INVID.AU

COUNTER-STRIKE 2

TOURNAMENT & LADDER RULEBOOK

Version 1.1 — Live

Region: Australia and New Zealand

Effective: 5 August 2026

This rulebook governs all Counter-Strike 2 competitions operated on Invid.au unless an event-specific rule states otherwise.

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1. General Rules

1.1 Rulebook Purpose

This rulebook sets the default rules for Counter-Strike 2 competitions operated on Invid.au. It is designed to protect competitive integrity, provide clear expectations for players and teams, and give Invid.au Administrators a consistent basis for match rulings.

The rulebook should be read together with the relevant competition page, match page, prize information and any event announcement published by Invid.au.

1.2 Scope of Application

This rulebook applies to all Invid.au Counter-Strike 2 competitions unless an event-specific rule states otherwise. Covered formats may include open ladders, challenge ladders, seasonal leagues, one-off cups, invitational events, Swiss events, finals brackets and community events hosted through the platform.

The rules apply to players, substitutes, coaches, team captains, team representatives, organisations, casters, observers, production staff and any person who participates in or influences an Invid.au match.

1.3 Event-Specific Rules

Each competition may publish event-specific rules on the tournament page, ladder page, league page or match page. Event-specific rules may adjust match format, map pool, roster limits, scheduling rules, check-in requirements, prize rules, broadcast requirements and dispute timing.

If an event-specific rule conflicts with this rulebook, the event-specific rule applies for that event unless an Invid.au Administrator rules otherwise.

1.4 Source of Truth

The Invid.au platform is the official source of truth for registrations, rosters, match times, match chat, server details, challenges, reschedules, results, disputes and rulings.

Players and teams are responsible for checking the relevant Invid.au pages before each match. Failure to read the platform record is not a valid defence against a breach.

1.5 Administrator Authority

Invid.au Administrators have authority to interpret, apply and enforce this rulebook. Administrators may issue rulings not expressly covered by this rulebook where required to protect fairness, player safety, tournament operations or competitive integrity.

Administrator decisions may include warnings, round losses, map losses, forfeits, reschedules, match replays, suspensions, disqualifications, prize forfeiture and platform bans.

1.6 Rule Changes

Invid.au may update this rulebook at any time. Rule changes may apply immediately where required for integrity, safety, legal, technical or operational reasons.

Where possible, material rule changes will be announced before they affect active competitions. Event pages may also record specific rule versions used for that event.

1.7 Definitions

Term	Meaning
Administrator	A person authorised by Invid.au to manage matches, enforce rules, review evidence or issue rulings.
Captain	The team representative responsible for roster, scheduling, match chat, server details, vetoes and disputes.
Competition page	The tournament page, ladder page or league page that lists event-specific rules and settings.
Match page	The Invid.au page for a specific match, including match chat, server details, timing, teams and results.
Match chat	The official Invid.au communication channel attached to a match page.
Participant	A player, substitute, coach, team representative, caster, observer or staff member involved in an Invid.au event.
Event-specific rule	A rule published for a particular tournament, ladder, league, cup or match that modifies this default rulebook.
Official time	Melbourne, Australia local time (AEST or AEDT, as applicable). All times in this rulebook use official time unless the competition page states otherwise.

1.8 Privacy and Personal Information

Invid.au handles personal information in accordance with the Privacy Act 1988 (Cth) and the Australian Privacy Principles (APPs).

Personal information collected for competition purposes may include account and contact details, SteamID, age or identity verification, payment details and any evidence submitted during a dispute or integrity investigation. This information may be used to administer competitions, verify eligibility, resolve disputes, investigate integrity matters and distribute prizes. The full Invid.au privacy policy is available at https://invid.au/page/privacy-policy.

1.9 Governing Law and Interpretation

This rulebook is governed by the laws of Victoria, Australia. Participants submit to the non-exclusive jurisdiction of the courts of Victoria in relation to any matter arising under this rulebook.

If any provision of this rulebook is found to be invalid or unenforceable, that provision is severed to the extent required and the remainder of the rulebook continues to apply. Section headings are included for convenience only and do not affect the interpretation of any rule.

2. Contact, Support and Official Communication

2.1 Official Support Channels

The official support pathway for Invid.au competition matters is the Invid.au platform. Where a matter cannot be handled through the match chat, players and teams must use the official contact form at https://invid.au/contact.

Support tickets may be used for technical issues, account issues, integrity reports, prize issues and administrative questions.

2.2 Match Chat as the Official Match Record

For each match, the official communication channel is the match chat located on the match page. Teams must use the match chat for reschedule requests, server issues, match start delays, alternative server agreements, result issues, dispute notices and evidence sharing.

The match chat is treated as the primary record of team communication for that match.

2.3 Invid.au Contact Tickets

An Invid.au contact ticket is official communication when submitted through the Invid.au contact pathway. A ticket may be used when the matter is sensitive, when the match chat is unavailable, when private evidence is required or when an Administrator instructs a participant to use a ticket.

Teams should still place a brief note in match chat where a ticket relates to a live match, unless doing so would reveal sensitive information or compromise an integrity report.

2.4 External Communication

External communication includes Discord, Steam, social media, private messages, voice chat, third-party websites and any platform that is not Invid.au.

External communication is not official for match administration unless an Invid.au Administrator accepts it at their discretion.

2.5 Null and Void Agreements

A match agreement made outside the Invid.au match chat is null and void unless accepted by an Invid.au Administrator.

This applies to reschedules, alternative server use, score agreements, forfeit agreements, late starts, map changes and any other match condition.

2.6 Administrator Discretion on External Evidence

An Administrator may review external evidence where it helps clarify a dispute, integrity issue or safety concern. Accepting external evidence does not make external communication a valid replacement for the Invid.au match chat.

Participants should not rely on external communication to prove an agreement that should have been recorded on the match page.

3. Player Accounts and Eligibility

3.1 Invid.au Account Requirement

Each player must use their own Invid.au account to register, join teams and compete. A player may not compete through another person's account.

A player must keep account information accurate enough for eligibility, support and prize administration.

3.2 Steam Account Requirement

Each player must use their own Steam account for Counter-Strike 2 matches. The Steam account used in a match must be the account linked to the player's Invid.au profile unless an Administrator grants an exception before the match begins.

3.3 SteamID Linking

Players must correctly link their SteamID to their Invid.au account before playing in an official match. A player who joins with an unlinked, incorrect or disputed SteamID may be ruled ineligible.

Steam account security is the responsibility of the player.

3.4 Account Accuracy

A player may be required to provide accurate information to verify eligibility, process prizes, investigate disputes or enforce sanctions. False or misleading account information may result in penalties.

3.5 Duplicate Accounts

A player may not use multiple Invid.au accounts to enter the same competition, avoid restrictions, conceal identity, bypass a ban or gain a competitive advantage.

Duplicate accounts may be closed, merged, suspended or banned at Administrator discretion.

3.6 Account Sharing

Account sharing is prohibited. A player may not allow another person to play on their Invid.au account, Steam account or registered competition slot.

Account sharing may be treated as smurfing, cheating or ban evasion depending on the circumstances.

3.7 Smurfing

Smurfing is the use of an account, identity or roster position that conceals the true player, ranking, eligibility or ban status of the person competing.

Smurfing is prohibited and may result in match overturns, forfeits, suspensions, disqualification and platform bans.

3.8 Suspended or Banned Players

A suspended or banned player may not participate in an Invid.au match unless an Administrator has confirmed eligibility in writing on the Invid.au platform.

A team that uses a suspended or banned player may receive a forfeit, disqualification, roster lock penalty or further sanction.

3.9 Region Eligibility

Invid.au competitions are primarily intended for players in Australia and New Zealand unless the competition page states otherwise.

An event may allow additional regions where ping, scheduling and integrity requirements can be met. Administrators may remove a player or team if region eligibility, connection quality or fairness is compromised.

3.10 Age Eligibility

Players must be at least fifteen (15) years of age to compete in an Invid.au Counter-Strike 2 competition. A competition page may set a higher age requirement, in which case the higher requirement applies. Players must also be old enough to lawfully use the platform and participate in the relevant game under applicable account rules.

A player under eighteen (18) years of age must provide verifiable parent or guardian consent before competing in a prize event, sponsored event or LAN event. Consent is mandatory and must be recorded before the player takes part.

