

CounterStrike 1.6 Rules

5 vs. 5 – Team Play

6 Players per team (6th man registered)

The following maps may be used for all matches. Each Tournament Round will use one map. Maps will cycle with Tournament Rounds.

- De_Nuke
- De_Inferno
- De_Dust2

Rounds: 16 Rounds (Maxrounds format): each team will play 8 rounds as Terrorists and 8 rounds as Counter-Terrorists. The rounds will be 2 minutes each. Counter-Strike, Terrorist will be announced before the match or decided by coin toss. A game played with each team playing a half match as Counter-Terrorists and the other half as Terrorists.

Team members may communicate verbally if they have not been eliminated in the game or if all team members have not been eliminated. When a player has been eliminated, he or she must not speak after his character reaches zero health. This includes not speaking during the time that the screen is fading to black.

In the incident of a tie, two 3-round halves will be played for overtime with start money of \$10,000.00. If the score is tied after the first overtime match, a double overtime match ensues with the same rules. In the case of further ties, additional matches of two 3-round halves will be played

Only registered competitors are allowed to participate in the tournament. Should any team have unregistered competitors in the tournament, the entire team will be disqualified. Each team must select a name for their team and also appoint a team captain.

Reserve competitors can act as a substitute at the start of each match or during half-time. A substitute player entering during half-time must use the same peripherals of the player he or she is replacing and may not bring new peripherals into the tournament area. Substitutes may not be used before an overtime match.

A coin toss is used to decide which team plays Counter-Terrorist and which team plays Terrorist. The winner of the initial coin toss picks their role before the first half of the match. Roles switch in the second half of the match. In the event of an overtime match, the team that did not pick for the first half of the initial match now chooses their role for the first half of the overtime. Sequential overtime matches alternate in this manner.

If a team is not present in the tournament area at the start of a designated warm-up time, the other team may request that the coin toss take place without the opposing team's presence. This is done to allow the punctual team time to warm-up.

Server Settings

The following server settings will be used for all matches. Server configuration may be modified based on the current released version of Counter-Strike 1.6.

mp_autokick 0
mp_autocrosshair 0

mp_autoteambalance 0
mp_buytime .25

mp_consistency 1
mp_c4timer 35

mp_fadetoblack 1
mp_falldamage 0

mp_flashlight 1
mp_forcecamera 3

mp_friendlyfire 1
mp_freezetime 15

mp_fraglimit 0
mp_hostagepenalty 0

mp_limitteams 6
mp_logfile 1

mp_logmessages 1
mp_logdetail 3

mp_maxrounds 15
mp_playerid 0

mp_roundtime 1.75



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mp_startmoney 800

mp_timelimit 999

mp_tkpunish 0

mp_winlimit 0

sv_aim 0

sv_airaccelerate 10

sv_airmove 1

sv_allowdownload 0

sv_clienttrace 1.0

sv_clipmode 0

sv_allowupload 0

sv_cheats 0

sv_gravity 800

sv_maxrate 25000

sv_maxspeed 320

sv_maxupdaterate 101

sys_ticrate 10000

decalfrequency 60

pausable 0

log on

decalfrequency 60

edgefriction 2

host_framerate 0

heating and Rule Violations

By registering and participating in the Counter-Strike 1.6 Tournament, each participant agrees to be bound by the rules of this document. Breaking any rule listed herein is grounds for tournament disqualification at the discretion of the Tournament Director.

Any tampering with computer hardware or software, including but not limited to intentional crashing of software and illegal modification of hardware or software configurations will result in immediate disqualification.

Any article of clothing in violation of the dress code must be replaced. Failure to replace violating articles of clothing will result in immediate disqualification.

Any action in violation of the Player and Spectator Conduct rules as witnessed by a Tournament Official, will result in a warning. Once a warning has been issued, the next violation will result in disqualification of the entire team.

The Tournament Director 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.

Any protests or disagreements with a tournament ruling must be made directly to the Tournament Director in a respectful manner at the time of the incident, at which time a final decision will be made. Disputes must be filed before leaving the tournament area or before starting the next half. The Director's decisions are final.

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.

A Tournament Official has the right to disqualify and dismiss any registered player from the tournament, at his or her discretion, at any stage of the tournament, for any valid reason, without prior warning to the player.

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: the score to that point will be admitted, but the final result will be ignored.

• If 2 or more players are unintentionally disconnected, the round played at that point will be ignored.

Then the next round will be played after confirmation of all players; connection to the server according to the server master's pause option.

The money amount for all players will be reset to \$800

• 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 with a ruling, 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.)

- Two warnings constitute being disqualified from the tournament.



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