



COUNTER STRIKE

EVENT DESCRIPTION:

We are the gamers; we are the warriors who will etch their name in history. Keeping this in mind we are conducting a counter strike gaming tournament so that we can find the most skilled and dominating team which will rise up the charts and become the KING OF THE HILL.

REGISTRATION FEES: Rs 300/- per team.

TEAM SPECIFICATION:

A team must contain maximum 5 members and if there is no team formed up then the organizers can form up a team as they seem fit.

DETAILS OF INDIVIDUAL ROUNDS:

WARM UP ROUND:

This round will be first conducted for the players to warm up and get accustomed to the environment.

Maximum of 5 matches.

SIDE SELECTION AND MAP SELECTION:

A knife round will be played to determine the side. This is forced by the server. The winner of this knife round will choose the side by typing - stay or switch in the chat. Also the winner will choose the map to be played from the map pool.

MAIN ROUND:

This will be consisting of maximum 30 matches from which the team to secure 16 wins first wins.



TIE-BREAKER ROUND:

In case there is a tie then there will be 3 tie-breaker matches in awp india from which there will be one winner and that team will proceed to the next round.

GENERAL RULES:

These rules apply to everyone attending the event.

1. You are responsible for your actions and equipment. We are not liable for anything that happens to you and your equipment.
2. Do not attempt to steal items from the event or anyone else, legal consequences will be taken.
3. Cheating is an offence. Doing so may lead to disqualification.
4. Do not bring any type of hacks/viruses to the event.
5. Listen to those in charge.
6. We reserve the right to remove anyone from premises for any reason we deem fit.
7. Once the match starts, players will not be able to disrupt a match on the grounds of match settings.
8. Any intentional abuse of "pause" by a player on the server will be result in disciplinary action to be decided by an administrator

TOURNAMENT RULES:

Offense: Terrorist Side

Defense: Counter-Terrorist Side

Round: One 2 minutes cycle on a map

Half: 15 rounds of play on defending or offensive side

Half Time: The period between halves in which team swap sides.



Match: First team to win 16 rounds win, or the single overtime round.

Overtime: In the case of a 15-15 score at the end of regulation play, 3 overtime rounds will be played.

GAME FORMAT:

Competition Method: 5 vs. 5

Players: Total 10 (5 on each team)

Rounds: 30 rounds for regulation play

Max Rounds Format: 15 rounds as Offense, and 15 rounds as Defense per team until the victory condition is met.

Victory Condition: The first team to win 16 rounds in regulation or the team that wins the overtime period.

Buy time: 15 seconds

Start money: \$800 for regulation play, \$10,000 for overtime periods

Freeze time: 10 seconds

C4 Timer: 45 seconds

Spectator: Spectate is OFF, Fade to Black is ON

Friendly Fire: ON, Team killers will not be banned.

Banned Weapons:

Terrorist- Krieg 552, D3/AU-1;

Counter Terrorist- Bullpup, Krieg 550 Commando, Tactical Shield. (In case if purchased by mistake, they will have to drop it immediately.)



Map Pool (2 will be selected):

- de_dust2
- de_inferno
- de_train
- de_nuke
- de_mirage
- de_cache
- awp_india (for tie breaker)

VIOLATIONS:

- **Silent or unreachable bomb plants** – The bomb must be audible and planted in a position that is accessible without a boost.
- Crouch Hoping is not allowed.
- **Flashbang exploits** - No flashbang exploits will be allowed.
- Use of any unapproved textures or models - Only default CS 1.6 models will be allowed.
- Strict action will be taken if you violate the rule.

UNINTENTIONAL ISSUES:

- **Server Crashes:** If disconnection occurs during the match then scores till the last round will continue and starting money will be decided by the organizers.



- **Player's computer crashes or net disconnects:** The respected team must look over this and call substitute to join the server, if not they have to play 4v5 match.

RULES CHANGE:

- The Administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament. Teams are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance. Teams must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game. Admin's decision are final, you have no right to argue.
- Good luck & Have fun!