Prize payments are issued through PayPal, which carries out its own identity and know-your-customer (KYC) verification. A player or team representative who cannot complete PayPal verification cannot be paid, and Invid.au may withhold or redirect the prize under Section 16.5 until verification is complete. A player under eighteen (18) years of age may compete but cannot receive a prize payment. Prize recipients are determined under Section 16.3. Prize events, sponsored events and LAN events may also require additional age checks or identity verification.

3.11 Player Responsibility

Players are responsible for their own account security, game installation, updates, internet connection, hardware, peripherals, conduct and readiness to compete.

A technical issue on a player's side does not automatically entitle the player or team to a restart, reschedule or replay.

4. Teams, Rosters and Captains

4.1 Team Registration

Teams must register through the Invid.au platform and meet all competition requirements before they are eligible to play.

A team is responsible for ensuring that all players listed on its roster are eligible, available and correctly linked to their Invid.au accounts.

4.2 Team Names and Branding

Team names, logos, avatars and branding must not contain hateful, discriminatory, sexually explicit, threatening, abusive, misleading or otherwise unacceptable content.

Invid.au may require a team to change its name, logo or branding before it can compete.

4.3 Team Captains

Each team must have at least one captain. The captain is the primary representative for match administration and is expected to act in the best interests of the team.

A captain's statements in match chat may bind the team for scheduling, rescheduling, alternative server use, match readiness and dispute matters.

4.4 Acting Captains

If the listed captain is unavailable, the team must nominate an acting captain in the match chat before the match begins or as soon as practical.

An acting captain has the same match responsibilities as the listed captain for that match.

4.5 Captain Responsibilities

- Keep the roster accurate and eligible.
- Check the competition page and match page.
- Use the match chat for official communication.
- Complete required check-ins, vetoes and readiness steps.
- Confirm server details before the match starts.
- Submit or confirm results where required.
- Raise disputes within the correct process and timeframe.
- Ensure team conduct complies with this rulebook.

4.6 Roster Requirements

The default Counter-Strike 2 team roster is five starting players plus substitutes allowed by the competition page. If no substitute limit is listed, the default maximum is two substitutes.

A team must have at least five eligible players available unless the event-specific rules allow a lower minimum.

4.7 Core Lineup

A competition may require each team to nominate a core lineup before the event starts. The default core lineup is five players.

If a core lineup rule applies, at least three core players should participate in each match unless an Administrator approves a different arrangement or the event-specific rules state otherwise.

4.8 Substitutes

A substitute must be listed on the team roster and eligible for the competition before being used.

Substitutes may be used only in the manner allowed by the competition page. Unless the competition page states otherwise, substitutes may be used between matches or between maps. A live map substitution requires Administrator approval unless a technical or medical emergency makes immediate substitution necessary.

4.9 Coaches

A team may use one registered coach if the competition page allows coaches. A coach must be listed on the roster or approved by an Administrator before participating.

A coach may only communicate with players during times permitted by the server configuration, competition rules or Administrator instruction. Coach participation must be approved in advance. The team must submit a support ticket through the Invid.au contact pathway at least forty-eight (48) hours before the scheduled match time so that eligibility, permitted coaching moments and server configuration can be confirmed. A coach who has not been approved through this process may not participate. Improper coach communication may be treated as ghosting or spectator abuse.

4.10 Roster Locks

A competition may apply roster locks. When a roster lock is active, players may not be added, removed or substituted outside the rules listed on the competition page.

Roster lock breaches may result in ineligible player penalties, forfeits or disqualification.

4.11 Roster Changes

Roster changes must be made through Invid.au platform tools where available. A roster change is not valid until it is reflected on the platform or approved by an Administrator.

A player who joins after a match time, challenge acceptance or roster deadline may be ineligible for that match unless the competition page allows late additions.

4.12 Ineligible Players

An ineligible player is a player who is not permitted to participate in a match due to roster status, ban status, account status, region rules, age rules, registration status, SteamID issues or other competition requirements.

Using an ineligible player may result in a forfeit, match overturn, player suspension, team sanction or disqualification.

4.13 Team Disbanding or Withdrawal

A team that withdraws, disbands or stops participating may be removed from the competition. Prior results may remain, be overturned or be removed depending on the competition format and fairness requirements.

Players from a withdrawn team may be restricted from joining another team in the same competition unless an Administrator approves the transfer.

4.14 Team Ownership and Conflicts

A person or organisation should not hold a conflict of interest that could compromise fair competition. This includes ownership, management, financial control, coaching influence or strategic control over multiple teams in the same event.

Potential conflicts must be disclosed to Invid.au before the event or as soon as the conflict becomes known.

5. Match Rules and Gameplay

5.1 Default Match Rules

Unless the competition page states otherwise, Counter-Strike 2 matches use the standard competitive ruleset with MR12 regulation, overtime enabled, five players per team and the map pool listed on the competition page.

Event-specific rules may modify match length, overtime, map pool, veto, server settings, timeout settings, roster size and match format.

5.2 Game Version

Matches must be played on the latest live version of Counter-Strike 2 unless an Administrator directs otherwise. Players are responsible for updating the game before the match.

A player who cannot join due to an outdated client is treated as not match-ready unless an Administrator rules that a platform-wide issue affected the match.

5.3 Match Length

The default regulation format is MR12. Each half contains up to 12 rounds, for a maximum of 24 regulation rounds.

The first team to reach 13 regulation rounds wins the map. If the regulation score reaches 12–12 and overtime is enabled, overtime is played.

5.4 Regulation Rounds

Regulation rounds are played using the server settings listed on the competition page or Appendix A. If the server configuration differs from the published rules, teams must raise the issue in match chat before the match begins or as soon as the issue is discovered.

5.5 Overtime

Unless the competition page states otherwise, overtime is enabled. The default overtime format is MR3 with $10,000 starting money.

Each overtime period contains up to six rounds, with three rounds played on each side. The first team to win four rounds in an overtime period wins the map. If overtime ends tied, additional overtime periods are played until a winner is determined.

5.6 Best-of-One Matches

Best-of-one matches should use the map veto process listed in Section 6 unless the competition page provides a different process.

5.7 Best-of-Three Matches

Best-of-three matches should use the map veto process listed in Section 6 unless the competition page provides a different process.

5.8 Best-of-Five Matches

Best-of-five matches are used only where listed on the competition page or directed by an Administrator.

5.9 Match Completion

A map is complete when a winner is determined by regulation, overtime, forfeit or Administrator ruling. A match is complete when the required number of maps has been won or an Administrator issues a match outcome.

5.10 Minimum Players and Starting Short-Handed

A team must have a minimum of four eligible players in the match lobby at the designated match time to start a match. A competition may raise this minimum if stated on the competition page.

A team may only start short-handed (with fewer than five players) if the competition page allows it, both teams agree in match chat or an Administrator approves it. A team that starts short-handed accepts the competitive risk of playing with fewer players unless an Administrator rules otherwise.

A team that does not have the required minimum number of players in the match lobby at the designated match time may be issued a forfeit under the No-Shows and Forfeits rules in Section 7.14.

5.11 Player Substitutions During Matches

Substitutions during a match are permitted only where the substitute is eligible and the substitution timing is allowed by the competition page.

Unless stated otherwise, substitutions are allowed at any point between maps. The substitute must wait until the player being replaced has fully left the server before joining. Having more than five players per team in the server at any time, excluding coaches, is strictly forbidden. A live map substitution requires Administrator approval or a genuine emergency.

A substitution that appears designed to manipulate the match, such as a player joining and remaining in spectator before joining their team, may be treated as malicious. A malicious substitution may result in the match being overturned depending on severity, and the players involved may receive a sanction under Section 17, up to and including a match ban.

5.12 Coaches During Matches

Coach participation is controlled by the competition page and server configuration, and must be approved in advance by support ticket under Section 4.9. A coach may not provide live information outside permitted coaching moments.

A coach who abuses spectator access, voice access or team communication may be removed and sanctioned.

5.13 Leaving a Match Early

All players are expected to remain in the server until the conclusion of the final round of the match. Leaving early without valid reason may result in round loss, map loss, forfeit or player sanction.

If an entire team leaves the server before the match is complete, any remaining rounds are forfeited, including the current unfinished round.

Teams must not leave the server, or cause part of their roster to leave, in order to force a restart, reset the round economy or avoid an unfavourable position. This includes situations where a team started short-handed and then leaves once a benched or late player becomes available. Such conduct will be treated as leaving a match early under this rule. An Administrator must review the available match history, server logs or demos before this rule is applied to a suspected case of manipulation.

