

TECH. SPANDAN (ARCADIA)



Competition Structure:

1. 1st stage will be Time trial. Top 16 players will proceed to next round.
2. 2nd stage will be comprise top 16 players, 4 racers in each track race & top 2 will advance to final.
3. 3rd stage will comprise top 8 players, 4 racers in each track race & top 2 will advance to final.
4. In the Final stage 4 racers competing for the speed king crown.

Game Settings

1. Courses: Diamond, Dunwich Bay, Heritage Heights, Bay Bridge, East Park, Forest Green, Heritage and Diamond and Seaside & Lennox.
2. Car Settings: All 32 cars are available. (JUNK MAN CARS ARE NOT ALLOWED)
3. Race Mode Options:
 - * Nitrous: On
 - * Collision Detection: ON
 - * Performance Matching: ON
 - * Units: Player's own discretion
4. Player Mode Options:
 - * Game Moment Camera: Off
 - * Car Damage: Off
 - * Rear View Mirror: Player's own discretion

All the above rules should be followed without argument with the tournament official, the violation of which may result in player disqualification. The decision to do the same lies in the hand of the tournament official present there.



Competition Structure:

- The choice of the match format is at the sole discretion of the tournament organizer according to his tournament structure.
- SINGLE MATCH A “single match” is played in two half times of 6 minutes. The winner of the match is the player with the most goals.
- FINAL BEST-OF-THREE GAMES A “best-of-three match” is played in two or three games of 6 minutes. The winner of a game is the player with the most goals.
- TIE-BREAKER MATCH A tie-breaker will be a golden goal match of 5 minutes.

GAME SETTINGS

. The following server setting will be used by default:

- - Team selection: Club and international (both player can select the same club)
 - - Speed: Normal
 - - Injuries: On
 - - Radar: On
 - - Injuries: On
 - - Offside: On
 - - Hand ball : On
 - - Score and timing: On
 - - Camera: as per player’s choice.
 - - Half-time: 6 minutes
 - - Joysticks are not allowed.(players will play on keyboard only)
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- If the player fails to respond for more than 5 minutes before the game he/she shall automatically forfeit the game.
 - Players can select any team of their choice. If two players select the same team, they are allowed to do so. For example – if both players want to play with Real Madrid, they are allowed to do so. NO edited team.



Game Settings and rules:

- **Rounds:** **30** Rounds (Max rounds format) **15** rounds as Terrorists and **15** rounds as Counter-Terrorists per team. (The first team that scores **16** rounds wins and the match ends immediately.)
- **Round Time:** **1** minute **45** seconds
- **Sides:** (Counter-Terrorist / Terrorist) will be announced before the match or decided by a knife.
- In the case of a tie after regulation, **6** extra rounds will be played. (**3** rounds as Terrorists and **3** rounds as Counter-Terrorists per team[O.T])
- In the case of a re-tie after **6** extra rounds as stated above, **6** more extra rounds will be played until the tie is broken.
- **Tie-breaker Start Money:** **\$10000**
Tie-breaker victory condition: The first team to score **4** rounds.

Official Maps:



de_dust2



de_train



de_nuke



de_inferno

- The map pool may be changed prior to the tournament. Different maps may be used depending on circumstances.
- Maps will be decided on the spot.
- Only team leaders are allowed to use public in-game messages (**messagemode1**) within a match. The rule also applies when dead. Use of (**messagemode1**) by any member other than the team leader shall result in a warning. Other team members must only use team message (**messagemode2**), while in a match.
- Team members may communicate verbally at all times. Full ghost-talking is allowed.
- The Server master will record the process of the match.
- Approved Grenade Amounts Per Round, for each player:
Flash bangs: **2**
HE Grenades: **1**
Smoke Grenades: **1**
- Default model skins must be used.
- Boosting (stepping on top of own team player) is allowed with any number of players. Any area that can be reached on the map is considered a valid position as long as the position is not used to exploit the map by seeing into areas that are not intended.
- Throwing grenades over buildings in all maps are allowed
- Silent C4 plants are considered bug play. Such an offense may result in a warning at the minimum or loss of all remaining Terrorists rounds at the sole discretion of the board of referees.

- C4 must be planted at a viewable location. Planting the C4 at a location where a boost is required is allowed. If the bomb is planted in such a way that it is obscured from view from all angles (such as planting to have the bomb hidden entirely or in part by a crate, allowing it to clip into a wall or corner of a wall, and so forth), the same penalty will apply.
- Any occurrence of the flash bang bug, unintentional or otherwise, will result in a warning and forfeiture of that round as well as three additional rounds at minimum. A loss by default for the offending team for a repeated flash bang bugs maybe awarded at the sole discretion of the board of referees.
- The gamma rate can be changed in the video graphic driver.
- Both the desktop and in-game color quality must be set to 32-Bit.
- Bunny hop is not allowed.

