

..... Gamiacs: Counter Strike Rules and Regulations.....

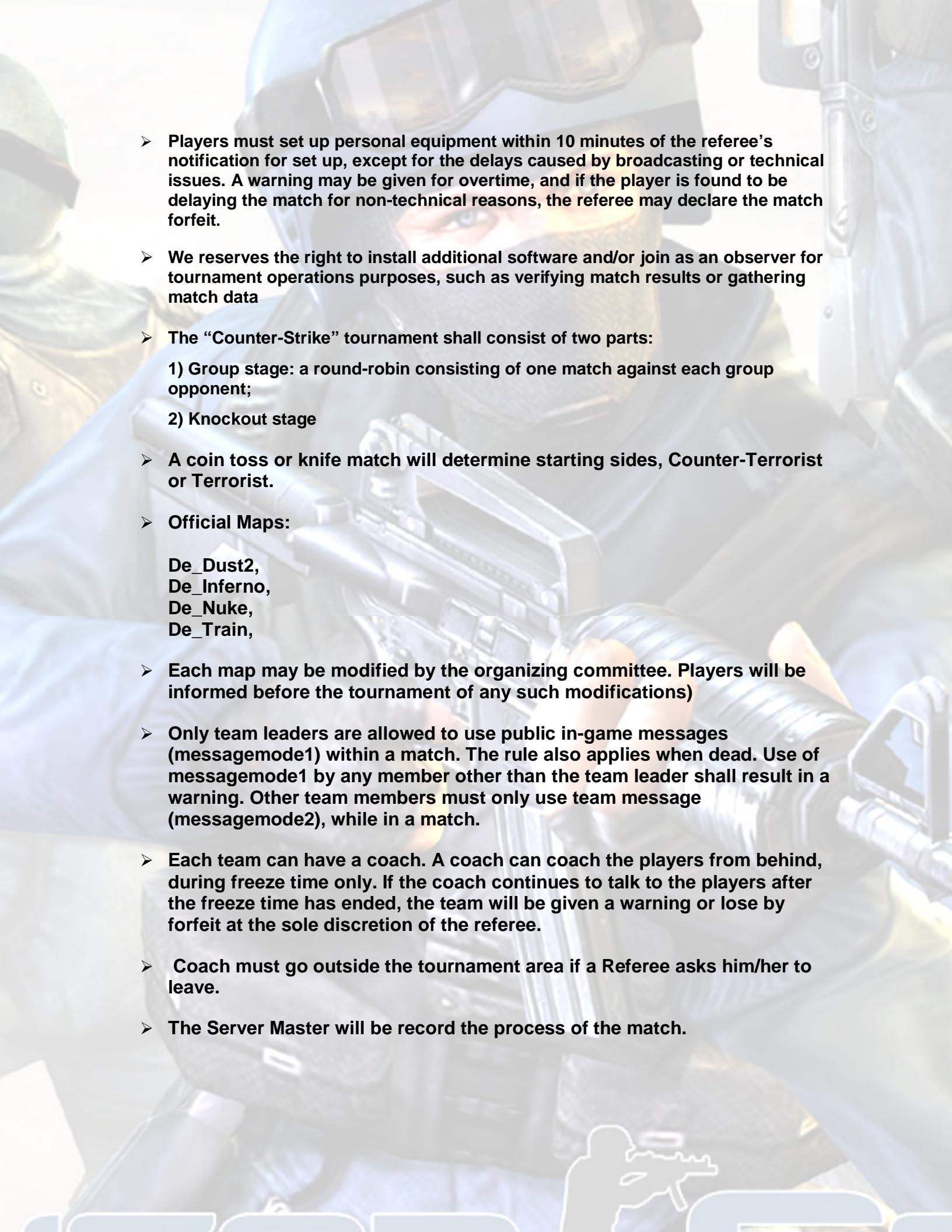
Game Version: Counter-Strike: (Steam)

