

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.

FIFA 14

General Rules:

- Competition method: 1vs 1
- Game mode: Kick Off
- Teams: All international teams and clubs (except FC Barcelona, Real Madrid FC, FC Bayern Munich, Classic XI, World XI and Adidas All-Star)
- Players can bring their own controllers and keyboards.
- Players can only pause the game when the ball is out of play during his own possession.
- Consoles are not allowed.
- The teams and players' abilities cannot be modified arbitrarily.
- Players on both sides must select the options before they begin the game. The match result will be accepted even if the players, during or after the match, find out each others settings were different from the official settings.
- Player changes and strategy changes are limited to 3 times during the game. (The changes before the start of first and second half are not included in this count.)
- Players must pause the final screen till the official records the result of the match.

Game Rules:

Preliminary Round:

- In a case of a draw after 90 min, Golden Goal rule will be followed in extra time.

- If a winner is not decided after extra time, a new match would be started and the first player to score a goal wins.
- Neutral stadium and knockout matches.
- If an odd number of players result after knockouts, the final decision would be in the hands of the admin.

Semi-final and final round:

- Two legs (away goals rule will be followed).
- In a case of a draw after both fixtures, Classic rule will be followed in extra time. -If a winner is not decided after extra time, the winner would be decided on Penalties.

Game Settings:

- Custom Formations: NOT allowed.
- Custom Tactics: Allowed.
- Half Length: 5 minutes.
- Difficulty level: World Class.
- Game Speed: Normal.
- Camera: Any. If the players cannot agree on which camera angle to use, admin shall decide it for them.

- Injuries: ON.
- Offsides: ON
- Bookings: ON.
- Handball:OFF.
- Subs:On Bench:7.
- Radar: 2D.
- Time/Score Display:ON.
- Weather:Clear.
- Time of day:Night.
- Controller Settings: Players are allowed to choose any controller settings they prefer.

NFS MOST WANTED 2005

Game Type

- Circuit / Sprint.
- Host, client will be announced before the match or decided by coin toss. Players can bring their own controllers and keyboards.
- At the end of each match, players must maintain the final screens and receive confirmation from a referee.
- All the participants playing at a time will have to play with the same car.
- The car and the track will be decided by the chit system.

Tournament Format

Basic Rounds:

In this round sprint & circuit races will be played. Four participants will be competing in this round at a time. The winner after the race will advance to the next round.

Advance Rounds:

In these rounds there will be 3 races between the participants. Four participants will be competing in this round at a time. First will be Sprint, second will be 2 lap circuit and the third will be Drag. The participant winning 2 of the 3 races will be in the semi-final. If a participant wins 2 races continuously, then the third race will not be run. This process will be continued until we get top 9 participants.

In semi-finals there will be 4 races between participants. Three participants will be competing in this round at a time. First will be Sprint, 2nd will be 2 lap circuit, 3rd will be Sprint and 4th will be Drag. At the end of all races the participant who wins most races will be advanced to finals. In case of a tie an extra sprint round will be played.

Finals:

In finals there will be 5 races between participants. Three participants will be competing in this round at a time. First will be Sprint, 2nd will be 2 lap circuit, 3rd will be OUTRUN** (details of this race are mentioned at the end of this section), 4th will be Drag and 5th will be sprint. The participant winning 3 races first will win the tournament. In case of a tie an extra sprint round will be played.

outrun**

The loop for this race will be NFS World Loop. Every participant will play individually and the best timer will be adjudged the winner of outrun.

Game Settings

- The course selection may be changed prior to the tournament. Players will be informed of any such changes before the tournament.

- Race Mode Options: Circuit/ Sprint
- Track Direction: Forward
- Number of laps will be decided by admin
- N2O: ON
- Collision Detection: OFF
- Performance Matching: OFF

Player Options

- Game Moment Camera: OFF
- Car Damage: OFF
- Rear View Mirror: Player's own discretion
- Units: Player's own discretion.
- Intentional Disconnection will be decided by the referee, any offending player will be charged with a loss by forfeit. If the disconnection is deemed to be unintentional by the referee, the match will be restarted. If any player does not agree to a match restart, that player will lose by default.

Penalty for Unfair play

- Use of any cheat program .
- Intentional disconnection.
- Use of any settings exceeding standard and permitted settings.

- If the match is disrupted due to unnecessary chatting, the player may be given a warning or lose by default at the referee's sole discretion.
- Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.
- During the course of any match, the operations staff and/or referee may determine other actions to be unfair play at any time.
- Two warnings constitute being disqualified from the tournament.

Doodle Army: Mini Militia 2

Tournament Structure:

- 4 on 4 team play
- Group stage:
 - Every match will be a knockout match.
 - Every round (be it preliminary or final) will be of 15 minutes duration.
 - All maps will be available. The map will be decided by the team who wins the toss.

Other details:

- Team messages are allowed.
- If a match gets disconnected in between, then the match will be restarted.
- Mobile phones and chargers will not be provided by the Labyrinth team. Hence the teams should manage them of their own.
- The Mini Militia game application would be installed by the Labyrinth team and no player should have it in his phone pre downloaded.

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 deliberately 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.
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CONTACT:

ARPIT GARG : 8058905582

SAGAR : 9772612269

ARVIND RATHORE : 9680657227