



3RD-5TH APRIL

Terrorism has become a state of the mind. This growing power may eventually consume the planet, but it still finds acceptance in certain quarters. A resistance needs to be augmented, to save the face of humanity. The virtual world pleads for a counter-strike. A choice needs to be made, the time is now. Which one would you make?

GAME RULES

SINGLE-GAME MATCH

- A single-game match consists of one match that faces two teams of five players each. The match is played on a single map in two stages of 15 in-game rounds.
- For each stage (half-time), the teams play alternatively Terrorists and Counter-Terrorists and score one point by winning one in-game round.
- The winner of a match is the first team who reaches a total of 16 in-game rounds. The remaining rounds will not be played after a team has won the match.
- If the match ends up in a tie, meaning that both teams have won 15 in-game rounds, overtimes will be played until a winner is decided. For the overtime teams do not switch sides at the end of a match.

BEST-OF-THREE (BO3) MATCH

- A best-of-three (BO3) match consists of two or three matches that faces two teams of five players each. A match is played on two or three maps in two stages per map having 15 in-game rounds.
- For each stage (half-time), the teams plays alternatively Terrorists and Counter-Terrorists and score one point by winning one in-game round. Winner of a game (map) is the first team who reaches a total of 16 in-game rounds for that game (map). The remaining rounds will not be played after a team has won the map.



- If a game ends up in a tie, meaning that both teams have on 15 in-game rounds on the same map, overtimes will be played until a winner is decided for that map.
- For the overtime teams do not switch sides at the end of a match. The overtimes consists of 2 stages (half-times) having 3 in-game rounds each and who have particular game settings (see Article 5.). The winner of the overtimes is the team that manage to win 4 in-game rounds. The winner of a match is the team that wins a total of two games.

MAP LIST

The following maps will be played during the entire tournament:

- de_dust2
- de_nuke
- de_inferno
- de_mirage
- de_cache

MAP CHOOSING FOR A SINGLE-GAME MATCH

For this type of match format both team captains must respect the following procedure:

1. Team B removes one of the 5 maps;
2. Team A removes one of the 4 remaining maps;
3. Team B removes one of the 3 remaining maps;
4. Team A picks the map to be played on;
5. The last map remaining will be discarded.

Team A will be the winner of a coin toss. The match is played on the map which is selected by Team A at step 4 of this procedure. The sides are chosen via a knife round.



MAP CHOOSING FOR A BEST-OF-THREE (BO3) MATCH

For this type of match format both team captains must respect the following procedure:

1. Team B removes one of the 5 maps;
2. Team A removes one of the 4 remaining maps;
3. Team A picks one of the 3 remaining maps, will be played as 1st map;
4. Team B picks one of the 2 remaining maps, will be played as 2nd map;
5. The last map will be, if needed, played as 3rd map.

Team A is the winner of a coin toss. The first match will start on the map which has been chosen by Team A at step 3 of this procedure. The sides will be chosen via a knife round. The last map will only be played if both teams win one map during the match. For the overtime teams do not switch sides at the end of a match.

FORBIDDEN SOFTWARE INSTALLATION

Players are forbidden from bringing, installing, downloading or using any external software or hardware that interacts in-game. It is also forbidden any form of modification that would alter the game or allow a player to execute, automatically, more than one in-game action. Players are not to use any configuration files, unless expressly authorized by a tournament official.



FORBIDDEN IN-GAME ACTIONS

The following actions are strictly prohibited during a game and will result in round loss (the amount is determined by the tournament director) which will be deducted at the end of the match, and a warning:

- Any form of script is forbidden;
- 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 sky walking;
- "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;
- 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;
- "Fire Boost" (i.e. firing below a player to push him) is strictly illegal;
- "Flash Bugs" are forbidden;
- Throwing flash grenades under walls is not allowed, throwing grenades over walls or roofs is allowed;
- "Map Swimming" or "Floating" is illegal;
- "Pixel Walking" is illegal (Sitting or standing on invisible map edges);
- Using 16bit graphics;
- Binding "+duck" to the mouse wheel is forbidden;
- Any custom (game) files.

DISQUALIFICATION

The teams which doesn't show up within 30 mins from the allotted/decided time will be disqualified.



Explore. Develop. Grow. Emerge.

3RD-5TH APRIL

RULE CHANGES

The Administrators reserve the right to modify the rules as needed.

- This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament.
- Teams are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance.
- Teams must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game.