

COUNTER STRIKE GO:

RULES AND REGULATION

1. Registration- Rs. 1000 per team (Rs. 100 for substitution-if any)

The registration is open for every team. Team captains are required to update the admin beforehand and provide full details on players during registration.

This includes team names, full names of all members, in-game nicknames of all members.

Each team must have a minimum of 5 players and maximum of 7 players.

2. Game Admin

All participants must adhere to the decisions and rules of the tournament organizers, admins, and referees. All decisions are final, except in cases where the option to appeal is clearly stated.

Conversations, either verbal or written, between organizers, admins, or referees, and participants are confidential. Publicly posting or sharing these conversations with outside parties is strictly forbidden, unless permission is obtained.

3. Server Settings

The following game settings will be used: (offline mode)

mp_startmoney 800

mp_roundtime 1.75

mp_freezetime 15

mp_maxrounds 30

mp_c4timer 35

sv_pausable 1

Map pool

Inferno

de_dust2

cache

Mirage

[Note: For a better gaming performance, players are requested to bring their own mouse, mouse-pad, keyboard and headphone. Gaming mouse with multiple buttons are also allowed.]

4. Game Rules

There will be a total of 30 rounds with a side change at 15th round.

Banning of certain gun(s) if any will be notified by the admin before the commencement of the game.

Choice of side - A knife round will be played to determine the side (Or) a coin toss. The winner of knife round will choose the side.

Participants can choose to forfeit a match if they wish. Forfeiting will result in loss of the match.

5. Starting Match

All teams are expected to be present in the gaming room and confirm their attendance 5 minutes before the start of the match.

If a team is not ready to start a game in time, the opposing team wins by default (as a means of forfeiting the game).

6. Schedule Change

If a delayed end of a previous match prohibits a match to start on schedule (due to either one of the involved teams still playing), the match time is changed to 5 minutes after the end of the previous match.

7. Breach of Rules

Foul language, offensive and disruptive behavior will not be tolerated from any player and will result in the following:

First Warning that the team captain has to acknowledge

Second Warning will lead to forfeiting the game

8. Final Match

In order to be fair, the final match will be played in Best-Of-Three match.