

LAN GAMING

TIME: 10:00 AM to 5:00 PM

VENUE: LAB 406, Block A

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Easy Peasy Lemon Squeezy

RULES

Team Size: 5

"Hushed voices, silent footsteps, reload of a gun"

A gathering in which gamers(devotees of computer games) will gather to share a local area network(LAN) and participate in extended gaming sessions of popular game Counter Strike 1.6.

Tournament Guidelines:

- 5 vs 5 team play.
- 5 rounds on regulation play
- The first team to win 3 rounds in regulation is the winner
- You are responsible for your actions and equipment. We are not liable for anything that happened to you and your equipment.
- Any disconnection issues that cannot be resolved by the players in the match must be brought to the attention of an admin immediately.
- Any use of game exploits, cheats, or any other play deemed "unfair" by an admin may result in disciplinary action up to and including disqualification from the tournament
- All players must save end-of-game score screen shots; in the event of a dispute, these assets will be used as evidence to determine the result of the dispute
- Once the match starts, players will not be able to dispute a match on the grounds of match settings
- Each team will be responsible for checking the other team's roster is valid BEFORE the match begins, disputes regarding teams using un-rostered players will not be valid after the completion of the match
- Any intentional abuse of "pause" by a player on the server will be result in disciplinary action to be decided by an administrator

In-Game Messaging and Communication:

- Competitors are not allowed to use global in-game chat in an abusive, offensive, vulgar or spamming manner at any point during a match. This includes pre-match, intermission and post-match periods as well.
- Violators of these rules are subject to penalties at the administrators' discretion, which may include player suspension(s) or forfeiture of the match.

Registration Charges: Rs. 40/- per Person