Bengal Institute of Technology

Bits2Bytes 2009

Tech Town, Basanti Highway (Near Science City)

Kolkata – 700150

RULES FOR COUNTER-STRIKE 1.6

GENERAL RULES:

- Game Version : Counter-Strike 1.6
- Competition Method: 5 vs. 5 (Team Play, 5 players per team.)

Registration:

- Each team should submit the full list of its members prior to the beginning of the tournament.
- At the time of registration Contestants may register only their Team-Name. The full list of team-members will only be needed prior to the competition.
- One player is not allowed to participate in several teams.
- During the match, all team players should use nicknames submitted with the full list of Team-members. Otherwise penalties might be applied.
- The players not included into the team list are not admitted to play under any circumstances.
- Usage of **clantag** which has been already registered in tournament isn't allowed.

Tournament Procedure:

- Each team should choose its captain, who will be responsible for team discipline and members coming to the match venue at the time of their match.
- Only captain is eligible for receiving information from the Admins and lodging complaints.
- Personal keyboards, mice, mouse pads and headsets are allowed. The keyboards are connected using PS/2 or USB slots.
- The participants should take care of adapters and drivers for personal accessories.

 # Organizers will not be responsible if anything get lost or damaged during the tournament.

Duties of Competitors and Spectators :

- Competitors should not leave the tournament area between halves or before an overtime match.
- Competitors are responsible for the installation and proper configuration of their mouse driver, or driver for their controller of choice. Tournament Officials will always be available to assist any competitor in getting his or her mouse driver (or any other device) to be properly installed.
- Additional time beyond the scheduled match time will not be permitted for those players experiencing difficulties with their mouse drivers. In addition to this, players who do not arrive in time won't be able to use their warm-up session.
- The tournament area is restricted only to tournament competitors; therefore competitors are not allowed to enter the tournament area with companions that are not participating in the tournament.
- **Competitors will refrain from the use of vulgar language during the entire competition. Teasing competitors during matches is prohibited. All these rules are also applied to chatting through the game console.**
- Competitors are expected to compete in a professional manner. Throwing a match, halting play without cause, or showing a flagrant lack of effort will be construed as a violation of rules, and will result in match forfeit and disqualification from the tournament.
- Competitors must remain quiet when inside the designated tournament area. Talking is permitted, but **must be kept at a reasonable level, and away from other competing competitors**.
- It is strictly forbidden for spectators **(idle participants or officials)** to communicate with a player by any mean while he or she is competing.

 # No spectators (except idle participants or officials), under any circumstances are allowed to enter the tournament area.

GAME SETTING:

- Official Maps :
  - De-dust2
  - De-nuke
  - De-train
  - De-inferno

- PRELIM ROUNDS
  - There will be a coin toss. The teams winning the coin toss will decide the map among the four given maps.
  - The team losing will decide weather they want to be the terrorist or the counter-terrorist
  - The matches will be held as **RACE TO 5**.
  - The team winning the round will be qualified to the next round and the team loosing will be knocked out.

- SEMI-FINAL ROUNDS
  - From the Prelim round **four teams** will be selected for the semi final round.
  - There will be 11 rounds to be played.
  - A coin toss will be held. The team winning the coin toss will decide the map to be played.
  - Then there will be a knife round. The team winning the knife round will decide the side they want to take.

- FINAL ROUND
  - From the Semi-Final round **two teams** will be selected. The rules for the Final round will be same as Semi-Final rounds but there will be **15 rounds** to be played.
  - Weapon bind and team messages are allowed.
  - Uses of only standard models/skins are allowed.
  - 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 a match.
  - The gamma rate can be changed in the video graphic driver.
  - Default skins must be used.

- ➢ Approved Grenade Amounts Per Round:
  - ○ Flashbangs: 2
  - ○ Grenades: 1
  - ○ Smoke Grenades: 1
- ➢ Approved Commands :
  - ○ Adjust_crosshair
  - ○ Left Hand
  - ○ Activate In-Game-VGUI Command can be used.

 # Any other use of map or program bugs can result in a warning at the minimum or loss by default for the offending team after deliberation and decision by the board of referees at its sole discretion.

