**General Rules**

**Competitive Mode: 5 vs 5 (Requested to bring your team)**

**The first team to win 16 rounds is declared the winner.**

**Official Maps: De_Dust2, De_Inferno, De_Nuke, De_Train, De_Mirage, De_Cache, De_Overpass.**

**There will be a toss to decide which map to play. Winner eliminates 2 maps and the opponent eliminates 1 remainder shall be played.**

**CT/T will be chosen by knife round.**

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

**Players should bring their own headphones if needed by them .They may also bring their own mouse and other joystick. Keyboard and mouse will be supplied to the players by us if needed.**

**GENERAL GAME SETTINGS :**

**30 Rounds (Max rounds format): Each Team plays 15 rounds as Terrorists and 15 rounds as CounterTerrorists.**

**Round Time: 1 minute 45 seconds.**

**Approved Grenade Amounts Per Round:**

**Flash bangs: 2**

**Grenades: 1**

**Smoke Grenades: 1**

**NOTE:- Console should be opened only under the supervision of Co-ordinator. Failing to do so will result in disqualification.**
**Unfair Practices Subject to Penalty :**

**Team members may communicate verbally if they are alive in the match or when all team members are dead. Failing to abide by this rule will result in disqualification.**

**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.**

**Binding duck or primary fire to scroll wheel will result in disqualification.**

**C4 must be installed at a viewable location. Installing C4 at a location where a boost is required is allowed. layers are connected to the server. When all players are connected, the match may continue by resuming the game.**

**In the case of intentional disconnection, the server may decide to end the match with the offending team losing by forfeit.**

**Silent C4 installation is considered bug play.**

**Use of unfair but available scripts (e.g. silentrun, attack+use, centerview script, norecoil script, etc.) will have the offending team disqualified.**

**HLTV Proxy will join the game servers for Tournament Broadcast.**

**To test for HLTV flash bugs, players must follow the directions of the server. 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 reconnect to the server. The round is continued by resuming, 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 with resuming. (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 resuming the game.

In the case of intentional disconnection, the server may decide to end the match with the offending team losing by forfeit.