacks may occur
- Round is not reset if any damage has occurred

Admin decisions are final.

# 8. EQUIPMENT & SETUP

## 8.1 Equipment Provided

PCC supplies:

- High-performance PCs
- Monitors
- Desks & chairs
- LAN server infrastructure
- Power & cable management

## 8.2 Player Equipment

Players bring:

- Mouse
- Keyboard
- Mousepad
- Headset / in-ears

Admins may inspect equipment.

## 8.3 Setup Time

Players are given setup time prior to:

- First match
- Setup relocation
- Scheduled warm-ups

## 8.4 External Matches During Event

- Each team receives **five (5) complete setups** for the entire event.
- Teams may play **official online tournament matches** from their assigned setups.
- These matches must **not conflict** with PCC scheduling or obligations.
- PCC match obligations have absolute priority.
- Admins may deny or pause external matches if they interfere with operations.

# 9. CONDUCT & FAIR PLAY

## 9.1 Cheating & Exploits

Any form for Exploit or third party programs will result in immediate disqualification

Strictly prohibited:

- Cheating (software or hardware)
- Radar hacks

- Aimbots
- Game-breaking bug exploitation

Violations result in:

- Disqualification
- Tournament bans
- Reporting to Valve

## 9.2 Behavior & Communication

Players must avoid:

- Toxicity
- Harassment
- Discriminatory behavior
- Abusive all-chat

Respect toward opponents, staff, and venue personnel is mandatory.

## 9.3 Betting & Match-Fixing

Participants may not:

- Bet on PCC matches
- Engage in match-fixing
- Collude to manipulate results

Violations lead to disqualification and reporting to Valve.

## 9.4 Admin Authority

Admins have final say in:

- Rule interpretation
- Match disputes

- Penalties
- Scheduling adjustments

All participants accept admin rulings as binding.

## 10. PRIZE POOL & PAYMENTS

### 10.1 Funding Model

Prize pools are funded via:

- Team entry fees
- Additional sponsor funding (if applicable)

No extra compensation is guaranteed to participants.

### 10.2 Prize Distribution

Standard prize split:

- 1st place — 50%
- 2nd place — 25%
- 3rd place — 15%
- 4th place — 10%

Actual payout amounts are calculated per event and listed in the **Event Appendix**.

### 10.3 Payment

- Paid in EUR (€) via bank transfer
- Paid to the team's designated payee
- Teams handle internal distribution
- Payments follow Danish tax regulations
- Payment timelines and requirements appear in the **Event Appendix**

# 11. REFUNDS, CANCELLATIONS & FORCE MAJEURE

Refunds may vary by event. All refund rules are detailed in the [Event Appendix](#).

If an event is postponed or cancelled due to force majeure:

- PCC may reschedule
- PCC may issue partial or full refunds
- PCC is not responsible for non-refundable team expenses

# 12. RULE ADJUSTMENTS

The Organizer may:

- Update rules
- Modify formats
- Adjust procedures

All updates will be communicated publicly.

By registering, teams agree to the [General Rulebook](#) and the relevant [Event Appendix](#).

In case of changes to the tournaments/ events eligibility for being considered VRS Ranked adjustments will be made to ensure all tournaments/ events are VRS Ranked in compliance according to Valve's guidelines.