

Counter Strike 1.6 Rules

1. Competition Method : 5 vs. 5 (Team Play, 5 players per team)

2. Victory Condition: The first team to win 6 rounds is declared the winner.

3. There will be a knife round to decide the side (CT\T).

4. General Game Setting:

Rounds: 10 Rounds (Max rounds format): Each Team plays 5 rounds as

Terrorists and 5 rounds as Counter-Terrorists.

5. Round Time: 1 minute 50 seconds.

6. C4 Timer: 35 seconds.

7. Players are expected to bring their gaming accessories.

(Keyboard, Mouse-optional)

8. Default skins must be used.

9. 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.
10. Basic configuration files(CFG) will be allowed with no illegal scripts.
11. Final match will be "BEST OF THREE MAPS".(optional)

Unfair Practices Subject to Penalty:

A player can only be on one team, meaning that you cannot play for two different clans 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.

Gay gun (Krieg 550 commando and D3/AU-1) and Shield 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.

HLTV Proxy will join the game servers for Tournament Broadcast .

-----If disconnection occurs during a match:

If all the players cannot play due to an unintended, unforeseen accident such as server

stoppage,

Before the 3rd round starts: Match will be restarted.

After the 3rd round starts: Disconnected player must re-connect to the server. The round is continued unpause, 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 unpause. (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 unpause 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 \$10000.

-----**General Rules**

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 softwares like mouse_fix and dll's will not be allowed.