



Tunisian Esports Super League Season 2025

CS2

Rules & Regulations

Tournament System

- Teams: 11
- Format: Double Elimination (Winner Bracket & Loser Bracket)
- The tournament will start on Saturday, November 22, 2025, with matches played every Saturday and Sunday.
- Match Time: All matches will start at 8:00 PM (20:00).
- All matches throughout the tournament will be played in a Best of Three (BO3) format.
- Teams will compete in the Winner Bracket until their first loss.
- Teams that lose once will move to the Loser Bracket, where they will continue - competing for a chance to reach the Grand Final.
- The Grand Final will feature the winner of the Winner Bracket and the winner of the Loser Bracket.

Grand Final:

- Played as a LAN event using the BO3 system.
- Both qualified teams must attend in person with their full rosters.

Registration & Lineup Rules:

- Each team must register 20 minutes before match time on the Discord platform.
- Teams must submit their player lineup to the referee using the official refereeing form.
- Lineup changes are only allowed in cases of force majeure, and the referee must be informed immediately.

* Official competitive maps:

- Ancient
- Dust II
- Inferno
- Mirage
- Nuke
- Overpass
- Train

- How to is the map decided :

Teams will take turns banning until there is a single/multiple map(s) left, starting with the Home Team:

• The Side will be confirmed by KNIFE Round.

BO3

- Team A bans one map.
- Team B bans one map.

- Team A chooses the first map.
- Team B chooses the second map.
- Team A bans one map.
- Team B bans one map.
- The remaining map becomes the third map.

• *The Side will be confirmed by KNIFE Round.*

- **In-Game Recording :**

If the Administration Team requests the player to record in-game footage of the matches, the footage will be delivered in a period not exceeding 24 hours.

- **Server Settings :**

Startmoney – \$800

Round time – 1 minute 55 seconds

Freeze time – 20 seconds

Bomb timer – 40 seconds

Timeouts – 3 timeouts of 30 seconds each

Overtime – Max Rounds 6, \$12,500 start

money Round restart delay: 5 seconds

Break during half time: 3 minutes

Break during half time in overtime: Disabled

sv_vote_failure_timer 10

▣ Sets:

Semi-finals are played (1st vs 3rd) & (2nd vs 4th).

• Tie Breakers :

In case of a tie between two teams, the tie will be broken following the below criteria :

- Head-to-Head Match Results.
- Game Difference between tied teams.
- Round Difference between tied teams.

• Character skins

The use of character skins is prohibited. All players must use the default CT/T skins during play. If skins are being used, the offending team must be notified of this as it is discovered. The map where the discovery was made, is to be reset with the same settings and players with the skins removed. Multiple violations of this rule may result in the forfeiture of the map.

• Scripts :

The majority of scripts are not permitted except for buy, toggle, and demo recording scripts. The following scripts are prohibited for use including but not limited to:

- Anti-flash
- Bhop, or bunnyhop

- Burst Fire
- Center View
- FPS
- No Recoil
- RateChanger
- Stop shoot
- Stop sound
- Tooltips

If you are unsure on whether or not a script is allowed or not, ask the responsible person at the Federation before playing an official match. A player can be penalized for scripts in any config file regardless if it is used or not.

▣ Anti Cheat :

The third-party anti-cheat application Faceit Anti-cheat ([Faceit AC](#)) is to be downloaded, installed and launched prior to any match to ensure a fair play from both teams.

▣ Imports :

Each team has the right to bring maximum 2 imports.

If the imports participate in 1 game of the online games, he needs to be present at the offline event; otherwise, the team is disqualified + fine.

▣ Stoppage of Play

- **Technical Pause**

If a player has a problem that prevents them from playing they may use the pause function to pause the game at the next available

freeze time. When pausing teams must announce that it is a technical pause, why the pause was called, and approximately how long the pause will take either immediately before, or after using the pause command. If no reason is given it can be assumed that the pause is instead a tactical pause. Both teams are prohibited from having any tactical conversations during a technical pause.

