



Malaysia Midwest Games

Sports Rules

CS:GO

1. Forfeits

- 1.1. Players are expected to be present 10 minutes before their match start; failure to do so may result in a forfeit from the competition.
- 1.2. Teams who fail to get ready 5 minutes after the scheduled game time will be automatically forfeited.
- 1.3. Should a team be issued **two** technical fouls in one game, the game shall be forfeited to the opposing team.

2. Category

- 2.1. There will be one categories for CS:GO

2.1.1. Open

3. Team Logistics

- 3.1. CS:GO will be played in Mason Hall.
- 3.2. **Participants need to bring their own equipments for the tournament (laptops, mouses, keyboards, etc) and their own copy of the game**, as we will not provide any of them.

4. The Game

4.1. Format:

- 4.1.1. Elimination/Round robin depending on number of participating team
 - 4.1.1.1. If Round robin, best 4 teams with highest victories proceed to semi-finals.
 - 4.1.1.2. Ranks of two or more teams with draw in number, victories will be decided based on total number of wins for every played match.

- 4.2. The following is the settings on how the matches are going to be played:

Offense	Terrorist side
Defense	Counter terrorist side
Competition Method:	5 vs. 5
Players:	12 total (5 on each team, 1 substitute)
Rounds:	16 rounds for regulation play
Max Rounds Format:	8 rounds as Offense, and 8 rounds as Defense per team until the victory condition is met
Victory Condition:	The first team to win 8 rounds in regulation or the team that wins the overtime period.
Buytime:	15 seconds
Startmoney:	\$800 for regulation play, \$10,000 for overtime periods

Freezetime:	10 seconds
C4 Timer:	35 seconds
Map Pool	1. de_dust2 2. de_nuke 3. de_train 4. de_inferno
Map Selection	Best of three pistol round will be played and winner will get to choose any pool to be played from the Map Pool for the 12 round of regulation plays (grenades are allowed)
Side selection	Coin toss