Cs1.6

- Competition Method: **5** vs. **5**

- **Rounds**: **30** Rounds (Max rounds format) **15** rounds as Terrorists and **15** rounds as Counter-Terrorists (First team that wins **16** rounds will be declared winner and match will end immediately).

- **Round Time**: **1** minute **45** seconds

- **Sides:** (Counter-Terrorist / Terrorist) will be announced before the match or decided by a coin toss.

- In the case of a tie after regulation, **6** extra rounds will be played. (**3** rounds as Terrorists and **3** rounds as Counter-Terrorists per team)

- In the case of a re-tie after **6** extra rounds as stated above, **6** more extra rounds will be played until the tie is broken.

- **Tie-breaker victory condition:** First team to win **4** rounds will be declared winner.

- **Official Maps**:

| de_dust2 | de_train | de_nuke | de_inferno |

- Map pool may be changed prior to the tournament. Different maps may be used depending on circumstances. Players will be informed of any such changes before the tournament.

- Maps will be randomly drawn for each match or decided by a coin toss.

- 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 at all times. Full ghost-talking is allowed.

- Approved Grenade Amounts Per Round, for each player:
  Flash bangs:**2**
  HE Grenade:**1**

Smoke Grenade:**1**

- Boosting (stepping on top of own team player) is allowed with any number of players. Any area that can be reached on the map is considered a valid position as long as the position is not used to exploit the map by seeing into areas that are not intended.

- Throwing grenades over buildings in all maps are allowed.

- Players are not allowed to move with the "Duck" key pressed repeatedly. Any player found using this method may be given a warning or a loss by default at the referee's sole discretion. (NOTE: This is different from moving while the Duck key is pressed down.)

- C4 must be planted at a viewable location. Planting the C4 at a location where a boost is required is allowed. If the bomb is planted in such a way that it is obscured from view from all angles (such as planting to have the bomb hidden entirely or in part by a crate, allowing it to clip into a wall or corner of a wall, and so forth) is not allowed.

- Any occurrence of the flashbang bug, unintentional or otherwise, will result in a warning and forfeiture of that round as well as three additional rounds at minimum. A loss by default for the offending team for a repeated flashbang bugs maybe awarded at the sole discretion of the board of referees.

- 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.

If disconnection occurs during a match:

- Before 6th round of the half starts: Restart the half
- After 6th round of the half starts: Score till that point will be considered and game will be paused at the end of that round. Next round will be started after the confirmation of server master and money amount for all reconnecting players will be reset to $800.