If a team wishes to dispute the fairness of a game due to server lag, roster issues or suspected cheating, they must remain in the server and lodge the dispute after the match concludes rather than leaving early.

Breaching this rule will result in forfeiture of the match and may result in removal from the competition, unless the departure is attributable to a verified server fault or widespread connection issue under Section 8.4 or 8.7, in which case the match will instead be handled under those sections.

5.14 Surrendering or Forfeiting During a Match

A team may only surrender or forfeit in a way supported by the server, competition page or Administrator instruction.

A captain's clear forfeit statement in match chat may be treated as binding on the team.

5.15 Match Restarts

A match restart may be granted by an Administrator for server failure, incorrect server settings, incorrect map, platform fault or another issue that materially affects fairness.

A team may not demand a restart solely because of a poor start, player error, individual crash, tactical mistake or equipment issue.

5.16 Live Round Definition

A round is live once freezetime ends and players can move. Issues discovered during a live round should be raised at the next safe opportunity unless immediate Administrator attention is required.

6. Maps, Veto and Side Selection

6.1 Default Map Pool

The default map pool is the Counter-Strike 2 map pool listed on the competition page. If no map pool is listed, Administrators may use the current official competitive map pool at the time the event is created.

Because Counter-Strike 2 map pools can change, the competition page should be treated as the controlling source for each event.

6.2 Event-Specific Map Pools

A competition may use an event-specific map pool. Event-specific map pools may include active duty maps, legacy maps, custom maps or a reduced pool for shorter competitions.

Players are responsible for checking the listed map pool before entering an event.

6.3 Map Pool Updates

If the official Counter-Strike 2 map pool changes during a competition, the existing competition continues using its published map pool unless Invid.au announces an update.

Administrators may update the map pool between seasons, before finals or before a new stage where fairness and notice requirements can be met.

6.4 Map Veto Requirement

Map vetoes must be completed through the Invid.au platform where supported. If platform veto tools are not available, vetoes must be completed in the match chat or under Administrator direction.

A veto agreement outside the Invid.au platform is not valid unless accepted by an Administrator.

6.5 Best-of-One Veto Process

- The higher seed chooses whether to act as Team A or Team B unless the competition page states otherwise.
- Team A removes two maps.
- Team B removes three maps.
- Team A removes one map.
- The remaining map is played.
- Team B chooses the starting side unless the competition page states otherwise.

6.6 Best-of-Three Veto Process

- The higher seed chooses whether to act as Team A or Team B unless the competition page states otherwise.
- Team A removes one map.
- Team B removes one map.
- Team A picks map one.
- Team B chooses the starting side on map one.
- Team B picks map two.
- Team A chooses the starting side on map two.
- Team B removes one map.
- Team A removes one map.
- The remaining map is map three if required.
- Team B chooses the starting side on map three unless the competition page states otherwise.

6.7 Best-of-Five Veto Process

Best-of-five vetoes must be listed on the competition page. If no best-of-five veto is listed, an Administrator will publish or run the veto before the match.

6.8 Higher Seed Rights

Higher seed rights are determined by the competition page, bracket seeding, ladder position, prior stage result or Administrator direction.

If seeding is unclear, Administrators may decide higher seed rights based on platform records and event structure.

6.9 Home and Away Teams

Where a match page lists home and away teams, the competition page may define which team receives veto priority, server priority, side priority or scheduling priority.

If no rule is listed, higher seed rights apply.

6.10 Starting Side Selection

Starting side is determined by the veto process unless the competition page uses knife round, automated side choice or Administrator direction.

If the wrong side is selected and the match begins, teams must raise the issue immediately. Failure to raise the issue promptly may be treated as acceptance of the side selection.

6.11 Knife Round Rules

A knife round applies only where listed on the competition page or required by the server setup. The winner of the knife round chooses the starting side using the server command or match chat process provided.

If a captain fails to choose a side within the allowed time, the server or Administrator may assign sides.

6.12 Failed or Missed Veto

If a team fails to complete a required veto within the allowed time, the platform, server or Administrator may auto-ban, auto-pick or assign maps to keep the match moving.

Repeated failure to complete vetoes may result in penalties.

6.13 Administrator Restart of Veto

An Administrator may restart a veto where a platform fault, incorrect map pool, incorrect seed, clear mistake or integrity concern affects the veto.

6.14 Incorrect Map Played

If teams begin playing the wrong map, they must raise the issue immediately in match chat. An Administrator may restart the map, allow the result to stand, replay the map or issue another ruling depending on when the issue was raised and whether either team gained an advantage.

7. Match Scheduling, Challenges and Reschedules

7.1 Competition Timing Rules

Match timing is determined by the competition type and the settings listed on the relevant competition page or match page. Unless the competition page states otherwise, all match times, deadlines, windows and grace periods in this rulebook are expressed in Melbourne, Australia local time (AEST or AEDT, as applicable).

Different Invid.au competitions may use fixed scheduled times, challenge windows, round deadlines, accepted match times, Administrator-scheduled finals or event-specific timing rules.

7.2 Fixed Scheduled Matches

For fixed scheduled matches, teams must be ready at the listed match time. Unless the competition page states otherwise, teams should join the server before the scheduled start time and be ready within the grace period shown on the match page.

Any delay must be raised in match chat.

7.3 Challenge-Based Matches

Challenge-based matches are governed by the challenge rules listed on the ladder page and match page. Challenge rules may include issue windows, defender response windows, accepted match times, offered time requirements and expiry rules.

7.4 Open Ladder Challenges

Open Ladder matches may be created by challenge rather than by a fixed tournament schedule. The ladder page and match page determine the timing obligations for the challenger and defender.

All challenge communication must be kept on the Invid.au platform.

7.5 Challenge Windows

A challenge window is the period in which a challenge must be issued, accepted, scheduled or completed. If a team fails to act within the challenge window, an Administrator may award a forfeit, expire the challenge, move ladder positions or issue another ruling.

7.6 Defender Response Windows

Where a defending team must respond to a challenge, the required response time will be listed on the ladder page or match page. A defender that ignores a valid challenge may lose the match, lose ladder position or receive a penalty.

7.7 Accepted Match Times

An accepted match time is official only when it is recorded on the Invid.au match page, accepted through platform tools or clearly agreed in match chat.

External acceptance is not valid unless accepted by an Administrator.

7.8 Round Deadlines

Some competitions require matches to be completed by a round deadline. Teams must make genuine efforts to schedule and complete the match before that deadline.

If a match is unresolved at the deadline, Administrators may use match chat, platform records and available evidence to decide the outcome.

7.9 Administrator-Scheduled Matches

Administrators may schedule or reschedule matches for finals, feature matches, broadcast matches, delayed matches, disputed matches, server faults or bracket progression.

Teams must follow Administrator-scheduled times unless an Administrator approves a change.

7.10 Reschedule Requests

Reschedule requests must be made on the match page using match chat. A team requesting a reschedule must clearly state the requested date, time and reason.

A reschedule request does not delay the match unless both teams validly agree or an Administrator approves the request.

If both teams cannot agree on a new date and time, an Administrator will decide the rescheduled date and time based on the information provided by both teams. This decision is final and cannot be overturned, except in extreme and verifiable circumstances.

7.11 Valid Reschedule Agreements

- One team clearly proposes a new date or time in match chat.
- The other team clearly accepts the proposed date or time in match chat.
- The agreement is visible on the match page.
- The new time does not breach the competition deadline unless an Administrator approves it.
- Administrator approval is obtained where the competition page requires it.

7.12 Invalid Reschedule Agreements

A reschedule agreement is invalid if it is made only outside Invid.au, is unclear, lacks acceptance from both teams, breaches a deadline without approval or conflicts with Administrator direction.

Invalid reschedules may be ignored when deciding forfeits, disputes or bracket progression.

7.13 Match Delays

Teams must raise delays in match chat as soon as possible.

A team has an extra fifteen (15) minutes past the scheduled start time to get the minimum required players into the match lobby. The match must commence within fifteen (15) minutes of the scheduled start time. Any further time is granted solely at the discretion of the team that has the required players and, where applicable, an Administrator. It is recommended that teams host and join the lobby at least ten (10) minutes before the scheduled match time.

In a best-of-three or longer series, a team that is not ready within the fifteen (15) minute grace period forfeits the first map. Map forfeiture continues at fifteen (15) minute intervals until the minimum required players are in the match lobby or enough maps have been forfeited to decide the match. In a best-of-one match, a team that is not ready within the fifteen (15) minute grace period forfeits the match.

