Rules & Regulations: -

General Rules:-

- We reserve the right to change, modify, or adapt all rules as deemed appropriate in order to uphold and maintain a spirit of overall fairness and good sportsmanship.
- All players and teams are to uphold the spirit of fair play at all times.
- Unsportsmanlike conduct of any type, including but not limited to racist or abusive remarks and attempts to circumvent or abuse any event policy as determined by Event Heads is not tolerated and is subject to punishments including forfeits, expulsions, bans, or any other action deemed appropriate by the Heads.
- These are the only rules which are valid for the event, it's participants and all matches played within the scope of the event. With his participation the participant states that he/she understands and accepts all rules.

Game Rule:-

- A team will consist of 5 players.
- 10 rounds will be played in each match.
- Knife match to decide terrorist or counter-terrorist.
- Each team plays 5 rounds as terrorist and 5 as counter-terrorist.
- Team winning the maximum rounds wins. In case of a tie a Knife round will act as a tie breaker.
- Rematch on loss of connection of any player.
- Maps will be decided from the map pool by elimination basis.

Game Settings:-

- Freeze Time - 5 seconds
- Round Time - One minute and 45 seconds
- Regulation Max Rounds - 10
- Regulation Start Money - $800

Exploits :-

- Shields – it is illegal to use shields in a match.
- Night Visions – use of night vision is strictly illegal.
- If a player is found to be cheating and/or using illegal customization, the team will be immediately disqualified from the tournament.

Event Rules Punctuality

We expect every player to be at the tournament area as stated in the tournament directions info to setup, prepare and solve any technical problems that might occur. If you notice at any point you will be late, please inform a tournament official as soon as possible! Any delays caused byshowing up late may lead to penalty.

Equipment

You will be provided monitors and computers for all matches. Participants may bring their own equipment (in particular: Keyboard, Mouse, Mousepad, Headsets, In-Ear headphones with long enough cables,(PS2->USB adapters if needed). If any player or team doesn't hand in their equipment they either have to use hardware provided by the College or cannot participate in the tournament at all.

Configs and drivers

Configs and Drivers to be installed onto the computers in presence of an official. Installing unauthorised software will result in the team being disbarred from the competition.

Administrators

The instructions of administrators should always be obeyed and followed. Failure to do so may result in penalty points being awarded.

External removable media devices

It is strictly forbidden to connect, or use any removable media on the tournament computers. Such removable media should not be present at the event in the first place and in case a player or team is still in possession of such a device it has to be handed to the admins before entering the gaming area.

Forbidden Scripts

In general, all scripts are illegal except for buy, toggle, demo & jumpthrow scripts.
o Stop shoot scripts [Use or AWP scripts]
o Center view scripts
o Turn scripts [180° or similar]
o No recoil scripts
o Burst fire scripts
o Rate changers (Lag scripts)
o FPS scripts
o Anti flash scripts or binding (snd_* bindings)
o Bunnyhop scripts
o Stop sound scripts
If you are not sure if a script is allowed or not, then contact the admin team before you play an official match. A player may be penalized for forbidden scripts in any config file, regardless if it is in use, or even stored in the game folder in question. Forbidden scripts will be penalized.