NITS COD RULES

General  
These rules are set to explain the basic conduct teams are expected to adhere to and also the action that will be taken by the organizers .if evidence comes to light of these rules being breached by a player or team. All team leaders are expected to ensure that their players adhere to these rules. If a player breaks any of the rules, action will be taken against both the player and the team leader.

Match Rules

-Default promod settings (such as round time, defuse time,plant time etc) will be used.

-Team Size: Five (5) players per team

-Matches will be mr12. If the score is tied, overtime rules will be used: mr3 in the 3rd map and sides will be same as choosed at the start of that map.

- Each team must present 1 (One) representative. He/she is responsible for his/her team and will be responsible of all communication with the Organizers.

- Each team member must use Clan Tag.

- Each person attending the tournament must have read and accepted the rules and regulations. Ignoring it cannot be a reason put forward in case of an issue or dispute.

- Each team is allowed one timeout per side (Attack / Defence). Teams may therefore use a maximum of 4 timeouts.  
  
Map Pool  
  
- mp\_backlot  
- mp\_crash  
- mp\_crossfire  
- mp\_citystreets (district)  
- mp\_strike

Map Selection

-Knife round will be 1v1.

-(Bo3)Loser of the knife round eliminates 1 map, winner eliminates next ,winner selects 1st map, loser selects 2nd .

-(Bo1)Winner of knife round selects the map.

Side Selection

-Knife round will be 5v5.

-Winner choses side.

Server Crashes  
If the server crashes during the game, you are to continue from the previous round played. If the match is 3 rounds or less in, then the map is to be restarted.

Illegal Scripts & Binds

**Scripts & config tweaking that affects game play including nade scripts, wait commands, macros, fast reload and configs that change commands/rates are disallowed**. These commands range from set nade binds to gain the longest throw to scripting a superior firing rate of semi-automatic weapons. This also includes multi-command binds such as bind KEY "toggleads; +attack" on the scroll wheel. **Teams caught using illegal scripts and binds will be disqualified.**  
  
VSTR commands may remain in your config only if they are not bound to any key. Binded VSTR commands are illegal and may result in a forfeit loss.   
  
  
Illegal Files  
ALL matches are to be played with the generic Call of Duty 4 files and the Promod files. Teams found with any tweaked files, or non-generic files (e.g. skins, audio, etc.) will be disqualified.  
  
Bugs

- It is NOT permitted for any user to take advantage of map bugs (for example elevators, outside the boundaries of the map, under the map and so forth) or glitches .  
- The use of silent drops is permitted but only in the case of known silent drops.  
- Players are only allowed to bounce to places which can be reached without the use of a bounce. Bouncing to roofs and balconies which are unreachable in a normal way is prohibited.  
- Straight forward jumps and those that do not involve any part of the in-game character moving through a physical object, are allowed.  
- Boosting is only allowed to boost players to spots where a player can get to by themselves.   
- **Players who are caught using bugs or glitches immediately forfeit the round. If this occurs on more than 2 occasions then the match will be forfeited. If a team is caught persistently using bugs or glitches after being warned will be disqualified**.   
  
  
Last but not the least

In order to secure a pleasant course of game, we encourage all players to show sportsmanlike and fair conduct.