

PWNED (CS 1.6)

- Game Version: Counter-Strike: (Steam Version)
- Operation System: Windows XP Professional (SP2 or later)
- We recommend players to bring their own mice, keyboards, headphones, and any other peripherals to simulate their own best playing environment.
- We will provide mice and keyboards but not headphones. No mouse-pads will be available, so please bring your own.
- We will not be responsible for performance issues related to peripherals.
- Players must set up personal equipment within 10 minutes of the referee's notification for set up, except for the delays caused by broadcasting or technical issues. 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.
- We will not provide a separate practice zone at the Esya'14
- Anyone born after Sep.30th, 1995 will not be allowed entry (ESRB Rating: Mature (Age +17))
- Competition Method: 5 vs. 5 (Team Play, 5 players per team)
- The Server Master will record a demo of the match.
- Arriving late for a scheduled match may result in a forfeit at the discretion of the Chief Referee.
- At the end of each match, the players must remain seated, remain at the victory/defeat screen and await a referee to record the results and save the replay. Closing the victory/defeat screen without the replay being saved by a referee may result in a default loss.
- Only one member substitution is allowed. In case of substitution, the SP or the team must notify the admins with the reason for the substitution and the profile of the new member before the game, no substitution is allowed in between a game. If the admins are not notified of the substitution in advance, the substitution will not be allowed and the team will be immediately disqualified.
- We reserve the right to install additional software and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data.
- The 'Counter-Strike' tournament would be a KNOCKOUT-TOURNAMENT till the Finale which will have 3 or more teams depending upon the number of participating teams. We'll have a different pattern in the finale depending on the participation turnover.



- The Map rotation will be announced on prior to the tournament.

KNOCKOUT FORMAT

- Knockout Format of the tournament shall consist of single elimination.
- Each game will be a race to 10 i.e. the first team to win 10 rounds proceeds to the next stage of the tournament.
- The team playing as the Terrorist side will be decided by coin toss before the match.
- The map selection will utilize the "Thumbs Down (Map Veto)" method
 1. Each player removes one map from the map pool by privately notifying the referee.
 2. The referee notifies both players, which maps were removed.
 3. The referee randomly draws the order of the maps from the remaining pool.
 4. If both players decided to thumb down the same map, that map will be removed for the order drawing.
- Round Time: 2 minutes
- Starting money: \$6000
- Official Maps: De_Dust2, De_Inferno, De_Nuke, De_Train, De_tuscan
- Each map may be modified by the admins. Players will be informed before the tournament of any such modifications)

FINALS AND SEMI-FINALS

All semi-final matches will consist of 2 half of 15 rounds each. Both teams will swap position after the half. First team to win 16 rounds is the winner. In case of a tie (15 rounds each), the teams will have to play a tie-breaker. The Tie-Breaker will consist of two 3 round halves starting with \$10,000 each, first team to win 4 round will be the winner. In case of another tie, one more tie-breaker will be held until the tie is broken.

The Finals will consist of 3 sets. Each having 10 round halves, first team to win 11 rounds wins the set. The Team winning 2 sets out of 3 wins the tournament. In case of tie in any set, tie breakers as mentioned above will decide the winner.

- 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.

- The Coach can coach the players from behind the team during freeze time. If Coach continues to talk to the players after the freeze time has ended, the team will be given a warning or lose by forfeit at the sole discretion of the referee.
- Coach must go outside the tournament area if Referee asks him/her to leave.
- The Server Master will be record the process of the match.
- A user can use Activate In-Game-VGUI Command
- Default skins must be used.
- Any other use of map or program bugs can result in a warning at the minimum or loss by default for the offending team after deliberation and decision by the board of referees at its sole discretion.
- The gamma rate can be changed in the video graphic driver.

Tournament Server Settings:

-> mp_autokick 0 mp_autocrosshair 0	-> mp_autoteambalance 0 mp_buytime 0.25
-> mp_consistency 1 mp_c4timer 35	-> mp_fadetoblack 1 mp_flashlight 1
-> mp_forcechasecam 2 mp_forcecamera 2	-> mp_footsteps 1 mp_freezetime 15
-> mp_friendlyfire 1 mp_hostagepenalty 0	-> mp_limitteams 10 mp_logecho 1
-> mp_logdetail 3 mp_logfile 1	-> mp_logmessages 1 mp_maxrounds 0
-> mp_playerid 1 mp_roundtime 1.75	-> mp_timelimit 0 mp_tkpunish 0
-> sv_aim 0 sv_airaccelerate 10	-> sv_aimove 1 sv_allowdownload 0
-> sv_allowupload 0 sv_alltalk 0	-> sv_cheats 0 sv_clienttrace 1
-> sv_clipmode 0 sv_friction 4	-> sv_gravity 800 sv_lan_rate 25000
-> sv_maxrate 25000 sv_maxspeed 320	-> sv_maxunlag 0.5 sv_maxupdaterate 101
-> sv_minupdaterate 101 sv_minrate 25000	-> sv_proxies 1 sv_send_logos 1
-> sv_send_resources 1 sv_stepsize 18	-> sv_stopspeed 75 sv_unlag 1
-> sv_voiceenable 1 sv_unlagsamples 1	-> sv_unlagpush 0 sys_ticrate 10000
-> allow_spectators 1 decalfrequency 60	-> edgefriction 2 host_framerate 0
-> log on pausable 0	

