

# EVENT NAME: COUNTER STRIKE 1.6

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Prologue:

“If you ain’t first you’re last”

Event Details:

Time Duration of the Event:

(The time duration of the event must be mentioned here)

Rules and Regulations:

- 1.Competition Method: 5 vs. 5 (Team Play, 5 players per team)
- 2.Victory Condition: The first team to win 11 rounds will be declared the winner.

(30 rounds from Quarter Finals onward)

- 3.Official Maps: de\_dust\_2, de\_inferno, de\_nuke, de\_train

There will be a knife round to decide the side (CT\T).

- 4.General Game Setting:

Rounds: 30 Rounds (Max rounds format): Each Team plays 15 rounds as Terrorists

and 15 rounds as Counter-Terrorists.

- 5.Round Time: 1 minute 45 seconds.

6. C4 Timer: 35 seconds.

7. Players are expected to bring their gaming accessories.

(Keyboard, Mouse-optional)

8. Default skins must be used.

9. Any other use of map or program bugs can result in a warning at the minimum or loss by default for the offending team after deliberation and decision by the board of referees at its sole discretion.

10. Final match will be "BEST OF THREE MAPS"

### Unfair Practices Subject to Penalty:

- A player can only be on one team, meaning that you cannot play for two different clans in the competition.
- Team members may communicate verbally if they are alive in the match or when all team members are dead.
- During official match, players may not communicate with people not involved in the match even when there are pauses in the game. People involved in the match are the players of each team, the coach and the tournament officials.
- The player is deemed dead when the screen is completely faded to black. If a bug occurs and the screen doesn't fade to black, the player is deemed dead three seconds after he/she has fallen.
- C4 must be installed at a viewable location. Installing C4 at a location where a boost is required is allowed.
- Silent C4 installation may result to disqualification.
- Gay gun (Krieg 550 commando and D3/AU-1) and Shield are not allowed. Use of these weapons results in -1 round score for the offending team.

### If disconnection occurs during a match:

• Problem within 3 rounds: Match Restarts

• Within 3-6 rounds: Match will be continued with start money \$4000. • After 6 rounds: Match will be continued with start money \$8000.

## Rules for Tie-breaker:

- In case of a tie after regulation round ends, 6 rounds shall be played. 3 rounds as Terrorists and 3 as Counter Terrorists.
- Initial start money \$10000.

## General Rules

- A player may be cautioned and be sent off if he commits any of the following offences:
  - Receives more than one warning.
  - Is guilty of violent conduct.
  - Uses any unlawful or unfair proceedings.
  - Misleads or dupes any tournament official.
  - Is not present at his match schedule.
- Player must respect the spirit of fair play and non-violence.
- Additional softwares like mouse fix and dll's will not be allowed.