Counter Strike:

General Provisions

- Entry Fee- 50 Rs. / team.
- Competition Method: 4 vs. 4 (Team Play)
- At the end of each match, the players must remain seated. Closing the victory/defeat screen without the replay being saved by a referee may result in a default loss.
- Arriving late for a scheduled match may result in a forfeit at the discretion of the Chief Referee.
- No substitution will be allowed in the team/Clan. This is your responsibility to make yourself available for the event. No fees will be refunded.
- Organizers reserves the right to install additional software and/or join as an observer for operation purposes, such as verifying match results or gathering match data, etc.
- After the Group Stages, single winner from each group will proceed toward the next stage.
- No team/individual coach will be allowed during the event.

Game Settings:

- Round time: 3 minute
- The team playing Counter Terrorist/Terrorist will be decided before the match and by coin toss.
- Starting money will be \$800.
- 10 Round will be played. Which team will win max. Round will advanced to next round. In case of tie 3 extra rounds will decide the results. If a team win first 4 rounds in series will advance to next round.
- Extra Round Money 10,000\$

Need for Speed: Most Wanted

There will be four rounds...

Round 1: (Preliminary)

• Type of Race: Circuit

Car: Chevrolet Cobalt SS

N₂O: NA
Laps: 2
Players: 4

• Selection: First Two

Round 2: (Selections)

• Type of Race: Lap knockout

• Type of Car: Chevrolet Corvette C6.R

N₂O: AllowedPlayers: 4

• Winners: First two

Round 3: (Semi Finals)

Type of Race: Drag

• Type of Car: Player's Choice

• N₂O: Allowed

Players: 4Selection: The Winner

Round 4: (Finale)

Type of Race: Sprint

• Type of Car: player's choice

N₂O: AllowedPlayers: 4

• Selection: The Winners (First, Second & Third)

General Instructions

- Organizers recommend players to bring only their mouse, headphone and keyboard with them especially for Counter Strike.
- No mouse pad will be available, so please bring your own.
- Organizers will not be responsible for performance issue related to peripherals.
- Players are not allowed to have personal electronic device (mobile phone, radio, MP3 players, any storage device, etc.) in the premises. The player's personal device only allowed after the referee's confirmation that is not considered harmful to the environment. Players found to have unauthorized personal device within the premises may be penalized with the warning or disqualification.
- You are the only responsible person for any damage/loss of your personal gadgets and the computer system provided you for gaming. Please take care of all the computer system and report immediately in case of any problem.
- Players must set up the personal equipment in the allotted time by the referee. A warning may be given for overtime, and if the player is found to be delaying the match for non-technical reasons, the referee may declare the match forfeit and may be player will be disqualified immediately.
- Organizers will not provide personal/team practice area.
- Every player should fully aware of the rules related to the event.
- Player must understand and follow the instruction, sitting arrangements and announcements during the event.
- Players may not bring food into the tournament area.
- In case of drinks, players are permitted to bring bottled water and/or non-alcoholic beverage with cap into the tournament area.

Unfair Practices Subject to Penalty

- The following is a list of rules and unfair practices. Any player or team caught breaking a rule or performing an infraction will be subject to either a warning, at the minimum, or a forfeit loss, at the discretion of the referee.
- When player starting a race and after he finished while other player still in the race, he cannot communicate/disturb other players.
- When the player finished the race, he must remove his hands from his keyboard and mouse until the beginning of the next round.
- Use of personal model/ car skin is NOT permitted.

Disconnection during a match

- If unintentional disconnection occurs during the match, the match will be restarted normally.
- If the referee caught the intentional disconnection by any player then the player will face forfeit loss in that match or the disqualification.

Tournament Structure

- The games will be played as Group Stages and then Knockout Stages.
- The number of matches in each stage may be changed depending on the final number of participants.
- First Group Matches will be played; winner will proceed for the knock-out stage matches.
- Lateral Entry in the tournament also possible for the second position player of the group stage matches depending upon the points scored.

Venue: C.S. Department

EventCoordinators:

<u>Satyesh</u> +91-8410752219 <u>Shantanu</u> +91-9634011112 Aayush +91-9897166181)