

GSPORT

LEAGUE 2024

RULES



E4S CZECH

ESPORT FOR STUDENTS

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GAMING + SPORT

=

SPORT

The combination of gaming and following physical activities.

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BASIC OVERVIEW



DATE: 15. 10. 2023 – 2. 6. 2024

- 1st online split: 15. 10. 2023 - 18. 2. 2024
- 2nd online split: 4. 3. - 7. 4. 2024
- “Final 8” offline final (Prague): 30. 5. - 2. 6. 2024



GAMING: CS2, EA FC 24



SPORT: calories burning, futsal 4+1, GSPORT obstacle course



NUMBER OF PLAYERS

- each university has a minimum of 7 players (5 CS2, 2 EA FC 24) and a maximum of 10 players (5+2 CS2, 2+1 EA FC 24)



SEASON FORMAT

- teams will be divided into groups based on the final number of registered teams and their location so that the team completes 5 game weeks of play in each split
- online splits will be played on a head-to-head basis* (CS2 = BO1, EA FC 24 = BO3, kcal burning) = 1 opponent per week -> a total of 5 opponents
- the team always has one specific week to play each of the online matches and burn calories
- the deadline for submitting round results is Sunday evening (11:59 p.m. CET) of that week

*In case of uneven number of teams in the group, the draw will be solved operatively.

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GSPORT LEAGUE 2024 SCHEDULE

1) 1st online split (winter semester: **16. 10. 2023 - 18. 2. 2024**)

Official opening: 15. 10. 2023

In the 1st online split, each team will play 5 game weeks (gaming CS2 a EA FC 24 + kcal burning) at the earliest possible date from **16. 10. 2023** to **18. 2. 2024**. Game dates and their registration deadlines are:

1. **16. 10. 2023 - 19. 11. 2023** – registration deadline: **10. 10. 2023**

2. **13. 11. 2023 - 17. 12. 2023** – registration deadline: **5. 11. 2023**

3. **15. 1. 2024 - 18. 2. 2024** – registration deadline: **7. 1. 2024**

2) 2nd online split (5 playing weeks: **4. 3. - 7. 4. 2024**)

Week 1: **4. 3. - 10. 3.**

Week 2: **11. 3 - 17. 3.**

Week 3: **18. 3 - 24. 3.**

Week 4: **25. 3. - 31. 3.**

Week 5: **1. 4. - 7. 4.**

gaming CS2 a EA FC 24 + kcal burning

3) Offline part (hereinafter referred to as "Final 8")

Final 30. 5 – 2. 6. 2024 (Thursday to Sunday) in PRAGUE

- GSPORT obstacle course
- futsal 4+1
- CS2
- EA FC 24
- BlazePod (decisive 5th discipline in case of equal points)



RULES - online part

- hosting and organising CS2 and EA FC 24 matches will take place on the [Challengermode](#) platform (every player must have an account there)
- the team captain/leader actively communicates with other team captains and league organizers via [Discord](#)
- EA FC 24 players play on PS5, Xbox Series X|S or the PC version

MATCH FORFEIT

- time not arranged = captain sends communication screenshots
- the team won't show up
- the team will let know he's not playing



PLAYERS

- minimum 7, maximum 10 players (5+2 substitutes for CS2, 2+1 substitute for EA FC 24)
- different players on CS2 and EA FC 24 (two teams = same player cannot play both games)
- the CS2 team and the EA FC 24 team each have their own captain responsible for communication
- permanent roster for the entire season
- in justified cases, a maximum of **2 players** can be **changed between the 1st and 2nd split** so that the same team can continue in the 2nd split
- players may not change within the same split
- players may not change between the 2nd split and the offline final
- condition for a player to participate in the offline final = the player must play at least **one match in the online part**

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EA FC 24, CS2 = arranging the date via Discord (the captains, who are responsible for planning and communication for the team, write the agreed date and time in the common chat) -> CS2 & EA FC 24 matches do not have to be played on the same day

EA FC 24

- 1v1 format (then 2v2 in the offline part!)
- game mode: Kick-Off
- BO3 (the winner of 2 matches gets a point in the [standings of split](#))

CS2

- BO1 (the winner of the match gets a point in the [standings of split](#))