Players are allowed to make following client setting for best performance:

-> cl_updaterate 101 cl_cmdrate 101	-> fps_max 101 cl_dynamiccrosshair 1/0
-> gamma 1/3 brightness 1/3	-> cl_minmodels 1/0 cl_shadows 1/0
-> Players Must be use Esya 2014 CS GUI	
-> rate 25000 m_filter 1/0-> hud_fastswitch 1/0 zoom_sensitivity_ratio	

Following Client Settings May Not Be Changed (Must use the default values)

-> cl_weather mp_corpse_stay	-> mp_decals max_shells
-> max_smokepuffs fastsprites	-> ex_interp 0.01 for LAN (0.1 for Online)

Unfair Practices Subject to Penalty

- 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.
- Coaches may ONLY talk during the FREEZE TIME of the round.

- When a player has died, he may communicate verbally with other players, but he must remove his hands from his keyboard and mouse until the beginning of the next round. A player is deemed dead when the screen is completely faded to black. If a bug occurs and the screen doesn't fade to black, the player is deemed dead three seconds after he/she has fallen.
- If a player touches his mouse or keyboard while dead, the team will be subject to either a warning, at the minimum, or a forfeit loss, at the discretion of the referee.
- Boosting (stepping on top of own team player) is permitted.
- Binding Duck to scroll wheel is NOT permitted.
- C4 must be planted at a viewable location. Planting C4 at a location where a boost is required is permitted.
- When defusing, the player must be able to see a part of the bomb. Defusing through objects is NOT permitted.
- Silent C4 installation is considered illegal. This offense may result in a warning or loss rounds at the sole discretion of the board of referees.
- Throwing grenades over buildings on every map is permitted.
- Any use of the flash bang bug will result in a -3 round score for the offending team.
- If the use of the bug is decided as unintentional, the game continues as normal. If the use of the bug is decided as intentional, the offending team will be given a warning at the minimum or loss by default.
- Any flash bang disputes must be reported to a referee when they happen. The dispute will be reviewed after all the rounds of that half are completed.
- Use of personal model/skins (includes weapon skins) is NOT permitted.
- Use of personal map texture is NOT permitted.
- All 3rd party programs are NOT permitted unless stated otherwise.
- Ventrilo is permitted. (In case of Stage match will be decided by Referee)
- Use of map bugs in play (e.g. map swimming, auto aim, etc.) is NOT permitted.
- The use of 'SKY Box' will result in a loss by default for the offending team.
- The restricted areas for each map will be announced at a later date.
- Use of unfair but available scripts (e.g. silentrun, attack+use, centerview script, norecoil script, etc.) is subject to disqualification.

- The server master can and will check for the use of any unfair practice or script, even those not listed above, during each match.
- If the referee decides that external conditions (Press, Team Leader, Player, Spectator, etc.) give unfair advantage to a player, the team may be given a warning or lose by default at the referee's sole discretion.
- HLTV Proxy will join the game servers for Tournament Broadcast.
- If all the players cannot play due to an unintended, unforeseen accident such as server stoppage,
 - Before the 3rd round starts: restart the match
 - After the 3rd round starts: Disconnected player must re-connect to the server.
 - The round is continued by un-pausing, and 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 un-pausing. (NOT a restart).
 - 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 un-pausing the game.
- In the case of intentional disconnection, the referee may decide to end the match with the offending team losing by forfeit.
- Protests can only be filed by the team leader (i.e.: a player that represents the team)
- If a player does not agree to any rulings made, he/she can express his/her protest to a referee before the completion of a match. Any intentional refusal to connect to the match server can result in a default loss for that team with the decision to be made at the sole discretion of the referee.
- If a rematch is decided by the head referee, the team that does not follow this decision will be subject to disqualification.

Stage Match:

- Admins may designate certain matches as Stage Match, which must be played on the stage. Refusal to play on the stage may result in a loss by forfeit decision.
- Admins may request change of monitor aspect ratio or resolution for broadcasting purposes.

- A player may request to pause the game should a problem emerge during a stage match. The referee shall pause the game through the Observer and check the reason for the pause.
- The player may request to pause the game by raising his hand.
- The players may not arbitrarily pause the game during a stage match. In case this occurs, depending on the severity of the situation and when the pause occurred, the referee may decide to issue a warning or loss by default decision if the pause deemed as unnecessary.
- If a player disrupts game play through “unnecessary chatting” during a stage match, the player may be given a warning, loss of the match by default, or eliminated from the competition at the referee’s discretion. (‘Unnecessary Chatting’ is defined in the “Unfair play” section of these rules.)

Final provisions

-> The above-mentioned rules may be amended in the following cases:

- 1) Should the admins, at its sole discretion, decide to adopt the latest patch/version release of each official game.
- 2) Should the Admin Committee, at its sole discretion, decide to modify in-game settings and options required by the use of most recent patch version/release.
- 3) Should the Admin Committee, at its sole discretion, decide to use a newly released Cheat Protection Program and/or cheat protection functions.
- 4) Should the Admin Committee, at its sole discretion, decide to change game settings and/or operations guidelines due to differences between online and offline tournaments.

*Any of the rules are subject to change WITHOUT prior notice by the Admin Committee depending on proceedings of the tournament.