ALLOWED SETTING FOR VALUES FOR CLIENT

cl_updaterate 101	fps_max 101	cl_cmdrate 101	cl_dynamiccrosshair 1 / 0
rate 25000	gamma 1 / 3	m_filter 1 / 0	brightness 1 / 3
hud_fastswitch 1 / 0	cl_minmodels 1 / 0	zoom_sensitivity_ratio	cl_shadows 1 / 0

FOLLOWING CLIENT SETTINGS MAY NOT BE CHANGED (Must use the default values)

cl_weather	max_smokepuffs	mp_corpse_stay	fastsprites
mp_decals	ex_interp 0.01	max_shells	

TOURNAMENT SERVER SETTINGS

mp_autokick 0	sv_cheats 0	sv_clienttrace 1	sv_clienttrace 1
mp_autoteambalance 0	sv_clipmode 0	sv_friction 4	sv_friction 4
mp_consistency 1	sv_gravity 800	sv_lan_rate 25000	sv_lan_rate 25000
mp_fadetoblack 1	sv_maxrate 25000	sv_maxspeed 320	sv_maxspeed 320
mp_forcechasecam 2	sv_maxunlag 0.5	sv_maxupdaterate 101	sv_maxupdaterate 101
mp_footsteps 1	sv_minupdaterate 101	sv_minrate 25000	sv_minrate 25000
mp_friendlyfire 1	sv_proxies 1	sv_send_logos 1	sv_send_logos 1
mp_limitteams 10	sv_send_resources 1	sv_stepsize 18	sv_stepsize 18
mp_logdetail 3	sv_stopspeed 75	sv_unlag 1	sv_unlag 1
mp_logmessages 1	sv_voiceenable 1	sv_unlagsamples 1	sv_unlagsamples 1
mp_playerid 1	sv_unlagpush 0	sys_ticrate 10000	sys_ticrate 10000
mp_timelimit 0	allow_spectators 1	decalfrequency 60	decalfrequency 60
sv_aim 0	edgefriction 2	host_framerate 0	host_framerate 0
sv_aimove 1	log on	pausable 1	pausable 1
sv_allowupload 0	mp_autocrosshair 0	sv_alltalk 0	

UNFAIR PRACTICES SUBJECT TO PENALTY

- All cheat programs
- Use of map bugs in play (e.g. map swimming, auto aim, etc.)
- Use of unfair but available scripts
- Any player exploits (eg. attack+use, centerview script, norecoil script, etc.)
- The server master can and will check for the use of any unfair practices or scripts, even those not listed above, during each match.

IF DISCONNECTION OCCURS DURING A MATCH

If all the players cannot play due to an unintended, unforeseen accident such as server stoppage:

- Before the 5th round of the half starts: restart the match
- After the 5th round of the half starts: the score to that point will be admitted, the game will be restarted with start money \$5000
- The next round will be played after confirmation of all players.

In the case of intentional disconnection, the referee may decide to end the match with the offending team losing by forfeit.

SERVER CRASHES

If a server crashes before 5 complete rounds have been played, the game score will be reset to 0-0 and the affected leg of the match will be restarted once the server is available. If the server crashes from the 6th round onwards, the server will be restarted, and game play will resume with the max rounds of the affected leg set to the outstanding rounds to be played. Start money will be 5000



Match Format

1. Match would be played in Captains Mode.
2. Quarter Finals & Semifinal: This is a knock out round of 1 match.
3. Final will be best of 3 .

Game Settings:

1. Latest DOTA map shall be used for the game.
2. Standard DOTA rules shall apply for the game.

Rules:

- a. Players must be present in the tournament area with the whole team at the notifications schedule. Players are advised to be present a few minutes before the schedule to avoid any unpredictable delay. If the team is not present at the notification schedule, they shall be disqualified.
- b. Teams will be given 5 minutes to configure their settings and after that use of console or change in settings will be strictly prohibited.
- c. A toss will be done to decide the side team wants to take.
- d. The players have the freedom to bring and use their own controlling device, that is, mouse (USB only).
- e. If the match is involuntary interrupted (player crash, server crash, etc.):
 - i. If one of the players is disconnected or crashed within 5 minutes of the beginning of the game, the game shall be re-started.
 - ii. The team should be of 5 members and no change of players in the team is allowed after they have played their first elimination match.
- f. In case there is a time constraint, the drafting shall be done offline. This is totally to the discretion of the tournament officials.

All the above rules should be followed without argument with the tournament official, the violation of which may result in player or team disqualification, the decision to do the same lies in the hand of the tournament official present there.

For registration and other queries

Like us on www.facebook.com/gbpec.spandan, follow us on www.twitter.com/techspandan or mail us at techspandan.gbpec@gmail.com

Coordinator:

Himanshu karki

8958367249

Anupam Singh Molpha

9997532538

CS1.6 coordinators:-

1. Himanshu karki

8958367249

2. Anupam Molpha

9997532538

NFS Coordinators:-

1. Akash Thakur

8941931105

2. Devang Singh

8477901062

FIFA 11 Coordinators:-

1. Shashank Sharma

8057916653

2. Bharat bhushan

7534873830

Dota 2 :-

1. Amit Joshi

7579138518

2. Rohit Negi

8954410233

3. Aditya rana

7830169252