

Cerebro 2020

Counter-Strike - Global Offensive

About

Counter-Strike is an objective-based, multiplayer first-person shooter. Two opposing teams—the Terrorists and the Counter-Terrorists—compete in game modes to complete objectives, such as securing a location to plant or defuse a bomb.

2 teams of 5 will compete against each other, in a 30 round game.

Rule and Regulations

Server settings

The following game settings will be used:

- `mp_startmoney 800`
- `mp_roundtime 1.55`
- `mp_freezetime 20`
- `mp_maxrounds 30`
- `mp_c4timer 40`
- `sv_pausable 1`

Settings for overtime:

- `mp_maxrounds 6`
- `mp_startmoney 10000`

For the start of the overtime, teams will stay on the side which they played the previous half on, during halftime sites will be swapped. Teams will continue to play overtimes until a winner is determined.

Player drop

If a player drops the server, the server will be paused at the end of the current round. The waiting time for a dropped player is 5 minutes. If the player rejoins the server and both teams are ready, the game can be resumed. In case the dropped player does not reconnect within 5 minutes, the team must continue playing with one less player.

Warmup

- To start the match all contestants have to type “ready” in the chat.

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- Participants can choose to forfeit a match if they wish. Forfeiting will result in loss of the match and possible penalty points.

Restrictions

Illegal scripts

In general, all scripts are illegal except buy key binds and crosshair config. Here are some examples of illegal scripts:

- Jump throw
- Stop shoot scripts (Use or AWP scripts)
- Center view scripts
- Auto-turn scripts (180° or similar)
- No recoil scripts
- Burst fire scripts
- Rate changes (Lag scripts)
- FPS scripts
- Anti-flash scripts or binding (snd_* bindings)
- Bunny hop scripts
- Stop sound scripts
- Walls, Spinbot, Aim Lock

Violations of this rule will lead to a warning the first time. If in team matches more than 1 player played with wrong client settings and they have been warned before already, the match will be deleted.

Starting Match

- All teams are expected to be there and confirm their attendance 30 minutes before the start of the match.

During the match:

- Moving through wall or ceiling is 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 not allowed. 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.
- Players will not communicate with a spectator, or a Player other than a Teammate, during the course of a match.

Map pools: de_mirage, de_inferno, de_cache, de_overpass, de_train, de_dust2, de_nuke

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In case of **Best of one matches**, then both teams remove maps alternatively until one map is left which will be played. The team with the lower seeding has to start to remove the first map. A knife round will be played to decide starting sides.

- a. Team A bans 1 map
- b. Team B bans 1 map
- c. Team A bans 1 map
- d. Team B bans 1 map
- e. Team A bans 1 map
- f. Team B bans 1 map
- g. Knife round to decide sides

In the case of **Best of Three**, both teams remove one map alternatively, after that each team will pick one map, and then both teams remove one map and then the last map remaining will be played. The team with the lower seeding has to start to remove the first map. A knife round will be played to decide starting sides.

- a. Team A bans 1 map
- b. Team B bans 1 map
- c. Team A picks the map for game 1
- d. Team B picks the map for game 2
- e. Team B bans 1 map
- f. Team A bans 1 map
- g. The last remaining map will be the map for game 3

Gamer's Equipment:

- Players should bring their own laptops with the game installed and with their own accessories. In case of unavailability of Personal Setup, the player will be provided with a Computer System to play on.
- Any Steam ID with VAC/Game ban will not be allowed to play in the tournament.
- The team roster can not be altered at any point after the start of the tournament.