

vPARKEN CHALLENGER CHAMPIONSHIP #4

OFFICIAL EVENT RULES (EVENT APPENDIX)

Event Dates

10th of April to the 12th of April 2026

Location

Crowne Plaza Copenhagen Towers

Ørestads Blvd. 114–118, 2300 Copenhagen, Denmark

[Google Maps Link](#)

Organizer

New Breed Agency ApS

ADD: Risvang Alle 9B, 8200, Aarhus N, Denmark

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1. Scope & Hierarchy

These Event Rules apply exclusively to Parken Challenger Championship #4.

In case of conflict:

1. [Valve Tournament Operating Requirements](#)
2. [PCC Official General Rulebook](#)
3. Official Event Rules - Current appendix

The Tournament Officials reserve the right to amend, update, or clarify any part of this rulebook at any time before or during the tournament if deemed reasonably necessary. This includes, but is not limited to, addressing unforeseen situations or ensuring competitive integrity.

Decisions made by Tournament Officials may override specific rules when required, based on their best judgement and the information available at the time.

2. Tournament Overview

- **Format:** LAN
- **Teams:** 12
- **Structure:** Group Stage: 2 groups, round-robin. Playoffs: 8 teams double elimination bo3.
- **Match Format:**
 - All group stage matches: **Best-of-One (Bo1)**
 - All playoff matches: **Best-of-Three (Bo3)**
- **Prize Pool:** €10,000 (guaranteed)
- **VRS Status:** Valve Regional Standings Ranked (Tier 2 compliant)

3. Registration & Sign-Up

3.1 Registration Requirements

- Registration is first-come, first-served
- Registration is only confirmed once payment is completed
- Entry fee: €300 + VAT per team

3.2 Sign-Up Deadline

- Event sign-ups close 5 days before the event start (17:00 3/4/26)
- Match schedule will be published when the Sign Up Deadline has ended

4. Seeding & VRS Rules

4.1 Seeding Date

- Official Seeding Date: 2nd March 2026
- Initial seeding is based exclusively on the Global VRS update from 2nd of March 2026.
- For teams that do not possess a VRS ranking from the seeding date the secondary seeding criterion will be their official HLTV world ranking.
- For any teams still unranked after considering both VRS and HLTV rankings, the tertiary seeding criterion will be their official Esplay.com platform ranking (Rank on Esplay for Unranked Players is based on other platforms).

4.2 Late Registrations

- Teams may register after the Seeding Date.
- In those cases the following will apply:
 - Teams must maintain the same VRS-eligible core lineup as of 2nd of March 2026, if applicable.
 - Seeding will not be recalculated for late sign-ups.

4.3 Core Lineup Lock

- Core lineup must be locked no later than the sign-up deadline.
- Core lineup = VRS Core (minimum three (3) out of five (5) players.)
- After the roster lock the Core Lineup will be locked and evaluated for VRS eligibility or one of the following two seeding criterias.
- Any change affecting VRS eligibility after 2nd of March 2026 is prohibited

4.4 Walkovers (WO)

- Failure to lock a valid lineup after the Seeding Date results in forfeit of the event which will grant WO losses until the Team is fully eliminated from the event.
- To avoid WO, teams must withdraw before the Seeding Date
- In accordance with Valve's TOR, forfeiting a match may result in the loss of VRS Points. PCC bears no responsibility for any penalties, point deductions, or eligibility consequences arising from forfeits, as these are enforced by Valve.

5. Refund Policy

- Full refund if withdrawal is made within 7 days after payment
 - If the sign-up is within less than 1 week to the team lock-in/ sign-up cutoff date, full refund is only available if the team withdraws within 24 hours of completing the purchase.
 - Full refund is only available if the withdrawal is made before team lock-in date.
- 75% refund may be granted only if:
 - A replacement team is found
 - Replacement occurs no later than 7 days before the event start.
- No refunds for withdrawals made after the team lock-in date for the event.

All refunds are handled at the PCC's discretion.

6. Roster & Coach Rules

6.1 Roster Composition

The total number of team members must be a minimum of 5 (five) members and a maximum of 6 (six):

- 5 players (mandatory)
- 1 coach (optional)

Other team members, such as Team Managers or media staff, may also travel to the event.

