



INTRA COLLEGE TECHFEST

COUNTER STRIKE 1.6

GENERAL RULES

1. 5 vs. 5 (Team Play, 5 players per team).
2. The first team to win 16 rounds wins the match.
3. Extra rounds will be played until the winner is decided.
- 4 .Arriving late for a scheduled match may result in a forfeit at the discretion of the Coordinator.
- 5 .Knife round will be played between the two teams for side selections (CT or T).

MAPS TO BE PLAYED

1. De_dust2
2. De_inferno
3. De_nuke

However, in the 1st round itself only de_Dust2 will be played. From second round only there will be map selection.

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.