

CS 1.6 Rules

General Game Rules

Competition format: 5v5 Clan

Match format: A game is played in two half-times of 15 in-game rounds. For each half-time, teams play alternatively terrorist and counter-terrorist. The winner of a game is the first team which scores 16 in-game rounds. The winner of a match will be decided as follows_

Elimination Stage: 1 map will be played to decide the winner.

Semi-Finals and Finals: Best of three maps will be played to decide winner.

The following maps may be used for the tournament:

- de_dust2
- de_inferno
- de_nuke
- de_train

Either both team captains agree mutually on a map or the winner of the coin toss gets to choose the first map (and alternatively thereafter).

- Winner of the knife round will decide who begins as CT and who begins as T.

- In case of a tie after 30 rounds, a tie-breaker will be played, consisting of 6 rounds (3 per side) with \$10,000 money at the start of the tie-breaker

In case of a tie during the tie-breaker another tie-breaker to be played, until the winner is determined

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 the match

The Server Master will record the process of the match.

Default Skins must be used

Prohibited Actions:

The following actions are strictly prohibited during a game and will result in a 3 rounds loss which will be deducted at the end of the match, and a warning or a total forfeit

- Using pause is forbidden without the authorization of a tournament's official (it can be used during the freeze time or the end of the round).
- Any form of script is forbidden unless verified by official.
- Using bugs which change the game principle (i.e. spawn bugs) is illegal. Moving through walls, floors and roofs is strictly forbidden. This also includes skywalking. "silent bombs" (i.e. the planting of a bomb which doesn't make a sound) are illegal.
- Planting bombs so that they cannot be defused is illegal. This does not include plants where multiple players are needed to defuse.
- Defusing bomb through walls or roofs is strictly illegal.
- Boosting with the help of team mates is allowed in general, but it is forbidden in places where the textures, walls, ceilings, floors become transparent or penetrable. - "Fireboost" (i.e firing below a player to push him) is strictly illegal.
- "Flashbugs" are forbidden.
Throwing flash grenades under walls is not allowed, throwing grenades over walls or roofs is allowed.
- "Mapswimming" or „Floating“ is illegal.
- "Pixelwalking" is illegal (Sitting or standing on invisible map edges)
- Binding "+duck" to the mouse wheel is forbidden.
- The competitor is deemed dead when the screen is completely faded to black. If a bug occurs and the screen doesn't fade to black, the competitor is deemed dead three seconds after he/she has fallen.
Any competitor 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 competitor continues to communicate after he/she is killed, the team may be given a warning or lose by default at the Marshal's sole discretion.
- The use of external software which allows modifying graphics card settings under a match is forbidden. The use of another graphic setting will result in a disqualification.

The following actions are authorized during a game

- There is no restriction on amount of grenade bought.
- Bunny hopping is allowed without script.
- Silent run is allowed without script.
- Using "+duck" behind a box is authorized.

A team may be disqualified if one of his player commits any of the following offences:

- receives more than one warning
- is guilty of violent conduct
- uses any unlawful or unfair proceedings
- mislead or dupe any tournament official
- is not present at his match schedule
- violates a rule of this regulation

Client settings

The following settings must be used by players:

- ex_interp 0.01 LAN
- rate 25000
- cl_lc 1
- cl_lw 1
- cl_pitchspeed 225
- cl_showevents 0
- cl_movespeedkey 0.52
- cl_updaterate 101
- cl_cmdrate 101
- gl_picmip 0
- gl_monolights 0
- gl_polyoffset 0.1 to 4
- gl_max_size higher than 128
- fastsprites 0
- lightgamma 2.5
- texgamma 2.0
- s_show 0
- s_a3d 0
- r_speeds 0

All other client settings in the configuration files may be changed if they do not give to the player an unfair advantage comparable to a cheat. The use of an unfair CVAR setting comparable to a cheat will result in a sanction.

Players may not bring, install or use any external software or hardware that inter-acts in-game, any form of modification that would alter the game or allow a player to execute automatically more than one in-game action, or any configuration file, unless expressly authorized by a tournament official.

Server settings

The following game settings will be used by default:

- sv_lan 1
- sv_lan_rate 25000
- sv_maxupdaterate 101
- sv_maxspeed 320
- sv_airaccelerate 10
- sv_maxrate 25000
- sv_minrate 8000
- sv_aim 0
- sv_cheats 0
- sv_airmove 1
- sv_allowupload 1
- sv_bounce 1
- sv_clienttrace 1
- sv_clipmode 0
- sv_friction 4.000
- sv_gravity 800
- sv_stepsize 18
- sv_stopspeed 75.000
- sv_wateraccelerate 10
- sv_waterfriction 1

- mp_autoteambalance 0
- mp_limitteams 0
- mp_friendlyfire 1
- mp_forcechasecam 2
- mp_chasecam 1
- mp_friendly_grenade_damage 1
- mp_allowmonsters 0
- mp_ghostfrequency 0.1

- mp_fadetoblack 1
- mp_autokick 0
- mp_hostagepenalty 0
- mp_tkpunish 0
- mp_c4timer 35
- mp_roundtime 1.75
- mp_freezetime 10
- mp_chattime 10
- mp_startmoney 800
- mp_timelimit 0
- mp_maxrounds 15
- mp_winlimit 0
- mp_buytime 0.25
- mp_flashlight 0
- mp_logfile 1
- mp_logmessages 1
- mp_mirrordamage 0
- log on
- sys_ticrate 10000
- fps_max 200
- pausable 1

If disconnection occurs during a match

If all the competitors cannot play due to an unintended, unforeseen accident such as server stoppage

- Before the 3rd round starts: restart the match
- After the 3rd round starts: Disconnected competitor must re-connect to the server.
- The round is continued unpausing, and if the disconnected competitor cannot connect to the server, all competitors must wait during the freeze time after the round until the disconnected competitor connects to the server. At this time, the match may continue by unpausing. (Not a restart)
- If up to 3 of all competitors are unintentionally disconnected:
- The score for that round is discarded.
- The game is paused after the round during the freeze time, and all competitors wait until the disconnected competitors are connected to the server. When all competitors are connected, the match may continue by unpausing the game.

In the case of intentional disconnection, the Marshal may decide to end the match with the offending team losing by forfeit.