



OFFICIAL RULEBOOK

Version 1.0 | 15 September 2026



Organized by Malaya Esports Club

One Nation. One Mission. One Champion.

DOCUMENT CONTROL

Event	OPS69 : Merdeka Edition
Game	Counter-Strike 2
Organizer	Malaya Esports Club (MEC)
Date	19 September 2026
Start Time	9:00 AM (Malaysia Time, UTC+8)
Platform	FACEIT
Server Region	Singapore
Teams	32 Malaysian teams
Entry Fee	Free
Format	Double Elimination; Bo1 matches; Semifinals & Grand Final Bo3
Prize Pool	RM3,000 (1st RM1,500 / 2nd RM1,000 / 3rd RM500)
Rulebook Version	1.0 - 15 September 2026

TABLE OF CONTENTS

1. Tournament Overview
2. Tournament Format
3. Eligibility & Registration
4. Team Rosters & Substitutions
5. Match Operations & Check-In
6. Server, Connection & Technical Rules
7. Map Pool & Veto Process
8. Match Rules & Pauses
9. Player Conduct & Integrity
10. Penalties & Forfeits
11. Prize Pool & Distribution
12. Broadcast & Media
13. Administration & Final Authority

1. TOURNAMENT OVERVIEW

OPS69 : Merdeka Edition (the “Tournament”) is a Malaysian Counter-Strike 2 community tournament organized by Malaya Esports Club. This Rulebook governs all registered teams, players and official matches of the Tournament.

Tournament Date	19 September 2026
Start	9:00 AM MYT
Region	Malaysia only
Platform	FACEIT
Game Server	Singapore
Maximum Teams	32
Bracket	Double Elimination
Match Series	Bo1 unless otherwise specified; Semifinals & Grand Final Bo3
Registration	Free

1.1 Acceptance of Rules

By registering, checking in, joining the tournament hub/bracket, or participating in an official match, a team and its players are deemed to have accepted this Rulebook and any reasonable tournament instructions issued by the Tournament Organizer (“TO”).

1.2 Rule Updates

The TO may publish corrections or operational updates before or during the event when required to preserve competitive integrity, scheduling, server stability or fair play. Material changes will be communicated through the official tournament communication channel.

2. TOURNAMENT FORMAT

2.1 Bracket

- 32-team Double Elimination bracket.
- A team is eliminated after receiving its second match loss.
- Initial bracket matches are Best-of-One (Bo1), unless the published bracket states otherwise.
- Semifinals and the Grand Final are Best-of-Three (Bo3), according to the official bracket.

2.2 Seeding

Seeding and bracket placement are determined by the TO using available competitive information and/or tournament platform seeding. The TO may adjust seeding to resolve duplicate entries, invalid registrations or bracket integrity issues before play begins.

2.3 Schedule

The published FACEIT bracket and official administrator announcements are the authoritative match schedule. Teams must remain available for consecutive rounds and should not assume a fixed break between matches unless confirmed by an administrator.

3. ELIGIBILITY & REGISTRATION

3.1 Malaysian Participation

- The Tournament is restricted to Malaysian teams/players as specified in the registration requirements.
- Players may be asked to provide reasonable proof of identity or eligibility when required by the TO.

- Using an ineligible or falsely represented player may result in match forfeit or team disqualification.

3.2 Accounts

- Each player must use their own Steam and FACEIT account.
- Account sharing, impersonation, smurfing for competitive advantage, or use of another player's account is prohibited.
- All required FACEIT Anti-Cheat measures must be active when required by the platform or tournament configuration.

3.3 Registration Information

Team names, player nicknames and roster information must match the official registration submission. The TO may require changes to names or branding that are misleading, abusive, discriminatory, infringing, or unsuitable for broadcast.

4. TEAM ROSTERS & SUBSTITUTIONS

4.1 Active Lineup

- An official match is played 5 versus 5.
- Teams must field registered players from their approved tournament roster.
- A team may not add an unregistered player after the roster lock without TO approval.

4.2 Substitutions

Substitutions are permitted only if the substitute was included in the approved registration/roster or is specifically approved by the TO. Substitutions must be declared before the affected map begins. A player who is serving an active penalty or is otherwise ineligible may not be used as a substitute.

4.3 Roster Lock

The roster used at tournament check-in is considered locked for the event unless the TO grants an exception for a genuine emergency. Competitive convenience alone is not grounds for an emergency roster change.