If both teams are unresponsive and fail to attend the match, the match outcome may be determined by coin flip where no evidence regarding rescheduling is provided by either team. An Administrator may decline to use a coin flip and investigate further where there is a reasonable suspicion that both teams have agreed not to attend, including to manipulate seeding, standings or a bracket bye.

A team that repeatedly delays matches may receive penalties.

7.14 No-Shows and Forfeits

A no-show occurs when a team fails to attend, respond, check in or become match-ready within the applicable timing rules for that competition, or does not have the minimum number of eligible players required under Section 5.10.

A forfeit may be issued where a team does not appear, does not have enough eligible players, refuses to play without valid reason, ignores a challenge, fails to complete a match by the deadline, uses an ineligible player or leaves a match without approval.

Where practical, teams must post sufficient evidence of a no-show or an opposing team's forfeit in match chat, such as a screenshot of an empty match lobby. Forfeits must be submitted through the tools provided on the match page.

A team that forfeits two or more matches within the same competition entry may be disqualified and unable to continue in that competition.

For official broadcast matches, teams are not permitted to forfeit. The team captain or organisation is responsible for ensuring eligible substitute players are available so the match can be played, except where an Administrator determines that participation is genuinely impossible, in which case the Administrator will issue an appropriate ruling.

8. Servers, Technical Requirements and Match Environment

8.1 Official Invid.au Servers

Official Invid.au servers must be used for official prize events unless an Administrator allows a variation. Official server details may be provided on the match page, through ready notifications or through match chat.

Teams must not alter official server settings unless directed by an Administrator.

8.2 Alternative Servers

Alternative servers may be used only where server faults, availability issues or another valid reason makes an alternative server appropriate.

Alternative server use requires agreement by both teams in match chat before the match begins or Administrator approval.

8.3 Agreement to Use Alternative Servers

- The reason for using the alternative server.
- The server IP and port.
- Any password required.
- Confirmation from both teams that they agree to use the server.
- Any known server settings that differ from the competition default.

- Any other conditions relevant to fairness.

8.4 Server Faults

A server fault is a technical issue with the server that materially affects the match. Examples may include repeated server crashes, incorrect server configuration, unstable server performance or an inability for both teams to connect.

Server faults must be raised in match chat as soon as practical. Where an Administrator is present, the Administrator may pause, cancel, reschedule or allow the match to continue. Where no Administrator is present, both team captains must agree in match chat, or by screenshot agreement, that a widespread server fault has occurred before pausing or disputing the match. Where teams cannot agree, the match should be played out and disputed afterwards under Section 12.3, with the Administration team reviewing the available evidence. Teams should attempt to play out the match for as long as reasonably possible before a widespread issue prevents fair play. Any evidence supporting a dispute must be submitted within the timeframe set out in Section 12.7.

8.5 Server Crashes

If the server crashes, teams must stop play and report the issue in match chat. An Administrator may restore from backup, restart the map, replay rounds, reschedule the match or issue another fair ruling.

If a server crash occurs within the first three rounds of a map, and the crash is verified as a genuine server fault, the map will typically be restarted from 0–0 rather than restored from backup, unless an Administrator determines that a backup restore is more appropriate. A server crash suspected of being deliberately caused, including on an alternative or self-hosted server, will be treated as misconduct under Section 9 and may result in the match being awarded to the opposing team rather than restarted.

8.6 Player Crashes

A player crash is generally the responsibility of that player and team. Teams may use available technical pauses to allow the player to return.

A player crash during a live round does not automatically void the round.

8.7 Network Issues

Individual connection issues are the responsibility of the affected player. Widespread connection issues affecting multiple players or both teams may justify Administrator intervention.

If a team drops to three players in the server during a live match, the team has three (3) minutes from the moment the player disconnected to restore a fourth player. If a fourth player has not rejoined within three (3) minutes, the team forfeits the match. If a team drops to two (2) players or fewer, the team has one round, using a technical pause under Section 8.16, to restore the minimum required players before forfeiting.

Administrators may review ping, packet loss, routing issues, server logs and team reports when deciding whether a network issue affected fairness. Connection issues remain the sole responsibility of the affected player or team.

8.8 Ping and Connection Quality

Players must have a connection suitable for competitive play. A player whose connection materially affects the match may be required to leave, reconnect, change server or be replaced by an eligible substitute.

Unless a different limit is listed on the competition page, players should have no more than one hundred and fifty (150) milliseconds of ping to the server. If the majority of a team's players exceed this limit, the match may be rescheduled or the server changed upon contact with an Administrator. Once a match has started, the server will not be changed without Administrator direction.

Administrators reserve the right to eject a player from the server or overturn a match result if a player's connection has a serious impact on the game. It is each player's sole responsibility to ensure their connection is acceptable; network congestion is not an acceptable reason for warping or lagging. A player who is not eligible under the region rules in Section 3.9 and uses a connection method, such as a VPN, to disguise their true location may be removed from the match or competition. This does not restrict an eligible player from using a connection method to improve or stabilise their ping to the server.

8.9 Server Settings

Default server settings are listed in Appendix A. Event-specific server settings may override Appendix A.

Teams must raise incorrect server settings before the match begins or as soon as the issue is discovered.

8.10 Warm-Up

Warm-up is used for players to connect, confirm readiness, check settings and prepare for the match. Teams should not delay warm-up without valid reason.

If warm-up expires and a team is not ready, the server, platform or Administrator may start the match, issue a forfeit or place the match into dispute.

8.11 Join Instructions

Players must follow the join instructions listed on the match page, notification, match chat or Administrator direction. Players are responsible for knowing how to connect to the server through the CS2 console if required.

8.12 Passwords and Connection Details

Server passwords, RCON details and private connection information must not be shared outside authorised team members, coaches and Administrators.

A player who leaks private server information may be sanctioned.

8.13 GOTV / CSTV

GOTV or CSTV access may be used for broadcasts, observers, demos and Administrator review. Unauthorised spectator access is prohibited.

Spectators must not communicate live match information to any team.

8.14 Server Demos

Where supported, official servers should record server demos. Server demos may be used for disputes, cheating reviews, content, highlights and integrity investigations.

8.15 POV Demos

Players may record POV demos for their own review. A competition page may require POV demos for all matches, finals or prize matches.

An Administrator may request a POV demo where needed for a dispute or integrity investigation. Failure to provide a requested demo may result in penalties if the player was required to record or preserve it.

8.16 Technical Pauses

Technical pauses may be used for genuine technical issues such as crashes, disconnections, audio failure, server faults or hardware issues.

Unless a different limit is listed on the competition page, each team may take up to three (3) technical pauses per map, with a combined maximum of ten (10) minutes of paused time per map. An Administrator may grant additional or longer pauses for a genuine ongoing issue.

Misuse of technical pauses may result in warnings, round loss, map loss or other penalties.

8.17 Tactical Timeouts

Tactical timeouts are allowed where supported by the server and competition page. If no event-specific timeout rule is listed, the default is four tactical timeouts per team per map, subject to server configuration.

Teams must not use tactical timeouts to delay, harass opponents or manipulate the match schedule.

8.18 Restore From Backup

Where server technology supports round backups, an Administrator may restore the match to an earlier round state if a server fault, crash or serious issue affected the match.

The restored state chosen by the Administrator is final unless appealed under Section 18.

8.19 Equipment and Peripheral Rules

For online play, players are responsible for their own equipment and peripherals. For LAN or supervised events, Invid.au may inspect, restrict or approve peripherals.

Unauthorised hardware, input devices, storage devices or equipment that provides an unfair advantage are prohibited.

8.20 Client Settings

Players may use legal in-game settings, binds and configs unless restricted by the competition page or game publisher rules.

Settings, configs or launch options that provide an unfair advantage, automate gameplay, alter protected game files or bypass intended game behaviour are prohibited.

9. Anti-Cheat, Exploits and Forbidden In-Game Actions

9.1 Anti-Cheat Policy

Invid.au has zero tolerance for cheating. A player who cheats, assists cheating, conceals cheating or benefits from cheating may be suspended, disqualified and banned.

Invid.au may use platform checks, Steam account checks, server logs, demos, reports, Administrator review and third-party information to investigate cheating.

Cheats and hacking include any unauthorised manipulation of server configurations, server variables, client configurations, client variables, models, skins, entities, textures, weapons, sounds or anything else that subverts these rules. This includes, but is not limited to, wall hacks, aim bots or auto-aimers, speed hacks, ESP or any other third-party program that alters the game in a way not intended by the developer.