CALORIES BURNING

- each player must be registered in both the [Strava](#) app and the [GSPORT kcal burning app](#)
- during the online part, the goal of each player is to burn as many kcal as possible using the smart watch (through our app, which is connected to the Strava app). The kcal burned are added up by the team.
- the team that will (at the end of the week = Sunday 11:59 p.m. CET) fulfill their goal by more % than its competing pair, gets a point in the [standings of split](#)
- only activities measured by smart watch with heart rate recording will be counted (it is not possible to track only by phone via the Strava app or to enter records manually)

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- **activity tracking with smart watch only** = each player has their own smart watch, primarily supported by the Strava app*
- other smart watch brands (besides the 6 listed*) that record activity with heart rate are not prohibited, but their 100% functionality (pairing with the Strava app, etc.) is not guaranteed
- The GSPORT kcal burning app mirrors the activities recorded by Strava. If an **error** occurs during **activity tracking** (GPS signal failure, resulting in wrongly measured kcal, etc.), there is no way to "fix" this activity from our side and it is necessary for the **player to delete it on his profile** in the Strava app by **himself**.
- **countable activities** = sports, those beyond normal daily activities
 - **NO**: housework, gardening, etc.
 - **YES**: running, walking, cycling, fitness, team sports, etc.
- the **activities** of all 6 active players for a specific week **are counted** in the **weekly target** of % **kcal burned** per team = 5x CS2 player, 1x EA FC 24 player (burned kcal of weekly substitutes and the second non-playing EA FC 24 player from the main roster do not count)

Device Type

Done

What device do you have?

Select your device manufacturer from the list below to connect your device to your Strava account and upload activities from your device to Strava.

GARMIN.

APPLE WATCH

fitbit.

wahoo

POLAR

SUUNTO



ADVANCEMENT KEY

Each of the two splits has its own result table = points from the [1st split standings](#) are not transferred to the [2nd split standings](#)*

The **1st split** is for a prizemoney of **2 000 EUR** and **2 spots** in the "Final 8"

- 1st place: 1 000 €, 2nd place: 600 €, 3rd place: 400 €

In the **2nd split**, the remaining 6 spots in the "Final 8" are up for grabs with a prizemoney of **10 000 EUR**

- **all teams that participated in the 1st split play automatically in the 2nd split** (no need to register again)
- teams that did not participate in the 1st split can also apply for the 2nd split (registration deadline for the 2nd split: **25. 2. 2024**)

***The top 2 teams in the final standings of the 1st split automatically advance to the "Final 8"** (but **they have to take part in the 2nd split**, where they still play for the "Final 8" play-off seeding - however their **points** accumulated in the **1st split** are **not transferred** to the **2nd split** standings)

- if these 2 teams finish in the 2nd split anywhere from 1 - 8th place, they will also be seeded in the playoffs from this place (e.g. 2nd and 6th place) = nothing changes in the order of the 2nd split standings
- if one or both of these teams finish in 9th place or worse in the 2nd split, they will replace the team(s) in 8th (or 8th and 7th) place in the 2nd split standings, even though they finished the 2nd split behind them = the team(s) in the original 8th (or 8th and 7th) place in this case do not advance to the "Final 8" in favour of the teams already advancing from 1st split

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SCORING

In each weekly competition between 2 teams, a total of 3 points are in play (1 point for winning each of the CS2, EA FC 24, kcal burning parts).

- the team with more points after 3 disciplines achieves a victory (final possible score ratio 2:1 or 3:0 = points from all 3 disciplines are counted)
- decisive criteria for the ranking of the teams in the [standings of splits](#):
 - 1.) the total number of accumulated points in the overall standings from all 3 disciplines
 - 2.) in case of equality of the 1st criterion for multiple teams, the total number of duel wins for each week is decisive
 - 3.) in case of equality of both 1st and 2nd criteria for multiple teams, the overall standings is decided between these teams by the higher sum of the % fulfillment of the weekly goal of burned kcal from all 5 weeks (e.g. 72 % + 91 % + 67 % + 135 % + 88 % = 453)

ADVANCEMENT TO THE OFFLINE FINAL

8 teams in total

- top 2 teams in the final [standings of the 1st split](#)
- top 6 teams (**excluding the 1st and 2nd already advancing teams from the 1st split**) in the final [standings of the 2nd split](#)
- "Final 8" play-off system = 1. vs 8. | 2. vs 7. | 3. vs 6. | 4. vs 5.