5. MATCH OPERATIONS & CHECK-IN

5.1 Check-In

- Teams must complete FACEIT/tournament check-in within the period announced by the TO.
- All five players should be ready before the scheduled match time and remain contactable through the official communication channel.
- Failure to check in or respond to administrators may result in removal from the bracket or a match forfeit.

5.2 Match Readiness

- Players are responsible for having Counter-Strike 2 updated, FACEIT accessible, and their connection/hardware ready before match time.
- Teams should join the match room promptly once it becomes available.
- Administrators may start, delay, reschedule, or re-host a match when operationally necessary.

5.3 Late Arrival / No-Show

A team that is not ready at the scheduled time may receive an administrator warning and a reasonable final readiness deadline. Continued delay may result in a map or match forfeit. The TO has discretion to consider platform outages or documented emergencies.

5.4 Result Reporting

FACEIT match-room results are normally authoritative. If a result is incorrect or a match is interrupted, teams must notify an administrator immediately and must not intentionally queue or proceed in a way that makes the issue harder to resolve.

6. SERVER, CONNECTION & TECHNICAL RULES

6.1 Server Region

- Official server region: Singapore.
- The tournament platform/TO selects the official server and match configuration.
- A team may request administrative review if there is a clear platform-side server fault affecting competitive integrity. High personal ping alone does not automatically require a server change.

6.2 Disconnects

Players must attempt to reconnect immediately after an unexpected disconnect. The team should request a technical pause through the allowed method as soon as possible. Administrators may order a restart or restoration only where supported by the platform and where competitive fairness can reasonably be preserved.

6.3 Technical Responsibility

- Players are responsible for their own PC, peripherals, internet connection, game installation and account access.
- Routine local hardware or internet problems do not guarantee a match restart or reschedule.
- Deliberate disconnection, anti-cheat tampering or manipulation of technical issues is prohibited.

7. MAP POOL & VETO PROCESS

7.1 Map Pool

The Tournament will use the active Counter-Strike 2 / FACEIT competitive map pool configured for the event. If Valve or FACEIT changes the available map pool before the Tournament, the TO may update the pool and announce the change before affected matches.

7.2 Best-of-One (Bo1) Veto

1. Higher-seeded team chooses whether to act as Team A or Team B, unless FACEIT automatically determines veto order.
2. Team A bans one map.
3. Team B bans one map.
4. Teams continue alternating bans until one map remains.
5. The remaining map is played. Starting side is determined by the platform procedure or knife round where enabled.

7.3 Best-of-Three (Bo3) Veto

6. Higher-seeded team chooses Team A or Team B, unless the platform determines veto order.
7. Team A bans one map; Team B bans one map.
8. Team A picks Map 1; Team B receives side choice where supported.
9. Team B picks Map 2; Team A receives side choice where supported.
10. Teams complete the remaining bans; the final unbanned map becomes Map 3.
11. Side choice for a decider may be determined by knife round or the platform configuration.

7.4 Veto Timing

Teams must complete vetoes within the FACEIT timer or administrator deadline. Failure to act may allow the platform or TO to auto-select on the team's behalf.

8. MATCH RULES & PAUSES

8.1 Game Version

Matches use the current Counter-Strike 2 version supported by FACEIT at event time. If a major update creates a serious technical or integrity problem, the TO may delay play or issue specific instructions.

8.2 Match Configuration

- Standard competitive Counter-Strike 2 rules and FACEIT tournament configuration apply.
- Overtime is played according to the configured FACEIT rules when a regulation map ends tied.
- Teams may use tactical pauses/timeouts only where enabled by the platform/game rules.

8.3 Technical Pauses

- Technical pauses are for genuine technical problems only.
- During a technical pause, players must not use the pause as an unauthorized tactical timeout.
- Administrators may ask for evidence or may resume play if the issue is not reasonably substantiated.

8.4 Spectators / Coaches

Only authorized players, administrators, observers, casters, broadcast staff and other persons expressly approved by the TO may access official match communications or spectator slots. Unauthorized coaching or external tactical assistance during live play is prohibited.

9. PLAYER CONDUCT & INTEGRITY

9.1 Sportsmanship

- Treat opponents, teammates, administrators, casters, partners and viewers with reasonable professional conduct.
- Threats, harassment, discriminatory abuse, deliberate disruption and repeated refusal to follow administrator instructions are prohibited.
- Competitive banter is not a defense for conduct that is abusive, discriminatory or materially disruptive.

