Counter Strike: Rules

Any of the following rules can be changed without prior notifications:

General terms

* The Half-Life Counter-Strike PC game championship 5x5 (team play, 5 members per team).

* Game version - Half-Life Counter-Strike 1.6

* The Tournament Organizers reserves the right to cancel or modify the tournament rules if fraud, technical failures

or any other factor beyond reasonable control, impairs the integrity of the tournament.

Tournament game rules

* A game consists of 2 periods, each period including 15 rounds. A round lasts 1.75 minutes. One period as terrorists

and the other as counter-terrorists for each team.

* In the incident of a tie, there will be a tie breaker match

*Tie break round starts with 16000 start money

* In the tournament, maps are to be chosen by dropping unwanted maps.

* A knife-round is used to decide which team plays Counter-Terrorist and which team plays Terrorist. The winner of

the knife-round picks their role before the first half of the match. Roles switch in the second half of the match.

* If a team is not present on the tournament server at the start of the scheduled time, the other team chooses map

and the side (CT or T).

* Team members may not communicate (speak) when he or she is "dead" in the game. The only exception is when

all team members are eliminated in the game.

* Only the team captains are allowed to send public messages (messagemode1 or "y") during the game. The rest of

the players are not allowed to use messagemode1; failure to meet this rule would lead to team penalties. The

players can send only team messages (messagemode2 or "u") during the match.

*Start money is 800

*C4 timer 35sec

Official tournament maps:

1. de_dust2

2. de_inferno

3. de_nuke

4. de_train

Permitted console variables and other settings

The players have the right to modify only permitted console variables and game settings. The list of permitted

console variables:

* adjust_crosshair

* Sensitivity

* Volume

* cl_dynamiccrosshair

* cl_minmodels

*cl_observercrosshair

* m_pitch

* m_yaw

* stopsound

* zoom_sensitivity_ratio

*hud_fastswitch

Tactical shield use is forbidden.

Weapon bind and team messages are allowed.

Only standard models/skins are used

The accepted game server settings

In cases of disconnections and pc crashes:

* Disconnection is any network connection break occurring during the match and caused by system faults, network

problems, PC errors or power failure etc.

* In case of disconnection in first 3 rounds, round is restart.

* In case of disconnection after 3 rounds, game is paused until the last player has connected.

   The new round starts with 3000 start money game score is recorded and game period is restarted.

* In case of an intentional disconnection, the offending team might be announced the loser.

NEED FOR SPEED MOST WANTED

NFS Most Wanted Rules:

First Round:

In this round sprint & circuit races will be played.

Map will be same for each participant.

Participant can choose any car(available), but not allowed to bring their career profile.

And top one's will go to the next round based on best timing.

Second Round :

Based on the timings in the previous round draws will be made.

Map will be same for all the races, nature of race would be SPRINT in this round.

Third Round:

Top participant qualify for final round.

Map will be same for all races, nature of race would be CIRCUIT in this round.

Draws will be made randomly.

Final Round:

Three races in the final round.

Winner will be chosen on the basis of total timing in the three races.

Two SPRINT and one CIRCUIT race.

*Note:- Four participants will compete against each other in each round(other than final round).

& Top 2 will qualify for the nexr round.

Cheating and Rule Violation -

(common for both the games)

* The Server Admin has the right to disqualify and dismiss any registered player from the tournament, at their

discretion, at any stage of the tournament, for any reason, with no prior warning to the player.

* Any protests or disagreements with tournament rulings must be made directly to the Server Admin in a reasonable

manner at the time of the incident, at which time a prompt decision will be made. The Server Admin's decisions are

final.

* Any competitor or team attempting to use ANY exploit in a map shall be immediately disqualified and may be

removed from the event.

* Any form of cheating, including but not limited to intentional disconnects, ping flooding, server crashing, etc., will

result in immediate disqualification of the competitor and/or team.

* The below items are considered as cheating:

1. Using cheat software;

2. Intentional disconnection;

3. Using any settings other than standard and permitted;

4. Using game map bugs (see here);

5. Using scroll bind for duck.

(Participants will be contacted through e-mails for any change in the gaming format)