Where a suspected cheating incident cannot reasonably be explained as a legitimate in-game event based on the available evidence, the player involved may be removed, suspended or banned.

9.2 VAC and Game Bans

A player with a Counter-Strike VAC ban or Counter-Strike game ban on any account may be ineligible to compete. Players must disclose any relevant ban history if requested.

Administrators may deny entry, remove a player, overturn results, disqualify a team or withhold prizes where a relevant ban creates an integrity concern.

9.3 Third-Party Bans

Bans or integrity findings from other reputable competitive platforms may be considered by Invid.au. A third-party ban does not automatically create an Invid.au ban, but it may trigger review, restriction or disqualification.

9.4 Cheats, Hacks and Scripts

Cheats, hacks, aim assistance, wallhacks, ESP, trigger tools, recoil tools, automated movement tools and similar unfair assistance are prohibited.

External scripts that automate gameplay or provide an unfair advantage are prohibited.

9.5 External Software

Software that modifies, reads, injects into, overlays or manipulates Counter-Strike 2 in a way not permitted by the game publisher or competition page is prohibited.

Administrators may require a player to close software, provide evidence or stop competing if the software creates an integrity concern.

9.6 Game File Modification

Players must not modify game files, textures, sounds, models, materials or protected content in a way that creates an unfair advantage or breaks the intended competitive environment.

9.7 Skins, Models and Sound Files

Only legitimate in-game items and publisher-supported customisation may be used. Custom models, modified sounds, visibility-altering skins or other unauthorised changes are prohibited.

9.8 Configs and Launch Options

Legal configs and launch options are allowed. A config or launch option becomes prohibited if it automates gameplay, exploits a bug, bypasses restrictions or provides an unfair advantage.

9.9 Macros and Automation

Macros that perform multiple game actions from a single input, automate recoil, automate movement, automate grenade throws or reduce required player skill are prohibited unless explicitly allowed by the competition page.

9.10 Bug Abuse

Players must not intentionally use bugs that change the intended competitive principles of the game. Teams must report significant bugs to an Administrator if discovered during a match.

9.11 Map Exploits

Map exploits are prohibited. This includes movement, visibility, collision, clipping or positional bugs that allow players to access unintended areas or gain unintended information.

9.12 Illegal Boosts

Boosting is allowed where it uses intended map geometry and does not exploit clipping, invisible ledges, broken visibility, pixel positions or unintended map behaviour.

A boost that makes textures, walls, ceilings or floors transparent or penetrable is prohibited.

9.13 Illegal Bomb Plants

Bomb plants that make the bomb impossible to defuse through intended gameplay are prohibited. A plant may be reviewed by an Administrator based on demo evidence, server logs and the specific map geometry.

9.14 Illegal Defuses

Defusing through solid objects, map geometry or unintended locations may be prohibited if the defuse cannot reasonably be contested or viewed through intended gameplay.

9.15 Stream Sniping

Stream sniping is prohibited. Players, coaches and team representatives must not watch live or insufficiently delayed broadcasts, spectator feeds, screen shares or streams for competitive information during a match.

This rule applies to live broadcasts only and does not apply to recordings or clips uploaded after the match has concluded. Any player or team representative live streaming their own gameplay during an official Invid.au match must apply a broadcast delay of at least three (3) minutes. An Administrator who becomes aware of an insufficient delay will first direct the streamer to correct or stop the stream; continued or repeated failure to apply a sufficient delay may result in round loss, map loss or a sanction under Section 17.

9.16 Ghosting

Ghosting is the sharing of live or hidden match information with a team or player. Ghosting is prohibited whether the information comes from a spectator, coach, stream, voice channel, screen share or eliminated player.

9.17 Spectator Abuse

Unauthorised spectator access is prohibited. A spectator must not provide live information, tactical advice or communication to a team during a match.

9.18 Evidence Requests

Administrators may request demos, screenshots, clips, server logs, account details, chat records or other evidence relevant to an investigation.

Evidence requests must be answered honestly and within the timeframe set by the Administrator.

9.19 Failure to Cooperate

Failure to cooperate with an anti-cheat, exploit or integrity investigation may result in penalties, including match overturn, suspension, disqualification and prize withholding.

9.20 Denial of Service and Network Attacks

Denial of service attacks, distributed denial of service (DDoS) attacks, IP harvesting and any other deliberate interference with the connection of a player, team, server or the Invid.au platform are strictly prohibited.

Invid.au treats these attacks as among the most serious breaches of this rulebook. A match will not be overturned on the basis of an alleged attack unless the claim is supported, at a minimum, by server logs together with connection or internet service provider (ISP) evidence from the affected player. Sanctions are applied at Administrator discretion, having regard to the evidence available and the severity of the disruption, and may extend to match overturn, disqualification, permanent platform bans and referral to relevant authorities under Section 14.14.

10. Competition Formats

10.1 Supported Competition Types

Format	Default description
Open Ladder	Challenge-based competition where teams can enter and challenge under ladder rules.
Challenge Ladder	A ladder where teams gain or lose position through direct challenges.
Seasonal League	Scheduled or round-based competition across a season.
Single Elimination	A bracket where one match loss eliminates a team.
Double Elimination	A bracket where teams usually need two match losses to be eliminated.
Swiss	A staged event where teams face opponents with similar records.
Round Robin	A group format where teams play all or selected opponents.
Finals and Playoffs	A concluding bracket or stage to determine final placements.

10.2 Open Ladders

Open ladders are designed for ongoing competition and may allow teams to join during a season. Ladder-specific rules determine challenges, positions, cooldowns and match timing.

10.3 Challenge Ladders

Challenge ladders use direct team challenges to determine movement. The ladder page must state the challenge limits, defender obligations, response windows and movement rules.

10.4 Seasonal Leagues

Seasonal leagues use a defined schedule, round structure or match window. Teams must complete matches by the deadlines listed on the competition page.

10.5 Single Elimination Tournaments

In single elimination tournaments, a team is eliminated after one match loss unless the competition page provides a lower bracket, placement match or special rule.

10.6 Double Elimination Tournaments

Double elimination tournaments generally use an upper bracket and lower bracket. Grand final rules, bracket reset rules and map advantages must be listed on the competition page where applicable.

10.7 Swiss Tournaments

Swiss tournaments pair teams based on match record and seeding rules. Advancement, elimination, tiebreakers and rematch restrictions must be listed on the competition page.

10.8 Round Robin Groups

Round robin groups require teams to play group matches under the schedule and tiebreaker rules listed on the competition page.

10.9 Finals and Playoffs

Finals and playoffs may use different match formats, roster locks, scheduling rules, broadcast rules, server rules or veto rules from earlier stages. The competition page controls those settings.

10.10 Invitational Events

Invid.au may run invitational events with direct invitations, qualification requirements or Administrator-selected entries. Invited teams must still meet eligibility and conduct requirements.

10.11 Community Events

Community events may use lighter rules where stated on the event page. Integrity, conduct, anti-cheat, account and dispute rules still apply unless Invid.au states otherwise.

10.12 Event-Specific Overrides

Any competition may publish event-specific overrides. Overrides should be read carefully before registration and before each match.

11. Results, Match Reporting and Standings

11.1 Result Submission

Results must be submitted through the Invid.au platform where required. Captains are responsible for checking that the result is accurate.

11.2 Automatic Results

Where server integration supports automatic results, the server result may be submitted directly to the platform. Teams must still raise errors promptly if the automatic result is incorrect.

11.3 Manual Results

Where manual result entry is required, captains must enter the correct map scores and match outcome. Screenshots, demos or server records may be required if the result is disputed.

11.4 Incorrect Results

An incorrect result must be raised in match chat or through an official support ticket as soon as practical. Administrators may correct incorrect results using match evidence.

11.5 Result Confirmation

A result may become final after platform confirmation, team confirmation, expiry of the dispute window or Administrator ruling.

11.6 Result Disputes

A result dispute must follow Section 12. A team disputing a result must provide clear evidence and explain the requested correction.

11.7 Match Forfeits in Standings

Forfeit scoring may vary by competition type. If no event-specific rule is listed, a forfeited map is recorded as a 13–0 map win for the non-forfeiting team. Where an entire series is forfeited, the series is recorded as a 2–0 win for the

non-forfeiting team in any best-of format, equating to 26–0 in rounds. Where these scores cannot sensibly be applied, the map or match is instead recorded as a win for the non-forfeiting team at Administrator discretion.

