

# **CS 1.6 Rules & Regulations**

## **GENERAL RULES:**

- Competition Method: 5 vs. 5 (Team Play, 5 players per team)
- Victory Condition: The first team to win 16 rounds is declared the winner. 15 matches per side.
- Official Maps: De\_Dust2, De\_Inferno, De\_Nuke, De\_Train
- There will be a toss to decide which map to play. Winner eliminates 2 maps and the opponent eliminates 1, remainder shall be played.
- CT/T will be chosen by knife round.
- The Server will record the process of the match.
- We may install third party program and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data.
- Players should bring their own headphones if needed by them .They may also bring their own mouse and other joystick. Keyboard and mouse will be supplied to the players by us if needed.

## **GENERAL GAME SETTINGS :**

- Round Number: 30 Rounds (Max rounds format): Each Team plays 15 rounds as Terrorists and 15 rounds as CounterTerrorists.
- Round Time: 1 minute 45 seconds.
- Approved Grenade Amounts Per Round:
  - Flash bangs: 2
  - Grenades: 1
  - Smoke Grenades: 1

## **Approved Launch Option Commands:**

- noforcemparms • noforcemaccel • noforcemspd • freq \*\*\* 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 referees at its sole discretion.

### **TOURNAMENT SERVER SETTINGS :**

- mp\_autokick 0
- mp\_autocrosshair 0
- mp\_autoteambalance 0
- mp\_buytime 0.25
- mp\_consistency 1
- mp\_c4timer 37
- mp\_fadetoblack 1
- mp\_forcechasecam 2
- mp\_footsteps 1
- mp\_friendlyfire 1
- mp\_limitteams 10
- mp\_logdetail 3
- mp\_logmessages 1
- mp\_playerid 1
- mp\_timelimit 0
- sv\_aim 0
- sv\_aimove 1
- sv\_allowupload 0
- sv\_cheats 0
- sv\_clipmode 0
- sv\_gravity 800
- sv\_maxrate 5000
- sv\_maxunlag 0.5
- sv\_minupdaterate 101
- sv\_proxies 1
- sv\_send\_resources 1
- sv\_stopspeed 75
- sv\_voiceenable 1
- sv\_unlagpush 0
- allow\_spectators 1
- edgefriction 2
- log on mp\_flashlight 1
- mp\_forcecamera 2
- mp\_freezetime 15

- mp\_hostagepenalty 0
- mp\_logecho 1
- mp\_logfile 1
- mp\_maxrounds 0
- mp\_roundtime 1.75
- mp\_tkpunish 0
- sv\_airaccelerate 10
- sv\_allowdownload 0
- sv\_alltalk 0
- sv\_clienttrace 1
- sv\_friction 4
- sv\_lan\_rate 25000
- sv\_maxspeed 320
- sv\_maxupdaterate 101
- sv\_minrate 25000
- sv\_send\_logos 1
- sv\_stepsize 18
- sv\_unlag 1
- sv\_unlagsamples 1
- sys\_ticrate 10000
- decalfrequency 60
- host\_framerate 0
- pausable 0.

### **Unfair Practices Subject to Penalty :**

- 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.
- Binding Duck to scroll wheel is offensive.
- C4 must be installed at a viewable location. Installing C4 at a location where a boost is required is allowed.

- Silent C4 installation is considered bug play.
- 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.
- Use of unfair but available scripts (e.g. silentrun, attack+use, centerview script, norecoil script, etc.) will have the offending team disqualified.
- HLTV Proxy will join the game servers for Tournament Broadcast.
- To test for HLTV flash bugs, players must follow the directions of the server.

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: restart the match.
- After the 3rd round starts: Disconnected player must reconnect to the server. The round is continued by resuming, 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 with resuming. (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 resuming the game.
- In the case of intentional disconnection, the server may decide to end the match with the offending team losing by forfeit.