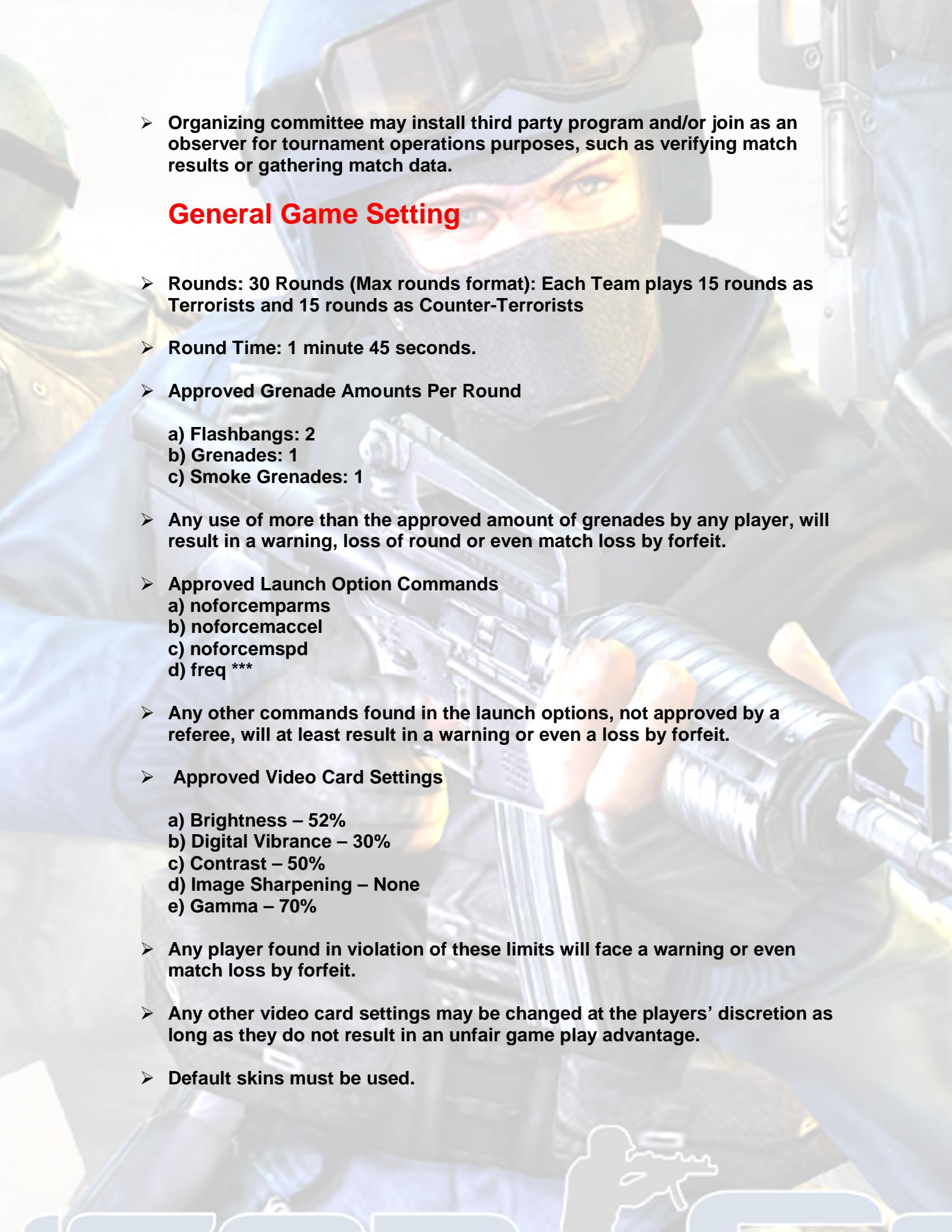
- Allowed Age 16+
- We recommends players to bring their own mice, keyboards, headphones, and any other peripherals to simulate their own best playing environment.
- We will provide mice and keyboards except headphones with at least 30 minutes' notice. No mouse pads will be available, so please bring your own.

General Provision

- Competition Method: 5 vs. 5 (Team Play, 5 players per team)
- Players are not allowed to have personal electronic devices (mobile phones, pagers, radios, MP3 players, etc.) in the tournament area or on stage. If the device is not for communication but just a personal electronic device, the player may be allowed to keep the device upon the referee's preliminary confirmation that it is not considered harmful to the tournament. Players found to have unauthorized personal electronic device within the tournament area or on stage may be penalized with warning or forfeiture.
- Arriving late for a scheduled match may result in a forfeit at the discretion of the Co-ordinators.
- 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.
- Victory Condition: The first team to win 16 rounds is declared the winner.
- . In the case of a 15-15 tie after regulation, the following steps will be taken:

The match go for overtime. Overtime consists of 6 rounds with starting money of \$10,000. Each team will play 3 rounds as Terrorist and 3 rounds as Counter-Terrorist. The team to win 4 rounds first, is declared the winner. In the case of another tie, the overtime will be repeated until a winner is declared.