6.2 Coach Communication Rules

Teams are allowed to designate one individual as a coach during matches. The designated coach may stand behind the team during official matches and may communicate in the following instances:

- During freeze time
- During tactical pauses
- Between maps and matches

Coaches may not:

- Communicate during live rounds
- Use third-party communication tools during active rounds
- All communication must be directly related to the ongoing match and based solely on information available from the game server.
- If abuse is detected, PCC reserves the right to revoke communication privileges and apply disciplinary actions.

Coach Equipment & Connectivity Responsibility

Coaches are responsible for providing and maintaining their own equipment required for communication, including but not limited to a laptop or similar device. The Tournament Organizer will provide wireless internet access at the venue; however, coaches are solely responsible for ensuring their own connectivity, device functionality, and compliance with all communication rules. The Tournament Organizer is not responsible for providing coach-specific hardware or resolving individual connectivity or equipment issues.

PCC will provide each coach with a dedicated laptop that can be used during the entirety of the event, and used for teamspeak connection during matches. The laptop shall be returned to PCC when a team is eliminated from the event unless otherwise agreed between the coach and PCC in writing. The coach holds the responsibility for the loaned equipment and will be held accountable for any damages or theft of the equipment until the loaned equipment is returned to PCC.

7. Match Environment

7.1 Team Area & Setup Access

- Only active players (5) and 1 registered coach are allowed at the team setup during official Parken Challenger Championship matches
- Managers, analysts, media staff and other team personnel are not permitted behind or at the setup during live matches.
- During warmup, online games or in-between games there are no restrictions on who may be present behind the team.

7.2 Server Environment

- All matches are played on CS LAN servers
- No online matches are played on the competition network

- A TeamSpeak server will be provided to the players and coach. All communication will be recorded, and selected segments may be used as content during the games. No communication will be broadcast live, only recorded clips may be used.

7.3 External Matches

- Teams are allowed to play external official online matches
- External matches are played on a separate network
- External matches must never conflict with PCC match obligations
- PCC matches always have absolute priority

Admins may pause or deny external matches.

8. Match operations

8.1 Schedule and Match lobbies on Esplay

- All players will need to be logged in on Esplay.com with Steam
- A dedicated match lobby will automatically be generated on Esplay.com. Team leaders and all participating players will be able to join this lobby. Once one (1) player from each team has joined and indicated their readiness, an automated map veto process, managed by the respective member of the team, will commence.
- The tournament will be played on a fixed schedule. Matches may not be played earlier than the scheduled start time, even if both teams are ready.
- All matches must start with five players per team

8.2 Veto Procedures for BO3

The team with the highest seed decides who initiates the ban process.

- Team A bans a map
- Team B bans a map
- Team A picks a map (Team B picks side)
- Team B picks a map (Team A picks side)
- Team A bans a map
- Team B bans a map
- The remaining map will be the decider (Knife round will be played)

8.3 Veto Procedures for BO1

The team with the highest seed decides who initiates the ban process.

- Team A bans a map
- Team B bans a map
- Team A bans a map
- Team B bans a map
- Team A bans a map
- Team B bans a map

The single remaining map will be played. Starting sides for all Bo1 matches are determined by a knife round.

8.4 Veto Seeding

- Group Stage: Seeding is determined by the latest VRS update.
- Playoffs: Seeding is determined by group stage placement. If two teams with the same placement face each other, for example, a group winner vs. a group winner, the latest VRS update determines the higher seed.

8.5 Restore Rounds

- Restore rounds will be applied in most cases in the event of player disconnects or computer crashes.
- If a player disconnects during a live round, the round will be played to its conclusion. The match should then be paused until the player can reconnect.
- Pauses cannot be requested mid-round. Admins may only pause the game during freeze time. If both teams agree, a restore round can be applied immediately. However, it is not allowed to request a pause mid-round once damage has already been dealt. For example, if freeze time has just ended and a computer crash occurs, and both teams write "off," the admin may apply a restore round.
- Only a tournament administrator has the authority to pause a live round, cancel a live round, or order a round to be replayed. Administrators will make decisions based on the nature of the issue and to ensure fair play. Actions may be taken regarding a completed round if significant issues are verified.
- Warnings will be issued if a team repeatedly attempts to stop a match after freeze time. Stopping a match once may be allowed under certain circumstances, but once a match has started, it should almost never be allowed to go "off."

8.6 Pauses between games

- Participants will have a minimum of a 10-minute break between matches in a series. The exact length will be communicated by the tournament administration. Players must inform a tournament administrator if they intend to leave the designated tournament area during these breaks for any reason (e.g., using the restroom, getting fresh air). Failure to comply with the communicated time for returning from a break, or leaving the tournament area without prior notification to an admin, will result in penalties, which may include a map forfeit or further disciplinary action as determined by the tournament administration.