RULES - offline part

Format = 8 teams play-off (quarter-finals, semi-finals, 3rd place match, final)

Teams that will play against each other in an elimination system, will compete in:

- CS2 matches - BO3
- EA FC 24 matches (2v2) - BO3
- futsal match (4+1)
- GSPORT obstacle course

For victory in each of the disciplines, the winning team gets 1 point

- the team with more points advances further in the play-off
- in case of **equal points** 2:2 after 4 disciplines, the **5th extra discipline** decides who advances - **BlazePod**

GSPORT OBSTACLE COURSE

- 7 players of the main roster run for the team (5x CS2, 2x EA FC 24)
- individual player times are added together
- the 5 fastest times count towards the team result
- the team with the lower total of their 5 best times gets a point
- if the team does not put together 5 runners from the main roster, but only 4 (e.g. for legitimate medical reasons), a member of the substitutes roster will start as the 5th runner
- if the team puts together only 3 runners from the main roster, a member of the substitutes roster will start as the 4th runner & penalty time is counted instead of the 5th runner (a maximum of **1 member from the substitutes roster** can participate in the run)

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GSPORT obstacle course from the pilot season

(the final version of the track at GSL 2024 will partially differ from the plan below by the number of obstacles or penalties on them)



LIST OF OBSTACLES

1+23) tell the code*	13) endurance run
2) biathlon rifle shooting*	14) "spider" web
3) jumping in the bag	15) crawling under the net
4) nail hammering	16) carrying gravel in a bucket
5) stairs up & down	17) traverse balance
6) rope climb	18) "A" obstacle
7) handsprings on construction	19) tires run
8) tire over the creek	20) swedish box jump
9) slackline*	21) tractor tire flip
10) javelin throw	22) rings on construction
11) bag carrying	23) tell the code*
12) hatch through tire	

RULES

- athletes start every two minutes
- there are 2 attempts at obstacles 6, 7, 8, 10, 17, 18, 20, 21, 22: every obstacle not properly finished = five burpees as a penalty
- ***biathlon rifle shooting:** every miss = +10 seconds to the total time
- ***slackline:** 1 attempt. Failure = +1 minute to the total time
- ***tell the code:** a code is told to you at the start of the race. If you don't repeat it correctly at the finish line = five burpees as a penalty (before your time is stopped)
- in case of non-completion of the course = +5 minutes penalty to the worst time completed

- length of the track is approx. 1 200 m
- the track will be presented in detail to all players before the start of their own race
- the player must try to overcome each obstacle
- if a player is not able to complete an obstacle, a penalty follows according to the type of obstacle:
 - physical penalty: e.g. 15 burpees
 - time penalty: e.g. + 1 minute to the final finish time

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FUTSAL 4+1



BLAZEPOD

- specific rules for all 3 sports disciplines of the offline final (playing time or court dimensions for futsal, BlazePod format, final version of the GSPORT obstacle course) will be presented in the spring of 2024 (with enough time in advance for all 8 advancing teams to the offline part)

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ADDITIONS

GSPORT LEAGUE JURY

- if the result of the match cannot be agreed, the jury in this composition will decide in disputed cases:
Jakub Čubík, Jan Ferkl, Andrea Finkousová

SPORTS ACTIVITIES

- reasonable physical fitness is required during the offline final competition. The organisers are not responsible in case of injury during the GSPORT obstacle course or futsal matches = to participate in the offline finals, each player must sign an informed consent before the start of the race/match.

GSPORT KCAL APP, STRAVA, CHALLENGERMODE

- detailed instructions for installing, registering or pairing the **Strava & GSPORT kcal app** and **Challengermode** platform can be found on the [GSPORT](#) web or bellow:
 - [Strava & GSPORT kcal app tutorial](#)
 - [Challengermode tutorial](#)

ACTIVE PLAYERS

- the team is obliged to make a roster of 6 active players (5x CS2, 1x EA FC 24) for the following week in [this table](#), always no later than Sunday (11:59 p.m. CET) preceding the week to which the roster refers (for every week again, even if the roster does not differ from the previous week!)
- these 6 players will have their kcal burned counted for the week