**COUNTER-STRIKE™ RULES**

Game Play:

Game Version: Counter-Strike Source  
Competition Method : 5 vs. 5 (Team Play, 5 players per team)  
As a default 1 mouse and 1 keyboard will be provided for all players other than that players can bring their own mouse,keyboard and headphones.  
Rounds: 10 Rounds (Max rounds format): 5 rounds as Terrorists and 5 rounds as Counter-Terrorists per team (If a team scores 6 rounds first, the match is ended immediately.)  
Victory Condition: The first team to win 6rounds.  
Round Time: 1 minute 45 seconds.  
The team playing as the Terrorist side first will be announced before the match or decided by coin toss.  
Team players can talk to each other during freeze time

Knife round to decide the toss

Official Maps: De\_Dust2, De\_Inferno, De\_Nuke, De\_Train, De\_aztec  
Team members must only use team message (messagemode2), while in a match.  
At the end whatever the decision referee makes will be the final decision no objection will be tolerated on that

RULES AND REGULATION

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.  
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 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.  
The use of ‘SKY Box’ will result in a loss by default for the offending team.  
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