11.8 Disqualified Teams in Standings

If a team is disqualified, Administrators may leave prior results in place, overturn prior results, remove prior results or adjust standings where necessary for fairness.

11.9 Dead Teams or Withdrawn Teams

A team that stops playing may be marked withdrawn or inactive. Administrators may resolve remaining matches as forfeits or remove the team from standings depending on the competition format.

11.10 Points, Ranking and Tiebreakers

Points, ranking rules and tiebreakers are determined by the competition page. If a tiebreaker is not listed, Administrators may use map differential, round differential, head-to-head results, strength of schedule, replay or another fair method.

11.11 Ladder Movement

Ladder movement is determined by the ladder rules. Movement may be based on challenge outcome, ranking position, points, ELO, match record or Administrator ruling.

11.12 Bracket Progression

Bracket progression follows platform automation where available. Administrators may manually advance teams where automatic progression is blocked by a dispute, withdrawal, forfeit or platform issue.

12. Disputes, Evidence and Rulings

12.1 Dispute Purpose

The dispute process exists to resolve match issues fairly, preserve competitive integrity and maintain competition progression.

12.2 Match Disputes

A match dispute should be raised in match chat as soon as the issue is known. A team should not wait until after losing a match to raise an issue that could have been raised earlier.

12.3 Automatic Disputes

A match may be automatically placed into dispute when it passes the applicable timing limit for that competition type. For fixed scheduled matches, this is generally six hours after the scheduled match time unless the competition page states otherwise.

12.4 Dispute Timing by Competition Type

Competition type	Default dispute trigger
Fixed scheduled match	Generally six hours after the scheduled match time if unresolved.
Open Ladder challenge	Based on challenge deadline, accepted match time or defender response window.
Round-based competition	Based on round deadline or event-specific timing rule.
Finals or broadcast match	Based on Administrator direction and event schedule.
Integrity issue	As soon as possible. Serious new evidence may be reviewed after match completion.

12.5 Official Dispute Location

Disputes must be kept on the Invid.au match chat or through an official Invid.au support ticket. External dispute messages are not official unless accepted by an Administrator.

12.6 Required Evidence

- The match link.
- The team raising the issue.
- A clear description of the issue.
- The round, map and time of the incident where relevant.
- Screenshots, clips, demos, server logs or match chat references.
- The requested outcome.

12.7 Evidence Deadline

Unless a different deadline is set by an Administrator or listed on the competition page, evidence supporting a dispute, including demos, screenshots and clips, must be submitted within forty-eight (48) hours of the match concluding. Evidence submitted after this window may not be considered.

12.8 Valid Evidence

Valid evidence may include match chat messages, platform records, screenshots, video clips, server logs, server demos, POV demos, support ticket records and Administrator observations.

12.9 External Evidence

External evidence may be reviewed at Administrator discretion. It is not automatically valid and does not replace the requirement to keep official communication on Invid.au.

12.10 Dispute Behaviour

Participants must remain respectful during disputes. Abuse, spam, threats, harassment or attempts to pressure Administrators may result in penalties.

12.11 Administrator Review Process

Administrators may review the match page, match chat, server details, platform records, demos, logs, screenshots, clips, rosters, challenge history and support tickets before making a ruling.

12.12 Possible Dispute Outcomes

- Confirming the result.
- Correcting the result.
- Rescheduling the match.
- Replaying a round, map or match.
- Awarding a forfeit win.
- Cancelling the match.
- Issuing a warning or penalty.
- Disqualifying a player or team.
- Taking another action required for fairness.

12.13 False or Malicious Disputes

False, malicious or bad-faith disputes may result in sanctions. This includes fabricating evidence, withholding important information, raising frivolous claims or using the dispute process to delay competition.

12.14 Finality of Rulings

A ruling is final unless appealed under Section 18 or reopened by Invid.au due to new evidence, integrity concerns or procedural error.

13. Player and Team Conduct

13.1 Sportsmanship

Participants must compete honestly, respect opponents, follow the rules and uphold the competitive standards of Invid.au.

13.2 Professional Behaviour

Participants must behave professionally before, during and after matches. This includes match chat, voice communication, forums, social media, streams and support tickets.

13.3 Administrator Instructions

Participants must follow reasonable Administrator instructions. Refusing to follow instructions may result in penalties.

13.4 Harassment and Abuse

Harassment, abuse, targeted intimidation, sexual harassment, repeated unwanted contact and personal attacks are prohibited.

13.5 Hate Speech and Discrimination

Hate speech and discriminatory conduct are prohibited. This includes conduct targeting race, ethnicity, nationality, religion, gender, sexuality, disability or other protected attributes.

13.6 Threats and Intimidation

Threats, coercion, intimidation and attempts to pressure players, teams, spectators or Administrators are prohibited.

13.7 Doxxing

Doxxing, sharing private information without consent or threatening to expose private information is prohibited.

13.8 Griefing and Trolling

Griefing, trolling, intentional disruption, spam and behaviour designed to ruin the match experience are prohibited.

13.9 Chat Conduct

Match chat on the Invid.au platform and in-game all chat (or the equivalent global chat) must be used constructively. Abuse, spam, harassment, false claims and irrelevant arguments may be moderated or penalised.

In-game all chat may be used while alive or dead during a live match for constructive purposes, such as communicating with an Administrator or the opposing team about a match issue. Misuse of all chat is not permitted. Team chat may be used at any time for any reason.

Consistently breaking this rule may result in a sanction under Section 17, up to and including a match ban.

13.10 Voice Communication Conduct

Voice communication must not be used to abuse, threaten, harass, ghost or disrupt opponents, teammates, observers or staff.

13.11 Public Conduct

Participants must not damage competition integrity through public behaviour. Public accusations, harassment campaigns, leaks, threats and incitement may be sanctioned even if they occur outside the match server.

13.12 Social Media Conduct

Social media posts by participants must not incite harassment, reveal confidential information, threaten others or make unsupported allegations that damage the competition.

13.13 Public Accusations

Participants should report cheating, match-fixing and serious misconduct through official Invid.au channels. Public accusations without evidence may result in penalties.

13.14 Confidential Information

Participants must not leak private match information, server passwords, support tickets, Administrator communications, private disputes or confidential integrity matters.

13.15 Conduct Before, During and After Matches

Conduct rules apply before, during and after matches. Post-match abuse, retaliation or harassment may still be sanctioned.

14. Competitive Integrity, Betting and Match-Fixing

14.1 Integrity Policy Purpose

This section protects Invid.au competitions from corruption, manipulation, betting-related misconduct and conduct that undermines genuine competition.

14.2 Covered Participants

This section applies to players, substitutes, coaches, team representatives, organisation staff, broadcasters, observers, production staff, Administrators and any person with access to non-public competition information.

14.3 Match-Fixing

Participants must not fix, attempt to fix or manipulate a match, map, round, score, in-game event, bracket outcome, ladder movement or competition result.

14.4 Betting on Invid.au Events

Participants must not bet on any Invid.au event in which they participate, influence, officiate, broadcast or hold non-public information.

Participants must not encourage others to bet using inside information.

14.5 Inside Information

Inside information includes non-public strategies, roster changes, player illness, technical issues, server issues, disputes, schedule changes and any information that could affect betting markets or competitive expectations.

14.6 Bribery and Inducements

Participants must not offer, request, accept or facilitate bribes, gifts, payments, favours or inducements connected to match outcomes, in-game events or competitive decisions.

14.7 Best Competitive Effort

Players and teams must make a genuine competitive effort in every official match. Intentionally underperforming, throwing rounds or manipulating standings is prohibited.

14.8 Conflicts of Interest

Participants must disclose conflicts of interest that could affect a match or competition. This includes shared ownership, shared management, financial interest, personal relationships or control over multiple competing teams.

14.9 Suspicious Approaches

Any approach to influence a match, obtain confidential information, manipulate a result, threaten a participant or interfere with competition integrity must be reported immediately through Invid.au contact channels.

14.10 Reporting Obligations

A participant who becomes aware of cheating, match-fixing, betting misconduct, bribery or serious integrity risk must report it to Invid.au as soon as possible.

Failure to report may itself be treated as a breach.

14.11 Cooperation With Investigations

Participants must cooperate with integrity investigations. This may include providing evidence, communications, logs, demos, screenshots and honest explanations.

14.12 Integrity Officer

Invid.au may appoint an Integrity Officer or senior Administrator to receive reports, maintain incident records, review evidence, liaise with relevant parties and recommend sanctions.

