**COUNTER STRIKE** (Rules and Regulations)-

* **Game Version** **:** Counter Strike Non Steam
* **Game Format :** 5 vs 5 Knockout Tournament

**Map Pool:**

* de\_dust2
* de\_inferno
* de\_nuke
* de\_train

Till Quarterfinals map will be decided by a coin toss and in Semifinals and Final map will be chosen through map elimination rule.

**Regular Play Rules -**

* Starting money - $800
* Round time - 1 minute 45 seconds
* Freeze time - 8 seconds till quarterfinals, 15 seconds for semis & final.
* c4 timer - 35 seconds
* Buy time - 15 seconds

**Deciding Winner –** Till Quarterfinals the first team to win 11 rounds (i.e., Race to 11) will be declared the winner and in Semifinals and Final the first team to win 16 rounds(i.e., Race to 16) will be declared the winner.

* In case of a tie there would be an overtime.

**Overtime Rules -**

* Start Money - $5000
* Total rounds - 6(3 as terrorists and 3 as counter-Terrorists )
* 1st team to win 4 rounds will be the winner

If the scores are still tied after overtime another overtime will be played to determine the winner.

**NEED FOR SPEED: MOST WANTED** (Rules and Regulations)

* Maximum numbers of players in a race : 4
* Race Type : Sprint
* Nitrous : ON
* Collision detection: OFF
* Performance matching: ON

All the cars present in the game will be available for play; user is allowed to choose any car of his choice.

**FIFA 11** (Rules and Regulations)

* Game Format - 1 vs. 1 Knockout Tournament
* The teams and players abilities cannot be modified arbitrarily.

**Game Settings:**

* Half Length: 5 minutes (Semifinals and Final will be 7 minutes of each half)
* Game Speed : Fast
* Injuries: On
* Offside: On
* Bookings: On
* Subs On Bench: 7
* Time/Score Display = ON
* Difficulty Level – World Class

**Controller Settings:**

* Auto Switching – OFF
* Pass Assistance – Assisted
* Through Pass Assistance – Assisted
* Shot Assistance – Assisted
* Cross Assistance – Semi
* Lob Pass Assistance - Assisted

**Team selection:**

* A player may choose a team for once only in the whole tournament.
* All Teams are allowed (except Classic XI and World XI)
* Players must bring their own controllers.

**RULE CHANGES –**

**The Administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament. Teams are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance. Teams must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game.**