

Counter Strike: Global Offensive

Tournament Structure: Competitive Mode will be played. All standard settings of this mode.

- 5 v 5 Team Play
- Practice Time of 5 minutes will be given to set the basic configuration.
- Every Match will be a knockout match till Quarter Finals (including).
- Only 1 map will be played till Semi finals (including).
- Round Time throughout the tournament : 2 min.
- Team Spectate Will be ON (first person view).
- Preliminaries -
 - Best Of 15 Rounds.
 - Maps : de_dust2; de_inferno (new).
 - Side(CT or T) and map will be decided by a knife match.
- Quarter Finals -
 - Best Of 30 Rounds // Team Switch after 15 Rounds.
 - Maps : de_dust2; de_inferno (new).
 - Side(CT or T) and map will be decided by a knife match.
- Semi Finals - Final 4
 - Best Of 30 Rounds.
 - Maps : de_dust2; de_inferno (new).
 - Side(CT or T) and map will be decided by a knife match.
 - Each team will battle against the remaining and top 2 will go to the Finals.
- Finals -
 - Best Of 30 Rounds // Team Switch after 15 Rounds.
 - Best Of 3 Maps.
 - Maps : de_dust2; de_inferno (new); de_mirage.
 - Side(CT or T) and map will be decided by a knife match.

- In case of tie : Overtime rules-
 - Best Of 7 Rounds // Team Switch after 3 Rounds.
 - Starting Money : 10000.
 - Same map as the last one.
 - Side(CT or T) will be the opposite of last game.

- OTHER DETAILS:
 - Use of scripts is strictly **PROHIBITED**.
 - Players can bring their config.cfg file with changes only in crosshair. Other changes can be made under the supervision of organisers.
 - Use of console commands are strictly **PROHIBITED**. Ask organisers for any specific command.
 - Team can interact verbally or through team messages.
 - Players have to bring their headphones (at least). They may bring other equipments (mouse, keyboard, mouse). Personal laptops **CAN NOT** be used.
 - Systems will be provided to all players. System Specs are-
 - Intel Xeon W3680 @3.33 Ghz.
 - NVIDIA Quadro 2000 (4 GB).
 - RAM : 8 GB
 - HP ZR2240w (21.5 inch) monitor.
 - hp mouse and keyboard.
 - If disconnection occurs during a match then scores till the last round will continue and starting money will be decided by the organizers.

- MATCH FORFEITURE :
 - If any of the team members cannot be located after his/her name has been called then he/she will automatically forfeit the match.

- Any participant deliberately attempting to sabotage or damage Labyrinth Gaming equipment to restart matches will be immediately disqualified from the tournament.
- Any person who attempts to disrupt matches with verbal or physical abuse of gaming staff or tournament competitors will be disqualified from the tournament and may be removed from the venue.
- Refuse to play a fight or committing any disruptive behavior that can delay the tournament will result in forfeiture of the match regardless of contestant tournament standings.
- Further Terms and Conditions:
 - Please note that in exceptional circumstances, the tournament rules may be subject to change at short notice. In the event of such a change, the tournament director and/or management will make every effort to make participants aware of this fact as soon as possible.
 - We also reserve the right to remove any participant who, in our opinion, is detrimental to, and/or is having a negative impact on the event. The managements' decision on all matters is absolute and binding.

CONTACT:

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