LAN-GAMING:

COUNTER-STRIKE 1.6

1. Competition Method: 5 vs. 5 (Team Play, 5 players per team)
2. Rounds: 10 Rounds, 5 rounds as Terrorists and 5 rounds as Counter-Terrorists per team (If a team scores 6 rounds first, the match is ended immediately.)
3. The first team to win 6 rounds.
4. Official Maps: De_Dust2, De_Inferno, De_Nuke, De_Train.

FIFA 13

1. 4 minutes half for the knockouts and 5 minutes half for semis and finals.
2. Only Club and International Teams are allowed. Classic and All-star teams are not allowed.
3. Joysticks are allowed. Can bring your own personal controllers/joysticks.
4. Finals will be played in 2 legs – HOME and AWAY.
5. Winner will be decided on aggregate
6. Custom Formations: NOT allowed
7. CustomTactics: Allowed
8. Difficulty level: Legendary
9. Injuries: Off
10. Offsides: On

NFS MOST WANTED

1. In this round sprint & circuit races will be played.
2. Basic Rules
3. Knockout Rounds
4. Four participants will be competing in this round.
5. Further rounds would be revealed on the spot
6. Controller if needed should be bought by the participants

DOTA 2

1. Requires a team of 5 people.
2. Standard CM(Captains Mode) will be played.
3. It will be a five aside non swap-able player team event.
4. Coin toss will decide the first picking and ban and also the picking for respective side
5. Game Speed: FasT
6. First save will be at either: o 15 minutes into the game o First blood
7. Second save onwards will be every 15 minutes of the game
8. Co-ordinator has the right to request for additional game save at any moment during the tournament

**These rules are for the COMIT '14 Lan Gaming Event and COMIT '14 Team holds the right to modify.