

RULES & GUIDELINES FOR CS: GO

IMPORTANT NOTE: All participants are expected to arrive on the arena at least **10 minutes** before the allotted time slot, failing which the team **MAY BE DISQUALIFIED**. So make sure that **ALL** your team members are present at the given time.

- There will be a veto process for Bo1 among the 7 maps: **Dust2, Mirage, Cache, Overpass, Nuke, Inferno & Train**. The participants are advised to know at least 4 maps, so that they can be assured that at least 1 map of their choice will be played.

- Only the captains will join the server for veto map process.

- There will be a knife round among the 2 captains to decide who will decide first. The winner gets to decide if he wants to go first or second.

- Turn by turn each captain will remove the map his team doesn't want to play.

- At the end, the person who gets to select among remaining 2 maps will decide which map his team wants to play.

NOTE: Among the remaining 2 maps, the player will actually select the map they want to play. It will not be a veto.

- The chosen map will be played between the 2 teams.

- In case of any doubts, you will be guided at the time of veto process. So don't worry much about this process right now.

- After the veto process, all the members will join the server and can configure their sensitivity, crosshair, video and graphics settings, etc.

NOTE:

- There will be no restriction on guns to be played. Also all sorts of boosts are allowed.

- Intentional friendly fires will not be tolerated at all costs.

- Knives and Tasers are allowed.