



Game-A-Thon 2018

COUNTER STRIKE: GLOBAL OFFENSIVE

GENERAL RULES:

- Participants have to acknowledge and comply with the rules and regulations, official announcement and statements and decision made by the Admin (decisions made by the Admin is final)
- Participants must have a valid steam account and the required no of members each team will have is five.
- 1 stand in player is allowed per team but they need to notify the admin about the change 2 hour before the match begins. No 7th player will be entertained in the complete tournament under any circumstances.
- If a participant does not have the original game, he should notify the admin before the tournament begins.
- No lineup changes will be tolerated. Teams are not allowed to change players during the entire event
- Every team must follow the game schedule and must be punctual and present when they are called.
- All matches will be played on Counter-Strike: Global Offensive servers with the latest game patch of "Counter-Strike: Global Offensive".
- The map pool consists of the following seven (7) maps:
 1. nuke
 2. inferno
 3. mirage
 4. overpass

5. train
6. cobblestone
7. cache

CHEATING:

- Breaking rules or ignoring the order of an admin may result in a punishment for a whole team or a specific player.
- Possible Team Punishments
 - Default Loss for one game
 - Default Loss for the whole match
 - Score Reduction (during a group stage)
 - Temporary or permanent ban from the competition ▪ Ban from other events

TOURNAMENT RULES:

- A Match will be held similar to the competitive fashion –
- 30 Rounds Each with team swap after playing 15 rounds (Halftime). And all the other general settings as
- The round time: 1 minute 55 seconds Bomb timer: 40 seconds.
- Collision: ON
- Friendly Fire: ON
- And more on [Read Competitive Game Mode]
- The first team to score 16 points wins the game
- Toss/Agreement/Knife round to start the banning phase of maps out of 7 given maps. The final selected map will be provided to select side a Knife round will be held in the given selected map in a specific place (say MID) to decide the side (T or CT).
- OVERTIME: In case of a draw after all 30 rounds have been played, an overtime will be played with mp_maxrounds 6 and mp_startmoney 10000. For the start of the overtime teams will stay on the side which they played the previous half on, during half-time sites will be swapped. Teams will continue to play overtimes until a winner has been found.
- PAUSE: If a player has a problem that prevents him from playing on, he is allowed to use the pause function. The pause function has to be used at the beginning of the next round (during the freeze time). The player has to

announce the reason before or immediately after he paused the match. If no reason is given, the opponent may unpause the game and continue playing.

- **CONTINUING A DISRUPTED GAME:** If a match is interrupted (e.g. server crash) within the first three rounds of play, then the match should be restarted, if the match is interrupted after the first three rounds of play then the match should be continued where it left off, with these changes in the configuration. mp_startmoney should be set to 5000 for the rest of the half. The rest of the rounds that have not been played should be played. However, if the match will be played on an official server the admin can decide to continue the match by using the backup files provided by the game instead of using the above mentioned way.
- **PLAYER SPECIFIC**
- The following commands are forbidden: mat_hdr_enabled The following startparameters are forbidden:
 - +mat_hdr_enabled 0/1
 - +mat_hdr_leven 0/1/2
- All other configuration changes are allowed as long as they do not give an unfair edge or advantage comparable to cheating. A player may be penalized for wrong settings in any config file, regardless if it is in use, or even stored in the game folder in question.
- The use of all scripts is forbidden. However there is an exception for the following scripts: Buy-Scripts, Demo-Scripts, Say-Scripts, Nickname-Scripts
- If you are not sure if a script is allowed or not, then contact the admin team before you play an official match.
- A player may be penalized for forbidden scripts in any config file, regardless if it is in use, or even stored in the game folder in question.
- The use of A3D (2.0) or any program, driver or interface that simulates A3D (2.0) is strictly forbidden, and will be punishable under the cheating paragraph.
- Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating paragraph
- Every player must play with the highest color setting in Counter-Strike (32 bit); if the player is playing in windowed mode then the desktop must also be on 32bit setting.
- **USE OF BUGS AND GLITCHES**
- The intentional use of any bugs, glitches, or errors in the game are penalize
- Warm-up – map check: On load have to be checked before the match starts (missing boxes, ladders and so on). Failure to do so, and to let the match start, will mean that both teams have accepted the state the map is in, and the match

will be continued under these settings. Protests and complaints regarding such issues will not be adhered to.

- During the match:
- Moving through any walls, or ceilings, are strictly forbidden, also moving through the floor, or anywhere else which were not intended to be a passage is strictly forbidden.
- “silent planting“ is strictly forbidden (planting the bomb in such a way that no one can hear the beeping)
- To plant the bomb where it is impossible to reach is disallowed. Planting the bomb in a place that you can reach with a boost from a teammate is not part of this rule.
- Standing on top of teammates is generally allowed, it is only forbidden, when such actions allow the player to peek over a wall, or ceiling that should not be allowed according to map design.
- Using flash bugs are strictly forbidden.
- Throwing grenades under walls are forbidden, although throwing grenades and flashes over walls are allowed.
- “Map swimming“ or “floating“ is forbidden.
- “Pixel walking“ is forbidden (Sitting, or standing on invisible edges on the map).
- General:
 - a. Generally, the use of any bugs in the game is strictly forbidden. (For example: spawn bugs). An exception are the following bugs which are explicitly allowed:
 - b. Defusing the bomb through walls and items etc.
 - c. So called “surfing” on tubes
 - d. So called “fireboost”