8.7 Tactical Pause During Match

- Teams may request up to four tactical pauses, each lasting 30 seconds, per map during regulation time. This is to be done using the in-game vote system. Saved tactical pauses from regulation time will not transfer to overtime. Teams will receive one (1) additional 30-second tactical pause for each overtime period played.

8.8 Technical Pause During Match

- Teams may request up to 5 minutes of technical pause per map if experiencing technical issues.
- Initiation: To initiate a technical pause, a team member must type !tech in the server chat. If !tech is used during freeze time, the pause will activate immediately at the start of that round's freeze time. If !tech is used during a live round (after freeze time

has ended), the pause will automatically activate at the beginning of the next round's freeze time.

- Duration: The !tech command will grant a 5-minute technical pause. If the allotted 5 minutes are exhausted and the player-related issue persists, the team must continue playing.

8.9 Tiebreaker Rules

- If two or more teams are tied in total points at the end of the group stage, the following criteria will be applied in order:
 - Round difference
 - Head-to-head result
 - Fewer total round losses
 - Higher initial seed

9. Equipment & Technical Setup

9.1 Provided Equipment

- Each team receives 5 full PC setups + coach seat
- All setups are available for the entire event
- Computer access Day 1: 09:00 – 01:00
- Computer access Day 2: 09:00 – 01:00
- Computer access Day 3: 08:00 – 20:00

9.2 Headsets

- AceZone live headsets provided (*subject to change*):
 - 5 players + 1 coach per active match
 - 28 headsets available on-site
- Headsets are mandatory to use during matches on-top of in-ear headsets

9.3 Player Equipment

Players **must bring**:

- In-ear headset (mandatory to use for ALL players during matches)
- Headset
- Mouse
- Keyboard
- Mousepad

10. Hardware Specifications

10.1 PCs (*subject to upgrade, all players will have the same hardware equipment*)

- CPU : Intel i7-14700KF
- GPU : GeForce RTX 4080 Super OC 16GB
- Ram : 32GB DDR5 5600MHz

10.2 Monitors *(subject to upgrade, all players will have the same hardware equipment)*

- **Monitor:** ZOWIE XL2586X+ 600Hz DyAc 2

10.3 Furniture

- **Blacklyte desks & gaming chairs**

11. Media Obligations

11.1 Mandatory Media Session

- All teams must complete media:
 - First PCC appearance only
 - Before event start or morning of Day 1
- Includes:
 - Team photos
 - Player portraits
 - Short video capture

11.2 Rights

- Teams receive full usage rights to all media
- Media may be used freely by teams and players

11.3 Returning Teams

- Teams returning for later PCC events:
 - No media required, unless roster has changed

12. Schedule & Venue Access

12.1 Venue Access

- **Day 1 & 2:** 09:00 – 01:00
- **Day 3:** 08:00 – 20:00

12.2 Event Days

- **9th Apr:** Travel Day
- **10th Apr:** Day 1 (Matches start 12:00 or 13:00)
- **11th Apr:** Day 2 (Matches start 10:00)
- **12th Apr:** Finals Day (Matches start 09:00 or 10:00)
- **13th Apr:** Travel Day

12.3 Match Schedule



Full match schedule, including Upper Bracket, Lower Bracket, and Grand Final, applies as published by Tournament Admins. Full details on Esplay's event website here:

<https://esplay.com/challengerchampionship/tournament/parken-challenger-championship-3>

12.4 Tournament Format - WHAT IF?

- **10-12 teams:** 2x round-robin groups of 5 and/or 6 teams, all round-robin stage games are Bo1's → top 4 from each group advance to double elimination playoff bracket, all playoff matches are Bo3's.
- **8 teams:** 2x round-robin groups of 4, all round-robin stage games are Bo3's → top 3 from each group advance, #1 from each group qualifies directly to double elimination playoff bracket, #2 and #3 from each group play a Bo3 knockout match where the winner qualifies for the double elimination playoff bracket. All playoff matches are Bo3's.

13. Prize Pool Distribution

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

Payments handled according to PCC General Rules. Our goal is to payout prize money within 30 days after receiving the invoice from teams.

14. Final Notes

- All admin decisions are final
- By participating, teams accept:
 - PCC General Rulebook
 - This Event Appendix
 - Valve Tournament Operating Requirements