

Counter Strike Rules

Competition Method: 5 vs. 5 (Team Play, 5 players per team)

- A player representing a team cannot switch to another team he must play for that team only.
- As this is a competition for all universities all the participants are required to have their ID's as a student of a particular university.

Only the team captains will be called up for the map toss (coin toss)

Teams (Terrorist/Counter terrorist) will be decided with a knife round within 1 minute of round time otherwise both teams will forfeit.

All participants are requested to be on time, any team failing to appear after 15 minutes of normal time will be disqualified.

All participants are requested to bring their gaming hardware (keyboard, mouse, headphones etc) at their own risk.

KIET will not be responsible for any kind of loss, theft or damage.

Players will be given 10 minutes to set up their gaming hardware (keyboard, mouse, headphones) to make sure there are no issues later in the match.

Substitutions:

Teams are allowed to register 1 Substitute, no substitute is allowed during the competition, violation of this will result in disqualification.

Team is only allowed to make one substitution per match in case of emergency; more than one substitute will result in disqualification.



Pooling and Scoring criteria :

The competition will consist of pools with max four teams in one pool (NOTE: this can be changed depending on the number of teams participating).

Scoring criteria (per match) for pool matches will be as follows:
Win = 3 points, Loss = 0 point, Draw = 1 point, Walkover = 1 point,
Forfeit = -1 point.

Teams with the highest points in their pool will advance to the quarters (knock-out rounds).

Each team will play 3 matches in their pool (NOTE: this can be changed depending on the number of teams participating.).
Quarters, semi-final and final are on knock-out basis.

Rounds:

For group stages and knock-out rounds 20 rounds (Max rounds format):
10 rounds as Terrorists and 10 rounds as Counter-Terrorists per team (If a team scores 10 rounds first, the match is ended immediately).

For semi final and final 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.)

Victory Condition :

The first team to win 10 rounds for pool stages and knock-out stage
The first team to win 16 rounds for semi-final and final.

Round Time : 1 minute 45 seconds

- Map will be announced before the match or decided by coin toss.
- In the case of a tie after regulation, 6 extra rounds will be played.
(3 rounds as Terrorists / 3 rounds as Counter-Terrorists per team)

Extra Round restart money : \$10,000

- 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.

Official Maps : De_Dust2, De_Inferno, De_Nuke , De_Train ,
De_Cpl_Mill, De_Tuscan

(* Each map may be modified by the Combat administration. Players will be informed before the tournament of any such modifications / Different maps may be used depending on national circumstances)

- The map selection may be changed prior to the tournament. Players will be informed of any such changes before the tournament,
- 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.
- 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.
- Team members may communicate verbally if they are alive in the match or when all team members are dead.
- Any player who has died cannot communicate by ANY means (No gesture or verbal communication will be allowed) with any other team member or opponent until the beginning of the next round.
- If a player continues to communicate after he/she is killed, the team may be given a warning or lose by default at the referees sole discretion.
- The Server Master will be record the process of the match.



Approved Grenade Amounts Per Round

- 1) Flash bangs: 2
- 2) Grenades: 1
- 3) Smoke Grenades: 1

Approved Commands

- 1) Adjust_crosshair
- 2) Left Hand
- 3) A user can use Activate In-Game-VGUI Command
 - Default skins must be used.
 - Boosting (stepping on top of own team player) is allowed in play.
 - The players are not allowed to move silently by pressing the Duck key repeatedly. A player found using this method may be given a warning or lose by default at the referees sole discretion. (NOTE: This is different from moving while the Duck key is pressed down.)
 - 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. Such an offense may result in a warning or loss of all remaining TR rounds at the sole discretion of the board of referees.
 - Throwing grenades over buildings in all maps are allowed.
 - Any use of the flash bang bug will result in a warning at the minimum or loss by default for the offending team.
 - 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.
 - The gamma rate can be changed in the video graphic driver.



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Tournament Server Settings :

mp_autokick 0 - mp_autocrosshair 0
- mp_autoteambalance 0 - mp_buytime 0.25
- mp_consistency 1 - mp_c4timer 35
- mp_fadetoblack 1 - mp_flashlight 1
- mp_forcechasecam 2 - mp_forcecamera 2
- mp_footsteps 1 - mp_freezetime 15
- mp_friendlyfire 1 - mp_hostagepenalty 0
- mp_limitteams 10 - mp_logecho 1
- mp_logdetail 3 - mp_logfile 1
- mp_logmessages 1 - mp_maxrounds 0
- mp_playerid 1 - mp_roundtime 1.75
- mp_timelimit 0 - mp_tkpunish 0
- sv_aim 0 - sv_airaccelerate 10
- sv_aimove 1 - sv_allowdownload 0
- sv_allowupload 0 - sv_alltalk 0
- sv_cheats 0 - sv_clienttrace 1
- sv_clipmode 0 - sv_friction 4
- sv_gravity 800 - sv_lan_rate 25000
- sv_maxrate 25000 - sv_maxspeed 320
- sv_maxunlag 0.5 - sv_maxupdaterate 101
- sv_minupdaterate 101 - sv_minrate 25000
- sv_proxies 1 - sv_send_logos 1
- sv_send_resources 1 - sv_stepsize 18
- sv_stopspeed 75 - sv_unlag 1
- sv_voiceenable 1 - sv_unlagsamples 1
- sv_unlagpush 0 - sys_ticrate 10000
- allow_spectators 1 - decalfrequency 60
- edgefriction 2 - host_framerate 0
- log on - pausable 0



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Allowed Setting Values for Client:

- cl_updaterate 101 - cl_cmdrate 101
- rate 25000 - m_filter 1/0
- hud_fastswitch 1/0 - zoom_sensitivity_ratio
- fps_max 101 - cl_dynamiccrosshair 1/0
- gamma 1/3 - brightness 1/3
- cl_minmodels 1/0 - cl_shadows 1/0
- Players Must be use WCG2006 CS GUI

Following Client Settings May Not Be Changed (Must use the default values):

- cl_weather - mp_corpse_stay
- mp_decals - max_shells
- max_smokepuffs - fastsprites
- ex_interp 0.01

Unfair Practices Subject to Penalty:

- Use of personal model/skins (includes weapon skins)
- Use of personal map texture
- Use of foul language is strictly prohibited.
- All cheat programs
- Use of map bugs in play (e.g. map swimming, auto aim, etc.)
- Use of unfair but available scripts (e.g. silent run, attack use, center view script, no recoil script, etc.)
- The server master can and will check for the use of any unfair practice or script, even those not listed above, during each match.
- HLTV Proxy will join the game servers for Tournament Broadcast
- To test for HLTV flash bugs, players must follow the directions of the server master or referees.

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 re-connect to the server. The round is continued unpausing, 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 by unpausing. (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 unpausing the game.

- In the case of intentional disconnection, the referee may decide to end the match with the offending team losing by forfeit.

Protests can only be filed by the team leader.

- If a player does not agree to any rules, he/she can express his/her protest to a referee before the completion of a match.

Any intentional refusal to connect to the match server can result in a default loss for that team with the decision to be made at the sole discretion of the referee.

- If a rematch is decided by the head referee, the team that does not follow this decision will be subject to disqualification.

- Two warnings constitute being disqualified from the tournament.

NOTE: Any changes made in the above rules will be announced during the competition.

NOTE: Combat holds the authority to change the rules at any time for any reason. The decision of Administrators is official and is final. We hope you cooperate with us and try to make this competition competitive and fun for all.