Counter-Strike  
(PC Game)

# Divisions

1. This event has three divisions—Men’s Team, Women’s Team, and Mixed Team.
2. The following table gives the point distribution for each division of this event.

|  |  |
| --- | --- |
| **Rank** | **Points** |
| First Place | 15 |
| Second Place | 9 |
| Third Place | 6 |
| Fourth Place | 3 |

# Rounds

1. Each division shall have 2 phases—an Elimination Round followed by a Finals Round.
2. The Elimination Round is composed of 2 round-robin matches where all teams play against each other twice.
3. The Finals Round is composed of 2 matches where the third ranked team plays against the fourth for third place, while the top team plays against the second for the championship.

# Game

1. A game round is a battle between two competing teams where one team plays the role of terrorist while the other plays the role of counter-terrorists.
2. A game round shall have a duration of 2.5 minutes including a 10-second freeze time.
3. A team shall be represented by 5 players for each division. In the mixed team division, teams must field 2-3 female players. Players who played in the men’s and women’s team divisions are allowed to play in the mixed division.
4. A team that cannot field the required number of players will be considered in default for the match.
5. No player substitution will be allowed in the middle of a game.

# Match

1. For the Men’s and Women’s Division, a match is won by the team that first wins 16 game rounds. For the Mixed Division, a match is won by the team that first wins 26 rounds.
2. The following gives a summary of the game settings.

Victory Condition: Men’s/Women’s Division - First team to win 16 rounds

Mixed Division – First Team to win 26 rounds

Round Time: 2.5 minutes

Freeze Time: 10 second

Buying Time: 0.25 minutes

C4 Timer: 35 seconds (Not applicable for the Mixed Team)

Start Money: $10,000

Grenades/Round/Player: unlimited

Approved Commands: Adjust\_crosshair  
Left Hand  
A user can use Activate In-Game-VGUI Command  
Mouse Sensitivity

Name change

1. The following gives the server settings.

sv\_maxupdaterate 101

sv\_maxspeed 320

sv\_airaccelerate 10

sv\_maxrate 25000

sv\_aim 0

sv\_cheats 0

sv\_airmove

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

sv\_voicequality 5

sv\_voicecodec voice\_speex

mp\_autoteambalance 0

mp\_limitteams 0

mp\_friendlyfire 0

mp\_forcechasecam 2

mp\_forcecamera 2

mp\_chasecam 1

mp\_consistency 1

mp\_friendly\_grenade\_damage 1

mp\_fadetoblack 1

mp\_autokick 0

mp\_tkpunish 0

mp\_c4timer 35

mp\_roundtime 2.5

mp\_freezetime 10

mp\_startmoney 10000

mp\_maxrounds 15

mp\_winlimit 0

mp\_buytime .25

mp\_flashlight 1

mp\_logfile 1

mp\_logmessages 1

mp\_timelimit 0

hud\_fastswitch 1

log on

decalfrequency 60

edgefriction 2

host\_framerate 0

pausable 1

1. The following table gives the maps to be used in the matches:

|  |  |  |  |
| --- | --- | --- | --- |
| **Division** | **Round 1** | **Round 2** | **Finals** |
| Men’s | de\_dust2 | de\_aztec | de\_dust4ever |
| Women’s | de\_dust2 | de\_dust2 | de\_aztec |
| Mixed | “fight yard” | “fight yard” | fy\_dustworl2010s |

1. If the round time has elapsed for the Mixed Division Game and players from both sides are still alive, the round point shall be awarded to the team with a Counter Terrorist role.
2. The team shall submit player assignments before each game of the match, and all players shall be ready to play at game time.
3. A team shall use the same set of computers for the duration of the match.
4. The initial role and computer assignments shall:
5. On the teams’ first meeting, be decided by a coin toss before the first round when two teams first meet. The winner of the toss shall be given the choice of either initial role or computer assignment. The other team shall have the other choice.
6. On the teams’ second meeting, be the opposite of the initial assignments of the first meeting.
7. Teams shall then switch roles after every 5 rounds. During this time, players may switch computer stations among the team.
8. No player substitution shall be allowed in the middle of a match.

# Ranking

1. At the end of the Elimination Round, the competing teams shall be ranked according to their match win-loss records.
2. If ties after the conclusion of the Elimination Round need to be broken, the ranks shall be determined as follows:
3. The first level of tie-break shall use the total game margin.
4. A play-off match will be conducted if the teams are still tied after application of item  above. The play-off match shall follow the same format as a regular match.

# Points of Emphasis

1. A referee shall be assigned per competing team to serve as witness and arbiter among competing teams.
2. Players are not allowed to adjust any game setting. Any team/player found to have tampered with the game setting shall forfeit the match.
3. A round that is interrupted by a valid technical problem shall be restarted.
4. Fair play is expected of all players. The referees shall have the power to determine any unfair practice during the game, and the discretion in identifying corresponding penalty, including automatic loss of a match for an offending team.
5. The following gives some examples of legal (allowed) and unfair (not allowed) practices:

| **Legal Practices** | **Unfair Practices** |
| --- | --- |
| Team members may communicate verbally if they are ALIVE in the match or when all team members are dead.  Boosting (stepping on top of own team player) in play  C4 must be installed at a viewable location. Installing C4 at a location where a boost is required is allowed.  Throwing grenades over buildings in all maps. | Any player who has DIED cannot communicate by ANY means (Gesture or Verbal Communication) with any other team member or opponent until the beginning of the next round.  If a player continues to communicate after he is killed, the team may be given a warning or lose by default at the referee’s sole discretion.  Binding duck to scroll wheel.  Silent C4 installation will result in a warning or loss of all remaining TR rounds at the sole discretion of the referee.  Any use of the flash bang bug will result in loss by default for the offending team.  Use of personal model/skins (includes weapon skins).  Use of personal map texture.  Use of any cheat program.  Use of map bugs in play (e.g. map swimming, auto aim, etc.).  Use of unfair but available scripts (e.g. silentrun, attack+use, centerview script, norecoil script, etc.). |

# Forfeiture

1. Forfeited games will be awarded as victories to the corresponding opponent with a game score of 0–16 for the Men’s/Women’s Division or a score of 0-26 for the Mixed Division

# Game Venue Rules

1. Spectators will be allowed in the game venue but restricted to certain areas.
2. Spectators shall be forbidden any communication with the players. This includes calling their attention on unnoticed violation/s of game rules.
3. Players and spectators are prohibited from creating excessive noise that may affect the concentration of the players.
4. Violation of any of the above game venue rules shall be penalized by the awarding of an additional game point for the opponent for each instance of violation as deemed by the Event Director. If the violator is not of the playing team, the penalty will be applied to the violator’s team’s matches against the currently playing teams. Note that this may change the teams’ win-loss records.