

Rules

Counter strike :-

- Competition method 5 vs5 (team play, 5 player per team).
- Rounds : 30 Rounds (Max rounds format) : 15 rounds as Terrorists and 15 rounds as Counter-Terrorists per team (If a team scores 16 rounds first, the match is ended immediately.)
- Official maps de_dust2, de_inferno, de_nuke, de_train.
- Victory Condition: The first team to win 16 rounds.
- No. of flashbangs 2.
- No. of grenades 1.
- No. of smoke grenades 1.
- Not allowed weapons
 - For ct:- Krieg 550 commando(B-1-5)
 - For t:- D3/AU-1 semi auto sniper rifle(B-1-6)
- Any kind of unjustified configuration like cheat codes are strictly prohibited in that case the guilty team will be disqualified .
- In case of tie both teams will have to play three rounds each as T&CT with starting money \$5000. The team winning 4 rounds first will be declared as winner.
- In case of any dispute the action taken by the event manager will be last and final.
- 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.
- Team members may communicate verbally if they are alive in the match or when all team members are dead.
- Default skins must be used.
- Silent C4 installation is considered bug play. Such an offense may result in a warning or loss of all remaining TR rounds at the sole discretion of the board of referees.
- Any use of the flash bang bug will result in a warning at the minimum or loss by default for the offending team.

NFS-most wanted:-

- Any kind of unjustified configuration like cheat codes are strictly prohibited in that case the guilty team will be disqualified.
- In case of any dispute the action taken by the event manager will be last and final.

- At the end of each match, players must maintain the final screens and receive confirmation from a referee.
- Players will be given 1 minute to setup the car and its performance before the game.
- Use of Junkman upgrades is not allowed
- If a disconnection is deemed to be unintentional by the referee, the match will be restarted. If any player does not agree to a match restart, that player will lose by default.
- Race Mode Options :
 - 1) Track Direction : Forward
 - 2) LAPS : 3
 - 3) N20 : On
 - 4) Collision Detection : Off
 - 5) Performance Matching : Off