5 person teams
2 minute rounds
15 rounds then switch sides

Server config is classic competitive
http://counterstrike.wikia.com/wiki/Competitive
Except:
- mp_overtime_enable 1
- mp_overtime_maxrounds 6
- mp_overtime_startmoney 10000
- mp_overtime_halftime_pausetimer 1

Map choice:
- de_dust2
- de_nuke
- de_inferno
- de_train
- de_mirage
- de_aztec
- de_cache

Both team captains must respect the following procedure:

Team A will be the winner of a coin toss. The match is played on the map which is selected by Team A at step 4 of this procedure. The sides are chosen by the coin toss loser (Team B).
1. Team B removes two of the 7 maps;
2. Team A removes two of the 4 remaining maps;
3. Team B removes one of the 3 remaining maps;
4. Team A picks the map to be played on;
5. The last map remaining will be discarded.

Double elimination in tournament, bracket to be posted on wsucon site before tournament start

Delays
- If a team is not ready to play at the announced match start time, the match will be forfeit and awarded to the opposing team at the discretion of the tournament organizers
- If one or two team members are not present when the match starts, bots will automatically fill their positions. If three or more team members are not present, the match will be forfeit

Rules are subject to change at anytime

Conduct or play not in the spirit of the tournament will face sanctions determined by tournament organizers