

Counter Strike

1. Competition Method : 5 vs. 5 (Team Play, 5 players per team)
2. Victory Condition: The first team to win 8 rounds is declared the winner.(15 rounds from Quarter Finals onward)
3. Re-Entry will be ALLOWED only before start of second round.
4. **Official Maps: de_dust2, de_inferno, de_nuke, de_train .**
There will be a toss to decide which map to play. There will be a knife round to decide the side (CT\T).
5. **General Game Setting:**
First Round : 14 Rounds : Each Team plays 7 rounds as Terrorists and 7 rounds as Counter-Terrorists.
Second Round Onward : 28 Rounds : Each Team plays 14 rounds as Terrorists and 14 rounds as Counter-Terrorists.
6. Round Time: **1 minute 45 seconds.**
7. C4 Timer: **30 seconds.**
8. Buy Time :**10 seconds**
9. Players are expected to bring their gaming accessories. (Keyboard, Mouse-optional)
10. **Final match** will be **"BEST OF THREE MAPS"**.(There will be a toss winner eliminates a map,opponent chooses the order of maps.)

Unfair Practices Subject to Penalty:

1. **A player can only be on one team**, meaning that you cannot play for two different clans in the competition.
2. 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.
3. **Silent C4 installation may result to disqualification.**

4. **Gay guns** (Krieg 550 commando and D3/AU-1) and **Shield** are not allowed. Use of these weapons results in -1 round score for the offending team.

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: Match will be restarted.

After the 3rd round starts: Disconnected player must re-connect to the server. The round is continued unpauseing, 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 by unpauseing. **(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 unpauseing the game.

In case of problems (disconnection of player, high latency, problem with accessories), if the Server Master is unable to pause the server due to technical issues, following rules shall be considered:

- Problem within 3 rounds : Match Restarts
- Within 3-6 rounds: Match will be continued with start money \$4000.
- After 6 rounds: Match will be continued with start money \$8000.

Rules for Tie-breaker :

In case of a tie after regulation round ends, 6 rounds shall be played. 3 rounds as Terrorists and 3 as Counter Terrorists. Initial start money \$16000.

General Rules

- A player may be cautioned and be sent off if he commits any of the following offences:
 - Receives more than one warning.
 - Is guilty of violent conduct.
 - Uses any unlawful or unfair proceedings.
 - Misleads or dupes any tournament official.
 - Is not present at his match schedule.
- Player must respect the spirit of fair play and non-violence.

Prize:

1st Prize: INR 4000

2nd Prize: INR 2000

Co-Coordiators:

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Location: Comp Lab 5