Arms Affair

Note: The registration information given below is for the participants from institutions other than IIT Bhilai.

Team Formation:
Team formation will be through the registration form on the website. Every player needs to fill the form & enter the same 'Team Name'.

GENERAL INFO:

- Number of rounds (Default 30) are respect to change.
- Official Maps: de_dust2, de_inferno, de_cache, de_mirage versions same as in the CSE Lab.
- Map selection will be done on draw basis. There will be a knife round to decide the side (CT\T) for First half of the game and then team will be switched for other half.
- Round Time: 2 minutes (including 5 seconds of freeze time).
- C4 Timer: 45 seconds
- Players are allowed to bring their gaming accessories. (Keyboard, Mouse and headphones/earphones)
- Default skins must 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 organizers at it's sole discretion.

UNFAIR PRACTICES SUBJECT TO PENALTY:

- A player can only be on one team, meaning that you cannot play for two different teams in the competition.
- 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/she has fallen.

- C4 must be installed at a viewable location. Installing C4 at a location where a boost is required is allowed.
- Silent C4 installation may result to disqualification.
- Any use of the flash bang bug will result in a -3 round score for the offending team. If the use of the bug is decided as unintentional, the game continues as normal
- **G3SG-1/SCAR-20 and SG-553/AUG are not allowed. Use of these weapons results in -1 round score for the offending team.**
- Use of unfair but available scripts (e.g. silentrun, attack+use, centerview script, norecoil script, etc.) will have the offending team disqualified with no further consideration.
- Initial start money is $800

IF DISCONNECTION OCCURS DURING A MATCH:

- Before the 3rd round starts-If all the players cannot play due to an unintended, unforeseen accident such as server stoppage etc, then the match will be restarted
- After the 3rd round starts: Disconnected player must re-connect to the server. The round is continued unpausing, 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 unpausing. (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 unpausing the game
- In case of problems (disconnection of player, high latency, problem with accessories), if the Server Master is unable to pause the server due to technical issues, following rules shall be considered:
- Problem within 3 rounds : Match Restarts
- Within 3-6 rounds: Match will be continued with start money $4000
- After 6 rounds: Match will be continued with start money $8000

RULES FOR TIE-BREAKER:

- In case of a tie after regulation round ends, 6 rounds shall be played. 3 rounds as Terrorists and 3 as Counter Terrorists
- Initial start money $800

NOTE:

The tournament organizers has the right to decide outside or even against the rulebook in special cases to guarantee fairplay.

All players are asked to behave in a humane way towards other competitors, and to any member of the administration team; treat others as you would like to be treated! If a player is found guilty of misconduct by an administrator, they may receive penalty points. Also, teams risk league kicks, bans and expulsions from the tournaments.

CODE OF CONDUCT:

A player may be cautioned and be sent off if he commits any of the following offences:

- Receives more than one warning
- Is guilty of violent conduct
- Uses any unlawful or unfair proceedings
- Misleads or dupes any tournament official
- Is not present at his match schedule
- Player must respect the spirit of fair play and non-violence
- Additional software like mouse_fix and DLLs will not be allowed.
- All participants in a team must produce valid college Identity cards whenever required.