

CS:GO Rules & Regulations

NOTE :-

The game will not be played on computer machines. Machine setup i.e 17 inch monitor, keyboard and CPU will be brought from a renowned place. Players are allowed to bring their own mouse, headset and keyboard.

1. Referees:

Tournament officials, be it referees or tournament organizers has the final say on all and any disputes. Decisions made by the Referees are final and not disputable.

2. General Rules & Regulations:

- The software used is Counter-Strike: Global Offensive Beta (Steam Version)
- It is a 5 (Five) Player team tournament.
- Each team member must use the exact same team abbreviation (Clan Tag).
- Each person attending the tournament must have read and accepted the rules and regulations. Ignoring it cannot be a reason put forward in case of an issue or dispute.
- The Tournament Committee reserves the right to modify the rules and regulations from time to time and without notice, to protect the integrity and smooth flow of the tournament.

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3. Rules:

The tournament will be played with the following rule set:

- Rounds: 30 (Thirty) Rounds (Max Rounds 15 (Fifteen) Format) – 15 (Fifteen) Rounds as Terrorists and 15 (Fifteen) Rounds as Counter-Terrorists per team
- Victory Condition: The first team to win 16 (Sixteen) rounds. (If a team scores 16 (Sixteen) Rounds first, the match is ended immediately.)
- Round Time: 1:45 Minutes
- The team playing as the Terrorist side first will be announced before the match or decided by coin toss.
- In the case of a tie after the regulation rounds end, 6 (six) extra rounds will be played. (3 (Three) Rounds as Terrorists / 3 (Three) Rounds as Counter-Terrorists per team). Victory condition is the first team to win 4 (four) rounds. (If a team scores 4 (four) rounds first, the match is ended immediately.)
- Extra Round restart money: \$10,000
- In the case of yet another tie after the 6 (Six) extra Rounds, as stated above, 6 (Six) additional extra Rounds will be played until the tie is broken

4. Map Selection:

- Prior to each match the Team Captains of the facing teams meets up with their Referee. Map will be eliminated in turns by coin toss. The remaining map is the one that will be played.
- Maps may also be randomly set for each match, during the double elimination phase.

5. Map Pool:

De_dust2

de_nuke

de_cache

de_train

de_mirage

de_cobblestone

de_overpass

TECHTRIX 17

6. Fair Play:

- It is forbidden to insult, abuse or manhandle a Player or a Referee, or do damage to property that belong to others.
- It is forbidden to do damage the property of the sponsors and partners of the tournament/ event.
- The notion of fair play is up to the Referee's assessment.
- Lack of fair play can lead to penalties.
- In order to secure a pleasant course of game, we encourage all players to show a sportsmanlike and fair conduct.

7. Penalties & Disqualification:

- If rules are broken, Tournament Referees may apply penalties according to their judgment and discretion.
- Disqualifications are applied by the tournament officials, be it the referees or tournament organizers.
- Penalties that can be applied are the following:
 1. Warning.
 2. 3 (Three) Round loss or more.
 3. Default loss.
 4. Banning a player/team from the venue.
 5. Disqualification of a player/team from the entire tournament.

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8. Cheating:

- No 3rd party program or any trace of scripts will be allowed. This includes personal map textures and player exploits. It will be considered a violation of the rules and will be sanctioned as mentioned earlier in penalties and disqualification point.
- Players are responsible for their actions in regards to known map or game bugs/exploits. Any Player or Team utilizing ANY exploit or bug in a map or game, unintentional or otherwise, will be sanctioned as mentioned earlier in penalties and disqualification point.
- Any tampering with computer hardware or software, including but not limited to intentional crashing of software and illegal modification of hardware or software configurations will be sanctioned as mentioned earlier in penalties and disqualification point.

9. In-Game Communication:

- No 3rd Party communication software will be allowed as per according to 10.1.
- Team members are fully allowed to communicate verbally, even when 'dead'. (Ghost Talking)

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