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- 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 reserves 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 shall consist of two parts:
 - 1) Group stage: a round-robin consisting of one match against each group opponent;
 - 2) Knockout stage
 - A coin toss or knife match will determine starting sides, Counter-Terrorist or Terrorist.
 - Official Maps:
De_Dust2,
De_Inferno,
De_Nuke,
De_Train,
 - Each map may be modified by the organizing committee. Players will be informed before the tournament of any such modifications)
 - 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.
 - Each team can have a coach. A coach can coach the players from behind, during freeze time only. If the 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 a Referee asks him/her to leave.
 - The Server Master will be record the process of the match.

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- Organizing committee may install third party program and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data.

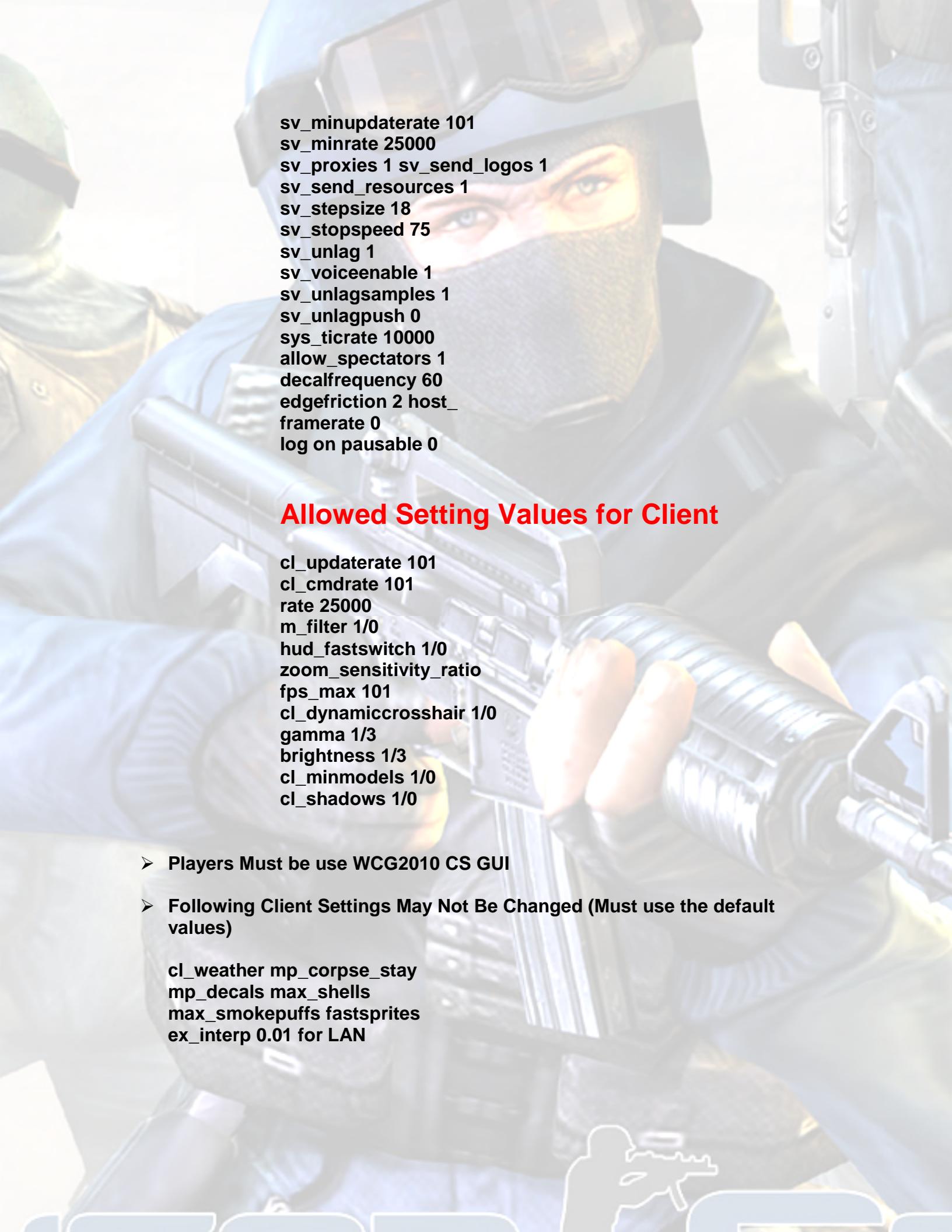
General Game Setting

- Rounds: 30 Rounds (Max rounds format): Each Team plays 15 rounds as Terrorists and 15 rounds as Counter-Terrorists
- Round Time: 1 minute 45 seconds.
- Approved Grenade Amounts Per Round
 - a) Flashbangs: 2
 - b) Grenades: 1
 - c) Smoke Grenades: 1
- Any use of more than the approved amount of grenades by any player, will result in a warning, loss of round or even match loss by forfeit.
- Approved Launch Option Commands
 - a) noforcemparms
 - b) noforcemaccel
 - c) noforcemspd
 - d) freq ***
- Any other commands found in the launch options, not approved by a referee, will at least result in a warning or even a loss by forfeit.
- Approved Video Card Settings
 - a) Brightness – 52%
 - b) Digital Vibrance – 30%
 - c) Contrast – 50%
 - d) Image Sharpening – None
 - e) Gamma – 70%
- Any player found in violation of these limits will face a warning or even match loss by forfeit.
- Any other video card settings may be changed at the players' discretion as long as they do not result in an unfair game play advantage.
- Default skins must be used.

