GAMING CONTEST

CS:GO

SERVER SETTINGS

The following game settings will be used:

Start Money	800
Time	1.75
Freeze Time	10
Max Rounds	30
C4 Timer	35

Settings for overtime:

Max Round	6
Start Money	10000

MAPS

Map will be randomly selected from these

|		
DUST	NUKE	TRAIN
MIRAGE	OVERPASS	VERTIGO
TRAIN	OFFICE	

GAME RULES

Choice of side

Team vs Team match. Teams will be registered with specific members. So no option to choice side.

Server crash

If the server crashes before three rounds have been completed (in a half), the server must be restarted and the half's score will be reset to 0-0. If the server crashes after the third round has been completed, the half must be restarted with start money 2000 and the score will be counted from the last completed round. The start money is set to 2000 and the team that lost the last round kills itself using "kill" in the console. This round does not count. The half continues with the following round. The start money has to be set to 800 again.
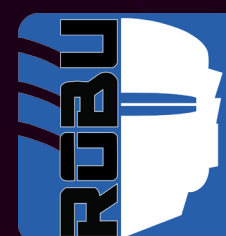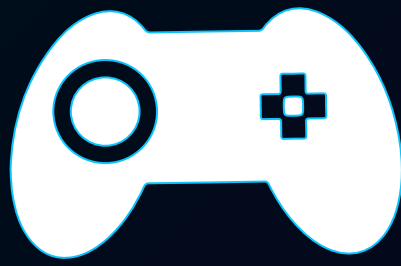
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Player drop or break

The waiting time for a dropped player is 15 minutes. If the player rejoins the server and both teams are ready, the game can be resumed. In case the dropped player does not reconnect within 15 minutes , the team must continue playing with one less player.

Warmup

To start the match all contestants have to be ready

A Team can choose to forfeit a match if they wish. Forfeiting will result in loss of the match and possible penalty points.

Restrictions

Illegal scripts

In general, all scripts are illegal except for buy, toggle and demo scripts. Here are some examples for illegal scripts:

- Jumpthrow
- Stop shoot scripts (Use or AWP scripts)
- Center view scripts
- Turn scripts (180° or similar)
- No recoil scripts
- Burst fire scripts
- Rate changers (Lag scripts)
- FPS scripts
- Anti-flash scripts or binding (snd_* bindings)
- Bunny hop scripts
- Stop sound scripts

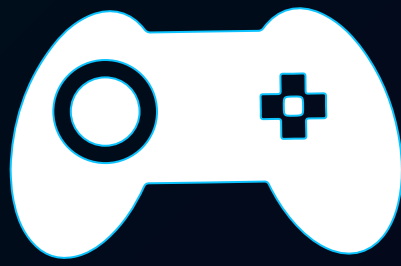Violations of this rule will lead to a instant ban from the tournament

In-Game overlays

All In-Game overlays – provided by the game itself – except the following are forbidden:

- cl_showpos 1
- cl_showfps 1

Color depth

The usage of a color depth of 16 bit is not allowed. Protests about this will be rejected.

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Content of the config folder

In the config folder you are only allowed to have config files. Pictures, demos, screenshots and zipped files are forbidden. If an admin is hindered in his work because of too many unclear config files, penalty points will be assigned. Protests because of this rule are illegal and will be rejected.

Starting Match

- All teams are expected to be there and confirm their attendance 30 minutes before the start of the match.

Schedule Change

- Game dates/times are subject to change if the situation and time table allows it and "Only organizer have the right to this"

Prohibited in match

- Foul language, offensive and disruptive behavior will not be tolerated from any player and will result in the following:
- First Warning that the team captain has to acknowledge
- Second Warning will lead to disqualification from the tournament

Game Admin Privilages

All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final, except in cases where the option to appeal is clearly stated. Conversations, either verbal or written, between organizers, admins, or referees, and participants are confidential. Publicly posting or sharing these conversations with outside parties is strictly forbidden.