

EVENT NAME: COUNNTER STRIKE

Definition:

Offense: Terrorist Side

Defense: Counter-Terrorist Side

Half round: 5 rounds of play on a defending or offensive side

Half Time: The period between halves in which Teams swap sides

GENERAL RULES:

Competition Method:

- 1. This is a team event. A team will comprise of 5 members. The format of the game will be 2 teams playing against each other that are 5 vs. 5 plays.**
- 2. Substitutes are not allowed.**
- 3. The first team to win 6 rounds wins the game.**
- 4. Extra rounds will be played until the winner is decided. The decision of the coordinator(s) at the time of the event is final and binding.**

Eligibility criteria:

- 1. All participants must have a valid identity card of their institute. This card must be produced during "on spot" Registration, at the time of reporting or whenever asked by the coordinator(s). Failing to do so or any kind of Doubt on the validity of the identity card will lead to the disqualification of the team. All the team members should be present at the time of commencement of the tournament. Absence of any team member will prohibit the team from participating.**

Registration:

- 1. Online Registration of all the team members is a must. The participants have to register online and pay the respective Registration fees on the spot.**
- 2. Each team will have to register for a total of 5 members.**
- 3. Please note that no participant can be in more than one team in the same event.**

Additional Rules:

- 1. Each team should submit a full list of its members prior to the beginning of the tournament to the event Coordinator. This list should include all the members of the team. Note that, this list will determine the players throughout the match. No substitution is allowed.**
- 2. Name of the captain of the team must also be mentioned.**
- 3. All the registered teams must have a specific team name. This name must be provided at the time of reporting.**
- 4. Usage of a team name which has been already registered in the tournament is not allowed.**
- 5. In case, any member of the opponent team fails to report on time, then that team has to play without that Player or wait till a certain time specified by the coordinator(s). Failing to do so may result in a walkover.**
- 6. 10 minutes time will be provided at the beginning of each match for the participants to attach their personal Equipment or to change the game/control settings according to the given rules. Only wireless mouse can be attached. T&C apply*.**
- 7. Map will be decided by toss and Side (Counter Terrorist/Terrorist) will also be decided by a toss.**
- 8. Everyone is to obey Teacher-in-charge's direction.**
- 9. Each must maintain proper decorum and etiquette.**

Game Rules:

- 1. Rounds: 10 Rounds. 5 rounds as Terrorists and 5 rounds as Counter-Terrorists per team will be played.**
- 2. Victory Condition: The first team to win 6 rounds. If any team wins 6 rounds the match will be ended immediately i.e. whichever team wins 6 rounds first will be declared the winner.**
- 3. Rules will remain same but number of rounds may change depending upon the number of participants. This will be decided on-spot. Round Time: 1 minute 45 seconds.**
- 4. In the case of a tie after regulation, 6 extra rounds will be played (3 rounds as Terrorists / 3 rounds as Counterterrorist's peer team).**

5. In case of a re-tie after 6 extra rounds as stated above, the match will be decided by a coin toss.

6. Official Maps: De_Dust2

7. The Server Master will record the progress of the match.

REGISTRATION FEE:

Externals: Rs.500

Internals: Rs.100

CONTACT:

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