

# Counter-Strike 1.6

## Mode of conduct

All the matches will be conducted in our campus through offline mode.

## General provisions

- The player has to be between 18-25 years of age to be able to participate.
- The on-spot registration for CS1.6 will end exactly at 10:30am.
- Total 8 teams will be able to play CS1.6. So, the registration will be done on First come First serve basis
- A team will consist of 5 playing members and no extra member will be permitted.
- Player must show their **Original Valid Age Proof** (Aadhar) to be able to participate (Xerox/soft copy will not be accepted)
- Competition Mode: 5 versus 5
- The first team to win 16 rounds
- Extra rounds will be played until the winner is determined.
- Organization will be able to connect to the server as an observer either to do the administrative task.

## In Game Settings:

Round Time: 1 minute 45 seconds

Buy Time: 30 seconds

Start money: 800

Official Maps: Dust, Dust2, Inferno, Nuke, Train, Mirage and Forge.

### **Approved Grenade amounts per round:**

Flashbangs: 2

Grenades: 1

Smoke Grenades: 1

### **Approved Commands:**

noforcemparms

noforcemaccel

noforcemspd

freq \*\*\*

\*Any other command found in the launch options without the Referee's agreement, will result to a warning and repeated use of unapproved commands will lead to a disqualification.

### **Allowed Settings:**

- Adjust\_crosshair
- Left Hand

Default skins must be used. Any other use of map or program bugs will result to a warning or loss by default for the offending team after deliberating and decision by the referees.

### **Allowed Setting Values for Client:**

cl\_updaterate 101

cl\_shadows 1/0

cl\_minmodels 1/0

cl\_dynamiccrosshair 1/0

cl\_cmdrate 101

rate 25000

m\_filter 1/0

hud\_fastswitch 1/0

zoom\_sensitive\_ratio

fps\_max 101

gamma 1/3

brightness 1/3

**Default-Setting Values may not be changed:**

cl\_weather

mp\_corpse\_stay

mp\_decals

max\_shells

max\_smokepuffs

fastsprites

ex\_interp 0.01 (LAN)

**Group Stages:**

Knockouts will be played between every team (every team has only one chance to qualify for quarterfinals ).

**QUARTERFINALS :**

- All the teams need to be present in the event area 15 minutes prior to their respective matches
- The matches will be on a knockout basis. The Winner proceeds to the next round.

## SEMI-FINALS & FINAL:

- All the teams need to be present in the event area 15 minutes prior to their respective matches.
- The Semi-finals will be on a Knockout basis. The Winner proceeds to the next round. The Third-Placeholder will be decided by a Match between two losing teams.
- The Final Match will be between the two winning teams of the Semi-Finals.

## Generic Rules

1. A players can communicate verbally with other players if he is alive in-game or when all of them are dead.
2. Players can bring their own peripherals (keyboard, mouse, headphones, mousepad).
3. C4 must be planted at a viewable location It's allowed to do using the boost method
4. Silent C4 installation is considered a bug in the game. Doing this will result to a warning.
5. Throwing grenades over buildings is allowed.
6. Any kind of flashbang-bug use will result to a warning.
7. In case of intention, the team will result from the loss in that round to disqualification.
8. Don't use Scroll Duck during the matches.
9. Don't use console commands during the matches.
10. Use of personal GUIs is allowed.
11. Use of personal model/skins is not allowed.
12. Use of personal map texture is not allowed.
13. Use of cheat programs/codes is not allowed.
14. Use of bug maps is not allowed.
15. Use of some kind of scripts (silentrunk, attack+use, ...) is not allowed.
16. Organization can check for the use of any unfair practice or scripts
17. If the organization decides that external conditions give unfair advantage to a player, the team will be given at least a warning
18. CS 1.6 has some bugs, exploits and glitches, most of which were never been fixed unfortunately. Therefore, known exploits and glitches will be banned.
19. Protests can be filed only by the team leader or the coach If a player does not agree to any rulings made, he can express his protest to the referee before the start of the match. Any intentional refusal to connect to the match server can result in a default loss for the team
20. If a rematch is decided by an organizer, the team that does not follow this decision will be subject to disqualification
21. If there is any evidence of a player abusing an exploit there will be a warning and possible disqualification depending on the severity decided by the tournament admin(s). If that same team abuses another exploit after receiving a warning, they will be immediately disqualified.
22. Players have to be inside the Game-Zone at least 15 minutes before the official game schedule. If there is some player left at the scheduled time, organization will wait five minutes before give the loss by default for the offending team.

[P.S: An exploit is the act of using a bug or glitch, game system, rates, hit boxes, speed or level design etc. by a player to their advantage in a manner not intended by the game's designers.]

## Cheating/Hacking

- a) Cheating/Hacking in online games is the subversion of the rules or mechanics of online video games to gain an unfair advantage over other players, generally with the use of **third-party software**.
- b) All cheats are completely forbidden, the use of which is a bannable offense. Using any cheat during the tournament will result in ban and disqualification of the entire team.

## Timeouts and Disconnects

1. If all the players cannot play due to an unintended, unforeseen accident such as server stoppage  
Before the 3rd round starts, the match will restart
2. After the 3rd round starts, the disconnected player must re-connect to the server. The round is continued by unpausing. If the disconnected player cannot connect to the server, all players must wait during the freeze time after the round until the disconnected player connects to the server. At this time, the match may continue by unpausing
3. If up to 3 players are unintentionally disconnected the score for that round is discarded. The game is paused after the round during the freeze time, and all players wait until the disconnected players are connected to the server. When all players are reconnected, the match may continue by unpausing the game
4. In the case of intentional disconnection, organization will sanction the offending team.

**These rules can be partially or totally changed by the organization before a game starts.**