14.13 Anonymous Reports

Anonymous reports may be accepted through official Invid.au contact channels. Anonymous reports should include as much detail and evidence as possible.

14.14 Referral to Authorities

Invid.au may refer serious integrity, safety, harassment, doxxing, fraud, threats or criminal matters to relevant authorities where appropriate.

15. Broadcast, Media and Content Rights

15.1 Official Broadcasts

Invid.au may broadcast, record, spectate, review and promote official matches. Broadcast requirements may be listed on the competition page.

15.2 Community Streams

Community streams are allowed only where permitted by the competition page or approved by an Administrator. Streamers must follow delay, spectator and conduct requirements.

15.3 Stream Delay

A stream delay may be required to reduce stream sniping risk. The required delay may vary by event and must be followed where listed.

15.4 GOTV / CSTV Access

GOTV or CSTV access may be restricted to authorised observers, casters, Administrators and approved production staff.

15.5 Casters and Observers

Casters and observers must remain neutral, protect match integrity and avoid sharing live information with teams.

15.6 Match Recording

Matches may be recorded for integrity review, dispute resolution, broadcast, highlights, social media, archival use and platform promotion.

15.7 Player Likeness

By participating in an Invid.au competition, participants allow Invid.au to use their in-game alias, profile image, team name, team logo, match footage, voice during broadcasts and gameplay clips for competition coverage and promotion, subject to applicable law and platform policy.

15.8 Team Logos and Branding

Teams are responsible for ensuring they have rights to use the logos, names and branding submitted to Invid.au. Invid.au may remove branding that is offensive, misleading or infringing.

15.9 Media Conduct

Participants must not use media appearances to harass others, leak confidential information, make unsupported accusations or undermine the competition.

15.10 Content Removal or Takedown

Invid.au may remove or request removal of content that breaches this rulebook, harms player safety, reveals confidential information or damages competitive integrity.

16. Prizing, Payments and Refunds

16.1 Prize Eligibility

Prize eligibility is subject to the competition page, account standing, roster eligibility, conduct rules, integrity rules and payment verification requirements.

16.2 Prize Distribution

Prize distribution methods and timing will be listed on the competition page or communicated by Invid.au. Players and teams must provide accurate payment information when requested.

16.3 Prize Recipient and Team Prize Splits

Team prize money is paid in full to the team captain. The receiving captain must be at least eighteen (18) years of age and must have played for that team in the competition being paid.

Where a team has more than one assigned captain, the playing captain takes precedence. Where more than one eligible captain played, the team must nominate in writing which captain is to receive payment before the prize is processed.

Where no eligible recipient can be identified, including where no captain who played for the team is at least eighteen (18) years of age, the prize is forfeited under Section 16.6.

Unless Invid.au states otherwise, the division of prize money between team members after payment is the responsibility of the team. Invid.au is not a party to any internal prize split arrangement and will not arbitrate a dispute about one.

16.4 Player Payment Details

Players must provide accurate payment details and any required verification information. Invid.au may delay payment where information is incomplete, suspicious or legally insufficient.

16.5 Withholding Prizes

Invid.au may withhold prizes during disputes, cheating reviews, integrity investigations, eligibility checks or payment verification.

16.6 Prize Forfeiture

A player or team may forfeit prizes due to cheating, match-fixing, smurfing, account sharing, use of ineligible players, serious conduct breaches, disqualification, the absence of an eligible prize recipient under Section 16.3, or other serious rule breaches.

16.7 Disqualification and Prizes

A disqualified team is not entitled to prizes unless Invid.au expressly rules otherwise. Prize redistribution after disqualification is at Invid.au discretion.

16.8 Paid Event Entry

Paid event entry requirements, prices, deadlines and payment methods must be listed on the competition page. Failure to pay by the deadline may result in removal.

16.9 Refunds Before Event Start

Refund eligibility before an event starts is determined by the competition page. Where no rule is listed, Invid.au may assess refund requests based on timing, costs incurred and fairness to other teams.

16.10 Refunds After Event Start

Refunds after an event starts are not guaranteed. Disqualification, withdrawal, no-show, ban or team failure to participate will generally not entitle a team to a refund.

16.11 Taxes and Legal Requirements

Players and teams are responsible for their own tax obligations, payment account obligations and legal compliance in relation to prizes.

17. Sanctions and Penalties

17.1 Sanction Principles

Sanctions should be proportionate, consistent, transparent where appropriate and strong enough to deter misconduct. Invid.au may consider intent, severity, impact, prior history, cooperation and evidence.

17.2 Available Sanctions

Sanction	Description
Warning	Formal notice that conduct breached or may breach the rules.
Round Loss	A round is awarded against the offending team.
Map Loss	A map is awarded against the offending team.
Match Forfeit	The match is awarded to the opposing team.
Points Deduction	Competition points or ladder value are reduced.
Prize Forfeiture	A prize is withheld, reduced or removed.
Temporary Suspension	A player or team is suspended for a defined period.
Event Ban	A player or team is removed from one or more events.
Platform Ban	A player is restricted from using Invid.au competition features.
Permanent Ban	A long-term or lifetime ban for critical misconduct.

17.3 Warning

A warning may be used for low-level misconduct, first offences, unclear breaches or behaviour that must stop immediately.

17.4 Round Loss

A round loss may be used for in-game breaches such as minor exploit use, pause abuse or conduct that affects a specific round.

17.5 Map Loss

A map loss may be used where a breach materially affects a map, prevents fair continuation or follows repeated lesser penalties.

17.6 Match Forfeit

A match forfeit may be used for no-shows, ineligible players, refusal to play, serious rule breaches, team abandonment or unresolved match issues caused by one team.

17.7 Prize Forfeiture

Prize forfeiture may apply to cheating, match-fixing, ineligible players, disqualification, serious misconduct or failure to meet prize requirements.

17.8 Temporary Suspension

Temporary suspensions may apply to repeated misconduct, serious abuse, exploit use, smurfing, ban evasion attempts or investigation outcomes.

17.9 Event Ban

An event ban prevents a player or team from participating in one event, a season, a ladder or a series of related competitions.

17.10 Platform Ban

A platform ban restricts access to Invid.au competition features and may include account restrictions.

17.11 Permanent Ban

A permanent ban may apply to cheating, match-fixing, bribery, severe harassment, threats, doxxing, DDoS activity, repeated ban evasion or other critical misconduct.

17.12 Minor Breaches

Minor breaches include low-level unsportsmanlike conduct, minor match chat misuse, late readiness, minor naming issues, first-time procedural errors and low-impact rule mistakes.

17.13 Serious Breaches

Serious breaches include repeated abuse, ineligible players, deliberate delay, exploit use, ghosting, stream sniping, false disputes, refusal to follow Administrator instructions and serious public misconduct.

17.14 Critical Breaches

Critical breaches include cheating, match-fixing, bribery, ban evasion, doxxing, threats, DDoS activity, corruption, severe harassment and repeated serious offences.

17.15 Repeat Offences

Repeat offences may attract stronger sanctions than a first offence. Prior behaviour on Invid.au and relevant external competition history may be considered.

17.16 Team-Wide Penalties

A team may receive a team-wide penalty where multiple players are involved, the captain knew or should have known, the breach affected the team's result or the team benefited from the breach.

17.17 Administrator Discretion on Penalties

Administrators may combine sanctions, reduce sanctions, escalate sanctions or apply alternative sanctions where required for fairness, integrity or safety.

18. Appeals

18.1 Right to Appeal

A player or team may appeal a ruling where the appeal is permitted by this rulebook, the competition page or Administrator direction.

18.2 Appeal Window

Unless the competition page states otherwise, appeals must be lodged within 72 hours of the ruling being issued.

18.3 Appeal Requirements

- The ruling being appealed.
- The match, event or account involved.
- The reason the ruling is claimed to be incorrect.
- Any new evidence.
- The requested outcome.

18.4 New Evidence

An appeal should include new evidence or a clear explanation of why the original ruling was incorrect. Repeating the same argument without new information may be rejected.

18.5 Appeal Review

Appeals may be reviewed by a senior Administrator, separate review panel or person not directly involved in the original ruling where practical.

18.6 Independent or Senior Administrator Review

Serious penalties, integrity bans and permanent bans should be reviewed by a senior Administrator or independent reviewer where practical.