TOURNAMENT SERVER SETTINGS:

mp_autokick 0
mp_autocrosshair 0
mp_autoteambalance 0
mp_buytime 0.25
mp_consistency 1
mp_c4timer 35
mp_fadetoblack 1
mp_flashlight 1
mp_forcechasecam 2
mp_forcecamera 2
mp_footsteps 1
mp_freezetime 6
mp_friendlyfire 1
mp_hostagepenalty 0
mp_limitteams 10
mp_logecho 1
mp_logdetail 3
mp_logfile 1
mp_logmessages 1
mp_maxrounds 0
mp_playerid 1
mp_roundtime 1.75
mp_timelimit 0
mp_tkpunish 0
sv_aim 0
sv_airaccelerate 10
sv_airmove 1
sv_allowdownload 0
sv_allowupload 0
sv_alltalk 0
sv_cheats 0
sv_clienttrace 1
sv_clipmode 0
sv_friction 4
sv_gravity 800
sv_lan_rate 25000
sv_maxrate 25000
sv_maxspeed 320
sv_maxunlag 0.5
sv_maxupdaterate 101
sv_minupdaterate 101
sv_minrate 25000
sv_proxies 1
sv_send_logos 1

sv_send_resources 1
sv_stepsize 18
sv_stopspeed 75
sv_unlag 1
sv_voiceenable 1
sv_unlagsamples 1
sv_unlagpush 0
sys_ticrate 10000
allow_spectators 1
decalfrequency 60
edgefriction 2
host_framerate 0
log on
pausable 0

ALLOWED SETTING VALUES FOR CLIENTS:

cl_updaterate 101
cl_cmdrate 101
rate 25000
m_filter 1/0
hud_fastswitch 1/0
zoom_sensitivity_ratio
fps_max 101
cl_dynamiccrosshair 1/0
gamma 1/3
brightness 1/3
cl_minmodels 1/0

FOLLOWING CLIENT SETTINGS MAY NOT BE CHANGED (DEFAULT VALUES MUST BE USED):

cl_weather
mp_corpse_stay
mp_decals
max_shells
mp_decals
max_shells
max_smokepuffs
fastsprites
ex_interp 0.01 for LAN (0.1 for Online)
cl_shadows 1/0

 # The players can use their own configuration provided it shouldn't violate the 'Bits2Bytes 2009' client settings mentioned in the Allowed Setting Values for Client section.

NOT ALLOWED:

- Use of personal model/skins (includes weapon skins)
- Use of personal map texture
- All cheat programs
- 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.)
- The server master can and will check for the use of any unfair practice or script, even those not listed above, during each match.
- Giving unfair advantage to a player (by any means) is an offence that may lead to a warning at minimum or lose by default at the organizers sole discretion.
- Use of mouse fix is prohibited.
- Unfair Practices Subject to Penalty :
  - ➢ Team members may communicate verbally if they are alive in the match or when all team members are dead.
  - ➢ The player is deemed dead when the screen is completely faded to black. If a bug occurs and the screen doesn't fade to black, the player is deemed dead three seconds after he has fallen.
  - ➢ Any player 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 player continues to communicate after he/she is killed, the team may be given one (& only one) warning or the team lose by default at the referees sole discretion. No further excuse will be entertained.
  - ➢ Boosting (stepping on top of own team player) is allowed in play.
  - ➢ Binding Duck to scroll wheel is not allowed.
  - ➢ C4 must be installed at a viewable location. Installing C4 at a location where a boost is required is NOT allowed.
  - ➢ Silent C4 installation is considered bug play. Such an offense may result in warning or loss of all remaining TR rounds at the sole discretion of the board of referees.
  - ➢ Throwing grenades over buildings in all maps are allowed.
  - ➢ Any use of the flash bang bug will result in a warning at the minimum or loss by default for the offending team.

DISCONNECTIONS:

If all the players cannot play due to an **unintended**, unforeseen accident such as server stoppage:
- Before the 1st round starts: restart the match
- After the 1st round starts: Disconnected player must re-connect to the server. The round is continued un-pausing, and if the disconnected player cannot connect to the server, all players must wait during the freeze time after the round until the disconnected player connects to the server. At this time, the match may continue by un-pausing (not a restart).

If up to 3 of all players are unintentionally disconnected: The score for that round is discarded. The game is paused after the round during the freeze time, and all players wait until the disconnected players are connected to the server. When all players are connected, the match may continue by un-pausing the game.

In the case of **intentional disconnection**, the organizers may decide to end the match **with the offending team declared as DISQUALIFIED.**

ELIGIBILITY:

- All participants should have a valid ID card of their institute.
- The ID should be produced whenever asked for by the organizers, failing of which will result in **disqualification of the team.**

NOTE: Event coordinators can bring change in rules at any time. Their decision will be final.