

Kreedomania

2011

COUNTER STRIKE *1.6*



INDEX

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Chapter 1: General Information

Kreedomania 2011 will use Counter-Strike v1.6 (non-steam) in 5 versus 5 in-game players.

This Coordinating Committee reserves the right to modify the rules and regulations from time to time without notice. It is encouraged to review these rules and regulations from time to time in order to be apprised of any changes.

Chapter 2: Match Format

Single Map Match:

A "single map match" is played on a single map and opposes two teams of 5 players each. Each team will play as terrorist and counter-terrorists alternatively in two half-times of 15 in-game rounds. The team winning 16 in-game rounds in total will be the winner and the match will be finished there only without playing any further rounds.

In case of a tie, that is when both teams have won 15 rounds each at the end of two half-times, the winner will be decided by a *Tie-Breaker Match*.

Best-Of-Three Match:

A best-of-three match is played as three Single Map Match on three different maps and opposes two teams of 5 players each. The team winning two Single Map Match will be the winner. There won't be a 3rd Single Map Match if a team wins the first two Single Map Match of its best-of-three match.

Only the last three matches of the tournament, that is the final and the two semi-finals, will be played as a Best-of-three match. Rest all the matches will be Single Map Match.

Tie-Breaker Match:

A tie-breaker match is analogous to a Single Map Match with two halftimes of 3 in-game rounds. First team to win 4 in-game round wins.

Round Time:

1 minute 45 seconds.

Chapter 3: Game Settings

Game Version:

The competition uses the Half-life – Counterstrike v1.6 mod (non-steam) PC game.

Tournament Server Settings:

- mp_autokick 0 - mp_autocrosshair 0
- mp_autoteambalance 0 - mp_buytime 0.25
- mp_consistency 1 - mp_c4timer 35
- mp_fadetoblack 1 - mp_flashlight 1
- mp_forcechasecam 2 - mp_forcecamera 2
- mp_footsteps 1 - mp_freezetime 15
- mp_friendlyfire 1 - mp_hostagepenalty 0
- mp_limitteams 10 - mp_logecho 1
- mp_logdetail 3 - mp_logfile 1
- mp_logmessages 1 - mp_maxrounds 0
- mp_playerid 1 - mp_roundtime 1.75
- mp_timelimit 0 - mp_tkpunish 0
- sv_aim 0 - sv_airaccelerate 10
- sv_airmove 1 - sv_allowdownload 0
- sv_allowupload 0 - sv_alltalk 0
- sv_cheats 0 - sv_clienttrace 1
- sv_clipmode 0 - sv_friction 4
- sv_gravity 800 - sv_lan_rate 25000
- sv_maxrate 25000 - sv_maxspeed 320
- sv_maxunlag 0.5 - sv_maxupdaterate 101
- sv_minupdaterate 101 - sv_minrate 25000
- sv_proxies 1 - sv_send_logos 1
- sv_send_resources 1 - sv_stepsize 18
- sv_stopspeed 75 - sv_unlag 1
- sv_voiceenable 1 - sv_unlagsamples 1
- sv_unlagpush 0 - sys_ticrate 10000
- allow_spectators 1 - decalfrequency 60
- edgefriction 2 - host_framerate 0

- log on - pausable 0

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Allowed Setting Values for Client:

- cl_updaterate 101 - cl_cmdrate 101

- rate 25000 - m_filter 1/0

- hud_fastswitch 1/0 - zoom_sensitivity_ratio

- fps_max 101 - cl_dynamiccrosshair 1/0

- gamma 1/3 - brightness 1/3

- cl_minmodels 1/0 - cl_shadows 1/0

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Following Client Settings that must not be Changed (Must use the default values):

- cl_weather 1 - mp_corpse_stay

- mp_decals - max_shells

- max_smokepuffs - fastsprites

- ex_interp 0.01 - cl_lw

-Video Settings :- 32 Bit

Game Settings In Overtime:

The following game settings will be used specifically for overtime halftimes:

• mp_startmoney 16000

• mp_maxrounds 3

Official Maps:

• de_dust2

• de_inferno

• de_train

• de_nuke

Chapter 4: Rules And Violations

Particular Rules and Violations:

- Using console is strictly illegal.
- Any form of script is forbidden.
- "silent bombs" (i.e. the planting of a bomb which doesn't make a sound) are illegal
- Bunny hopping is allowed without script.
- Silent run is allowed without script.
- Binding "+duck" to the mouse wheel is forbidden.
- Using "+duck" behind a box is authorized.
- Only team leaders are allowed to use public in-game messages (messagemode1) within a match. The rule also applies when dead. Use of messagemode1 by any member other than the team leader shall result in a warning. Other team members must only use team message (messagemode2), while in a match.
- 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.
- Team members may communicate verbally if they are alive in the match or when all team members are dead.
- Any player who has died cannot communicate by ANY means (No gesture or verbal communication will be allowed) with any other team member or opponent until the beginning of the next round.
- If a player continues to communicate after he/she is killed, the team may be given a warning or lose by default at the referees sole discretion.
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- Approved Grenade Amounts Per Round
- Flashbangs: 2
- Grenades: 1
- Smoke Grenades: 1
- Video Mode : 32 Bit
- Default skins must be used.
- C4 must be installed at a viewable location. Installing C4 at a location where a boost is required is NOT allowed.
- Silent C4 installation is considered bug play. Such an offense may result in a warning or loss of all remaining TR rounds at the sole discretion of the board of referees.

- Throwing grenades over buildings in all maps are allowed.
- Any use of the flash bang bug will result in a warning at the minimum or loss by default for the offending team.
- Watching underneath the walls is not allowed on de_train and de_dust2.

Warnings and Penalties:

Any violation of the rules and restrictions given in above section during a match will lead to any one of the following, depending solely on the decision of event coordinator.

- 3 rounds penalty for the violating team on end score of the match.
- Disqualification from the event.

Chapter 5: Contacts

For more details contact :

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