18.7 Appeal Outcomes

- The original ruling is upheld.
- The ruling is reduced.
- The ruling is increased.
- The ruling is overturned.
- The matter is sent back for further review.
- A new remedy is issued.

18.8 Final Decision

An appeal decision is final unless Invid.au reopens the matter due to new evidence, procedural error or serious integrity concerns.

19. Appendix A: Default CS2 Server Settings

19.1 Regulation Settings

Setting	Default value	Purpose
Format	MR12	Twelve rounds per half.
Maximum regulation rounds	24	Maximum regulation length.
Starting money	$800	Standard competitive economy start.
Freezetime	15 seconds	Time to buy and prepare each round.

C4 timer	40 seconds	Default bomb timer unless event-specific settings apply.
Team size	5v5	Default competitive team size.

19.2 Overtime Settings

Setting	Default value	Purpose
Overtime format	MR3	Three rounds per side.
Overtime starting money	$10,000	Default competitive overtime economy.
Overtime win condition	First to 4 in the overtime period	Determines map winner.
Repeat overtime	Enabled	Additional overtime periods until a winner is determined.

19.3 Pause Settings

Pause type	Default	Notes
Tactical timeout	Four per team per map	Subject to server support.
Technical pause	Genuine technical issues only	May require explanation in match chat.
Pause abuse	Prohibited	May result in round, map or match penalty.

19.4 GOTV / CSTV Settings

GOTV or CSTV settings may vary by server provider and event requirements. Official broadcast matches may use separate observer settings, stream delay and recording rules.

19.5 Logging and Demo Settings

Official servers should record logs and server demos where supported. Server logs and demos may be used for automatic results, disputes and integrity investigations.

19.6 Approved Server Configs

The competition page may list an approved server config. If a team-provided or alternative server is used, both teams should confirm in match chat that the server settings are suitable before the match begins.

19.7 Match Plugin and Server Software

Official Invid.au servers run a customised in-house version of the MatchZy match plugin for Counter-Strike 2. The plugin manages match start and readiness, knife rounds, pauses, round backups, demo recording and automatic result reporting to the Invid.au platform.

Players and teams must not modify, bypass, spam or otherwise interfere with plugin commands. Deliberate misuse of plugin commands, including unauthorised use of restore, pause or force-start commands, may be treated as a breach under Section 9 or Section 13.

Where an alternative server is approved under Section 8.2, it should run a comparable plugin and configuration. If it does not, both captains must confirm the differences in match chat before the match begins.

20. Appendix B: Default Map Veto Examples

20.1 Best-of-One Example

Example: Team A removes two maps, Team B removes three maps, Team A removes one map and the remaining map is played. Team B chooses the starting side unless the competition page states otherwise.

20.2 Best-of-Three Example

Example: Team A removes one map, Team B removes one map, Team A picks map one, Team B picks map two, Team B removes one map, Team A removes one map and the remaining map is map three if required.

20.3 Best-of-Five Example

Best-of-five vetoes must be listed on the competition page. A common approach is to remove two maps and play the remaining five, but Invid.au should publish the exact process for each event.

20.4 Failed Veto Example

If a captain misses the veto timer, the platform or Administrator may apply an automatic ban or pick. The captain remains responsible for the missed veto.

20.5 Incorrect Map Example

If the wrong map loads and both teams play several rounds without raising the issue, an Administrator may allow the result to stand. If the issue is raised immediately, the map may be restarted on the correct map.

21. Appendix C: Evidence Examples

21.1 Match Chat Evidence

Match chat evidence is the strongest form of communication evidence because it is attached to the official match page.

21.2 Screenshot Evidence

Screenshot evidence should show the relevant content, time, server, scoreboard, console or match page. Screenshots may be rejected if cropped, unclear or inconsistent.

21.3 Video Evidence

Video evidence should include the relevant incident and enough surrounding context for review. Short clips may be useful, but full demos may be requested.

21.4 Demo Evidence

Demo evidence should include map, round number, approximate time and player names. Demos may be used for cheating, exploit, ghosting and result reviews.

21.5 Server Log Evidence

Server logs may show connections, disconnections, round outcomes, server faults and other technical records.

21.6 Support Ticket Evidence

Support ticket evidence is official when submitted through the Invid.au contact pathway. Sensitive evidence should be sent by ticket where public match chat is not suitable.

21.7 Invalid Evidence Examples

- Unclear screenshots with missing context.
- Edited clips that remove important surrounding events.
- External chat logs that were not recorded on Invid.au and cannot be verified.

- Claims without screenshots, clips, demos, logs or platform records.
- Evidence submitted after avoidable delay where the issue should have been raised earlier.

22. Appendix D: Open Ladder Challenge Rules

22.1 Challenge Eligibility

Only eligible teams may issue or accept Open Ladder challenges. Eligibility is determined by ladder registration, roster rules, account standing and any ladder-specific requirements.

22.2 Challenge Limits

A ladder may limit the number of active challenges a team can issue or receive. Challenge limits must be listed on the ladder page.

22.3 Challenge Deadlines

Challenge deadlines determine when a challenge must be accepted, scheduled or completed. If a deadline passes without valid action, Administrators may expire the challenge or issue a forfeit.

22.4 Defender Obligations

A defending team must respond to valid challenges within the response window and make a genuine effort to schedule the match.

22.5 Required Offered Times

A ladder may require teams to offer a minimum number of reasonable match times. Offered times should be practical, fair and within the challenge window.

22.6 Accepted Challenge Times

An accepted challenge time must be recorded on the Invid.au match page, accepted through platform tools or agreed clearly in match chat.

22.7 Ignored Challenges

A team that ignores a valid challenge may lose the match, lose ladder position or receive another penalty listed on the ladder page.

22.8 Declined Challenges

A declined challenge may be treated according to the ladder rules. A team should not decline valid challenges in bad faith to protect ladder position.

22.9 Challenge Forfeits

Challenge forfeits may apply where a team ignores, refuses, delays or fails to attend a valid challenge under the ladder rules.

22.10 Successful Defences

A successful defence may protect a defending team's ladder position and trigger a cooldown if the ladder rules provide one.

22.11 Ladder Cooldowns

A ladder cooldown may prevent a team from being challenged for a set period after a completed match, successful defence or newly accepted challenge.

22.12 Ladder Movement

Ladder movement after a challenge is determined by the ladder page. Movement may include position swaps, points changes, rating changes or Administrator ruling.

23. Appendix E: Version History

23.1 Version Index

Version	Date	Status
v0.1 – v0.4	2026	Internal working drafts. Circulated for administrator review; not published.
v1.0	5 August 2026	Live. First published rulebook, effective for all Invid.au CS2 competitions.
v1.1	5 August 2026	Live. Prize recipient rules clarified in 16.3.

23.2 Changes in Versions 1.0 and 1.1

- Applied Invid.au brand standards throughout: Causten and Saira Condensed typefaces, brand red, deep black-green and plum heading hierarchy, beige table rules and branded cover page.
- Added running page numbers, proper heading structure for navigation, and Australian English language settings.
- Corrected section numbering: closed the gaps at 5.11 and 7.15 and updated affected cross-references.
- Added 1.8 Privacy and Personal Information, referencing the Privacy Act 1988 (Cth) and the Australian Privacy Principles.
- Added 1.9 Governing Law and Interpretation (Victoria, severability, headings for convenience).
- Defined official time as Melbourne local time (AEST or AEDT) in 1.7 and 7.1.
- Set a minimum player age of fifteen (15) in 3.10, with mandatory guardian consent and PayPal KYC verification for prize payments.
- Required coach approval by support ticket at least forty-eight (48) hours before a match (4.9 and 5.12).
- Increased the minimum broadcast delay to three (3) minutes (9.15).
- Added 9.20 Denial of Service and Network Attacks, with a minimum evidence standard of server logs plus connection or ISP evidence.
- Set default forfeit scoring at 13–0 per map and 2–0 (26–0 in rounds) for a forfeited series (11.7).
- Moved the forty-eight (48) hour evidence deadline into 12.7 and removed the duplicate automatic dispute trigger previously at 7.15.
- Added 19.7 Match Plugin and Server Software covering the Invid.au MatchZy build.
- Removed the internal pre-publication review checklist.
- Version 1.1: rewrote 16.3 so team prize money is paid in full to an eligible captain aged eighteen (18) or over who played for the team, with forfeiture where no eligible recipient exists.

23.3 Rule Change Process

Rule changes are made under Section 1.6. Each published revision is recorded in the version index above, and the version in force for a given event is the version listed on that event's competition page.