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- 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.

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_airmove 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
```

Allowed Setting Values for Client

```
cl_updaterate 101
cl_cmdrate 101
rate 25000
m_filter 1/0
hud_fastswitch 1/0
zoom_sensitivity_ratio
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 WCG2010 CS GUI
- 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
```

Unfair Practices Subject to Penalty or disqualification.

- In case of use of any unfair practices listed below, the offending team will be given a warning at the minimum or loss by default at the referee's sole discretion.
- Team members may communicate verbally if they are alive in the match or when all team members are dead.
- The 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.
- Any player who has died cannot communicate by ANY means (No gesture or verbal communication will be allowed) with any other team member or opponent until the beginning of the next round.
- If a player continues to communicate after he/she is killed, the team may be given a warning or lose by default at the referee's sole discretion.
- Boosting (stepping on top of own team player) is allowed in play.
- Binding Duck to scroll wheel is not allowed.
- C4 must be installed at a viewable location. Installing C4 at a location where a boost is required is allowed.
- Silent C4 installation is considered bug play. Such an offense may result in a warning or loss of all remaining TR rounds at the sole discretion of the board of referees.
- Throwing grenades over buildings in all maps are allowed.
- 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.
- Use of personal model/skins (includes weapon skins)
- Use of personal map texture

- All cheat programs
 - Use of map bugs in play (e.g. map swimming, auto aim, etc.)
 - The use of 'SKY Box' will result in a loss by default for the offending team.
 - The restricted areas for each map will be notified at a later date.
 - Use of unfair but available scripts (e.g. silentrun, attack+use, centerview script, norecoil script, etc.)
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- The server master can and will check for the use of any unfair practice or script, even those not listed above, during each match.
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- If 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.
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- If a problem occurs with flash bang bug, the referee reviews the demo file and the offending team loses the round. The match continues normally.
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- HLTV Proxy will join the game servers for Tournament Broadcast
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- To test for HLTV flash bugs, players must follow the directions of the server master and/or the referees.

If disconnection occurs during a match

- 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 unpausing, 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 unpausing. (Not a restart)

- If up to 3 of all 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 connected, the match may continue by unpausing 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 (e.g. a player that represents the team)
- If a player does not agree to any rules, 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.

These rules for the Counter strike tournament are subject to modification in the following aspects.

- Use of most the recent patch/version release of each official game within WCG committee's own discretion.
- Changes to the in-game settings and options necessitated by the use of the most recent patch version/release
- Cheat Protection Program release and/or cheat protection functions
- Game settings and/or operations guidelines dictated by differences between online and LAN Tournaments.—

Stage Match

- We 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.
- We 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.
- After reviewing the reason for a pause, if the referee deems the pause unnecessary the referee may decide to issue a warning or loss by default decision.
- 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.)

Group Stage

- The Group Stage is Round Robin. Each team plays one match against each of the other teams in the same group. Winning teams receive three points for a win and losing teams receive zero.
- The ranking for Group Stage is decided by the total number of points acquired during group matches.
- In the case of 2 teams having the same number of points, the following rules will be applied in order listed:
 - 1) Head To Head (The winner of the match between the two players advances)
 - 2) Number of in-game rounds won during group matches
 - 3) Rematch (The map will be drawn.)

4) If both of the teams do not qualify to advance to the next phase, they are deemed tied with same ranking.

- In case of 3 or more teams having the same number of points, the following rules will be applied in order listed:
 - 1) Head To Head (The winner of the matches between the affected teams)
 - 2) Number of in-game rounds won during group matches between the affected teams.
 - 3) Number of in-game rounds won during group matches
 - 4) Rematch (The map will be drawn.).
 - 5) If all of the teams do not qualify to advance to the next phase, they are deemed tied with same ranking.
- The two teams coming first and second in each group qualify for the Knockout Stage

Knockout Stage

- The Knockout Stage of the tournament shall consist of a single elimination tournament. The first team to win two out of three games wins the match.
- The Counter-Strike 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.