If one or more players lose connection, or in the event of technical problems that impede the completion of the game, the match will be stopped for five (5) minutes, and it is necessary to prove that there are technical problems.

- **Tactical Pause**

Each team is allowed 4 tactical pauses of 30 seconds each per game. When pausing teams must announce that it is a tactical pause immediately before, or after using the pause command. If no reason is given, or the 30 seconds has expired the opponent may unpause the game and continue playing. If a team exceeds their 30 second limit by more than 5 seconds it will count as using another tactical pause.

- **Online Rules :**

- Each Player need to have his own personal Faceit and steam account.
- The participating team must be present 20 minutes before the start of the match.
- If the team is late more than fifteen (15) minutes for the official start time of the match, the team will be considered forfeited from the match.
- If a match started without approval from the Administration Team, the match may be restarted from the beginning at the discretion of the Administration Team.
- Participants are not allowed to use name tags which violate the code of conduct on in-game items.

- **LAN Rules :**

- Players are not allowed to change the central unit or screen; only technicians and referees may handle this.
- Players are not allowed to connect any USB cables to the PC. - You cannot download any secondary programs without referee permission.
- During Finals, All team members must wear the club's kit with black pants, including closed shoes.
- The participating club must be present one (1) hour before the start of the match.
- If the team is more than ten (10) minutes late for the official start time of the match, the team will be considered forfeited from the match.
- If a match started without approval from the Administration Team, the match may be restarted from the beginning at the discretion of the Administration Team.
- If a player of a team commits misconduct or any inappropriate act, the referee may take disciplinary actions against the team which can include a caution, warning, forfeit, or expulsion.

- **Absence/ Forfeits :**

Forfeiting in two matches at any stage of the tournament (Without any legitimate excuse) means that the team will be Disqualified from the current event and the player will be banned the next season.

- **Method Of Communication :**

The official communication method is the TESL2024 official Discord server.

Discord download link : <https://discord.com/invite/BDGgrMN9cD>

- **League Matches Schedule :**

The Administration Team can reformulate the match schedule for any day, change the date of one of the matches for another day, or amend the matches that will take place on one of the league days.

- **Camera Usage (Facecam or Webcam) :**

The Administration Team can request from a participating player to open his camera at any stage of the League.

- **Roster Changes :**

- It is not allowed to change the roster after the conclusion of the registration period and before the start of the Open Qualifiers.

- **Personal Stream :**

Players may stream to their personal twitch or YouTube channel if they are participating in the match. The match may only be streamed from the player's in-game point of view and should have at least a 3 minute delay set to prevent possible incidents of stream sniping.

Players may not at any time stream another player or roster's match on their personal channel.

- **Player Infractions :**

- First Infraction : Player receives a warning.
- Second Infraction : Player is banned from the tournament.

- **Complaints :**

- Reservations and appeals must be recorded on the designated form and accompanied by evidence and documents; these cannot be submitted separately after the reservation form has been submitted.

- An amount of 100 Dinars must be deposited in favor of the Federation in order to submit a written reservation, and this must be done within 24 hours of submitting the reservation. A deposit receipt must be sent via email to the federation.

- Appeals are submitted by individuals with legal capacity within the associations, namely administrative officials and team leaders. Players do not have the right to submit an appeal.

- Complaints or reservations must be submitted verbally to the referee or the organization supervisor authorized by the federation to make the appropriate decision in accordance with the competition system prepared for this purpose.

- **Change Of Rules :**

A - This regulation applies to TESL 2025 , and may be altered in the following cases:

- Rules are subject to change after the release of new patches.
- Upon discovery of other reasonable factors.
- Official head referee decision.

B. The referees may also judge any cases not specifically covered in this book and their authority extends to cover the tournament as a whole in addition to this rulebook. Any changes made shall be in effect from the moment such changes are communicated to the participants.