

Game Settings

- Freeze Time - 15 seconds
- Round Time - One minute and 45 seconds
- Regulation Max Rounds - 15
- Regulation Start Money - \$800
- Regulation Side Selection - the home team chooses to start as either CT or T upon joining the assigned game server
- Overtime Max Rounds - 3
- Overtime Start Money - \$10,000
- Overtime Side Selection - in overtime, teams first play the side they last played in regulation

Exploits & Infractions

- Dispute Resolutions - all disputes must be filed via a website support ticket within three hours of the conclusion of the match along with the demo, specific infraction, and the round in which the infraction occurred. Disputes will be resolved by League Administrators and all decisions are final
- Exploit & Infraction Penalties - exploits and infractions will be dealt with on a case by case decision, but standard resolution for the below infractions include overturning the round in which the infraction occurred if the infraction had a direct impact on the outcome of that round in addition to the subsequent three rounds
- Bunny Hopping - is NOT allowed and is blocked by the ESEA server mod
- Crouch Peeking - is NOT allowed
- Flash Bang Bugs - it is illegal to use any flash bang bugs, regardless of intent. All servers will have the latest known version of fixed maps
- Silent Bomb Plants - all bomb plants must be done in a position in which it can be heard by the opposing team
- Illegal Bomb Plants - it is illegal to plant the bomb in a position that cannot be defused by the opposing team or in a position in which the bomb is floating and not touching the ground
- Illegal Bomb Defuses - the defusing player must be able to see part of the bomb in order to legally defuse
- Walking / Boosting Through Walls - walking or boosting through walls, floors, or roofs is not allowed
- Map Exploits - boosts that result in clipping are illegal. "Clipping is when a player is either boosted through a solid layer, or when a player manipulates him/herself so that they can see over, under, and/or through any solid entity such as a wall or box" (CEVO definition)

Maplist

de_contra
de_dust2
de_inferno
de_nuke
de_season
de_russka
de_train
de_tuscan