9.2 Prohibited Conduct

- Cheating or use of unauthorized software, scripts, macros or hardware features.
- Wallhacks, aimbots, radar hacks, recoil scripts, automated movement or rapid-fire scripts.
- Account sharing, player impersonation or falsification of tournament evidence.
- Stream sniping or unauthorized access to opponent information.
- Match fixing, deliberate underperformance, collusion, bribery or predetermining a result.
- Deliberate exploitation of material game bugs or unintended map geometry after being instructed to stop.
- Anti-cheat tampering or attempts to bypass platform integrity systems.

9.3 Betting / Match Manipulation

Participants must not manipulate a match, map, round or score differential, exchange compensation for competitive conduct, coordinate wagering, or provide inside tournament information for wagering-related purposes.

10. PENALTIES & FORFEITS

The TO may apply one or more penalties depending on intent, severity, competitive impact, repetition, cooperation and whether the competitive result can fairly be restored.

- Informal instruction or administrative correction.
- Formal warning.
- Loss of veto or side-selection priority.
- Round forfeit.
- Map forfeit.
- Match forfeit.
- Player removal from the match or event.
- Team disqualification.
- Removal or correction of results.
- Prize withholding or forfeiture where justified.
- Suspension from future Malaya Esports Club events.

10.1 No-Show / Abandonment

A team that fails to field an eligible lineup, refuses to continue, intentionally leaves a live match without administrator approval, or is unavailable after a final administrator deadline may be given a match forfeit and removed from the bracket if necessary.

10.2 Evidence & Appeals

Teams should provide screenshots, clips, FACEIT match links or other relevant evidence when disputing an incident. Appeals must be made promptly to the TO. The TO may decline late appeals where the bracket has materially progressed or evidence is insufficient.

11. PRIZE POOL & DISTRIBUTION

Total Prize Pool	RM3,000
1st Place	RM1,500
2nd Place	RM1,000
3rd Place	RM500

11.1 Eligibility for Prizes

Prize recipients must remain eligible and in good standing under this Rulebook. A team may be required to provide accurate payment information or reasonable verification before payment can be processed.

11.2 Distribution

Prize distribution will be coordinated by the Organizer after final results are confirmed and any unresolved integrity or eligibility reviews are completed. The team captain is responsible for supplying correct payment details and distributing team winnings internally unless otherwise arranged with the Organizer.

12. BROADCAST & MEDIA

12.1 Official Broadcast

The TO may broadcast, record, observe and rebroadcast official matches. Players and teams may be asked to use approved names, logos or player images for tournament graphics and live coverage.

12.2 Stream Delay / Stream Sniping

Players must not use live broadcasts, observer feeds or external streams to gain information during a match. Personal player streams must follow any delay or broadcast restrictions announced by the TO or FACEIT.

12.3 Media Rights

By participating, teams acknowledge that tournament gameplay, team names, player nicknames, approved logos, photographs and broadcast footage may be used by Malaya Esports Club for tournament coverage, highlights, results, promotion and archival purposes, subject to applicable law and platform rules.

13. ADMINISTRATION & FINAL AUTHORITY

13.1 Tournament Organizer

Malaya Esports Club is the Tournament Organizer. Official tournament administrators are authorized to interpret and enforce this Rulebook, resolve match incidents and issue operational instructions.

13.2 Matters Not Covered

Where a situation is not expressly covered, the TO may issue a reasonable ruling necessary to preserve fair competition, scheduling, safety, platform compliance or tournament integrity.

13.3 Final Decision

The TO has the final say on tournament administration and Rulebook interpretation. Decisions may be reviewed internally by the Organizer where appropriate, but teams must comply with the live administrator ruling while a match or bracket is in progress.

13.4 Official Communication

Teams must monitor the official FACEIT match room and the tournament communication channel(s) announced by Malaya Esports Club. Instructions posted there are considered official tournament notices.

MERDEKA EDITION
OPS69
COUNTER STRIKE 2 TOURNAMENT

OPS69 : MERDEKA EDITION

OFFICIAL RULEBOOK • VERSION 1.0



MALAYA ESPORTS CLUB

One Nation. One Mission. One Champion.