COUNTER STRIKE: GLOBAL OFFENSIVE

"Yes, people pull the trigger - but guns are the instrument of death. Gun control is necessary, and delay means more death and horror. "- Eliot Spitzer

If you are a regular gamer or an occasional amateur, PHOENIX 2018 brings you the best multiplayer game ever, your very own CS:GO. This first-person shooter puts you to the ultimate challenge of accuracy, speed, egy and in-game response. Pull up your sleeves, get your hands on the keyboard and start target practicing, because you never know, how mercilessly you'll get killed on the map.

Date: 13th to 15th April, 2018

DEFINATION:

- ✝ Offense: Terrorist Side
- ✝ Defence: Counter-Terrorist Side
- ✝ Half round: 15 rounds of play on a defending or offensive side
- ✝ Half Time: The period between halves in which Teams swap sides.

GENERAL RULES:

Competition Method:

- ✝ This is a team event in which a team will comprise of 5 members.
- ✝ The format of the game will be 2 teams playing against each other that is 5 vs. 5 play.
- ✝ Substitutes are allowed but not after the commencement of a match.
- ✝ The first team to win 16 rounds wins the game.
- ✝ Extra rounds will be played until the winner is decided.
- ✝ The decision of the coordinator(s) at the time of the event is final and binding.

Eligibility criteria:

- ✝ All participants must have a valid identity card of their institute. This card must be produced during "on spot" registration, at the time of reporting or whenever asked by the coordinator(s). Failing to do so or any kind of doubt on the validity of the identity card will lead to the disqualification of the team.

✟ All the team members should be present at the time of commencement of the tournament. Absence of any team member will prohibit the team from participating at that time.

✟ The registration is open to all students above 15 years.

✟ **Every participant must have a verified Steam Account.**

Registration:

✟ Registration of all the team members is a must. The participants have to register and pay the respective registration fees on the spot.

✟ Each team will have a minimum of 5 members. However a team can register more than 5 participants, but for each extra participant there will be an additional charge involved.

✟ Please note that no participant can be in two teams in the same event.

Additional Rules:

✟ Each team should submit a full list of its members prior to the beginning of the tournament to the event coordinator(s). This list should include all the members of the team. Note that, this list will determine the players throughout the match. No substitution is allowed during match.

✟ The teams may have a maximum of 5 players in the submitted list. A player can be replaced only before the match starts.

✟ Name of the captain of the team must also be mentioned.

✟ All the registered teams must have a specific team name. This name must be provided at the time of reporting. Usage of a team name which has been already registered in the tournament is not allowed.

✟ In case, any member of the opponent team fails to report on time, then that team has to play without that player or wait till a certain time specified by the coordinator(s). Failing to do so may result in a walkover.

✟ 10 minutes time will be provided at the beginning of each match for the participants to attach their personal equipment or to change the game/control settings according to the given rules.

✟ Map will be decided by toss and Side (Counter Terrorist/Terrorist) will be decided by a knife round on that selected map.

Game Rules:

✟ Rounds: 30 Rounds (Max rounds format). 15 rounds as Terrorists and 15 rounds as Counter-Terrorists per team will be played.

- ✝ Victory Condition: The first team to win 16 rounds. If any team wins 16 rounds the match will be ended immediately i.e. whichever team wins 16 rounds first will be declared the winner.
- ✝ Rules will remain same but number of rounds may change depending upon the number of participants. This will be decided on-spot. Round Time: 1 minute 45 seconds.
- ✝ Starting Money: $800.
- ✝ In the case of a tie after regulation, 6 extra rounds will be played (3 rounds as Terrorists / 3 rounds as CounterTerrorists per team).
- ✝ Extra Round restart money: $10,000.
- ✝ In the case of a re-tie after 6 extra rounds as stated above, the match will be decided by a coin toss.
- ✝ Official Maps: De_Dust2, De_Inferno, De_Nuke , De_Train,De_aztec.
- ✝ The Server Master will record the progress of the match.
- ✝ Approved Grenade Amounts Per Round:
  - ➕ Flashbangs: 2 ➕
  - Grenades: 1
  - ➕ Smoke Grenades: 1 ✝ Approved

Commands:
  - ➕ Adjust_crosshair.
  - ➕ Left Hand.
  - ➕ A user can use 'Activate In-Game-VGUI' Command.
- ✝ Default skins must be used.
- ✝ 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. Mouse sensitivity can be adjusted.

Tournament Server Settings:

i.   mp_autokick 0. ii.   mp_autocrosshair 0. iii.

mp_autoteambalance 0.   iv.   mp_buytime 0.25.

v. mp_consistency 1. vi.   mp_c4timer 35. vii. mp_fadetoblack 1. viii.

       mp_flashlight 1. ix. mp_forcechasecam 2. x. mp_forcecamera

       2. xi. mp_footsteps 1. xii.   mp_freezetime 5.

       xiii.   mp_friendlyfire   1. xiv.   mp_hostagepenalty   0. xv.

       mp_limitteams 10. xvi. mp_logecho 1. xvii. mp_logdetail 3. xviii.

       mp_logfile 1. xix. mp_logmessages 1. xx. mp_maxrounds 0.

     xxi. mp_playerid 1.

     xxii. mp_roundtime 1.75. xxiii. mp_timelimit 0. xxiv. mp_tkpunish 0. xxv. sv_aim

       0.

xxvi.   sv_airaccelerate 10.

xxvii.   sv_airmove 1.

xxviii.   sv_allowdownload 0. xxix. sv_allowupload 0. xxx.   sv_alltalk 0. xxxi.   sv_cheats 0. xxxii.
       sv_clienttrace.

 xxxiii.   sv_clipmode 0.
xxxiv. sv_friction 4 xxxv.
sv_gravity 800.   xxxvi.
sv_lan_rate 25000. xxxvii.
sv_maxrate 25000.

xxxviii. sv_maxspeed 320.
xxxix. sv_maxunlag 0.5. xl.
sv_maxupdaterate 101.
xli. sv_minupdaterate
101. xlii. sv_minrate 250.
xliii.   sv_proxies 1.
xliv.   sv_send_logos
1. xlv.
sv_send_resources 1. xlvi.
    sv_stepsize
18. xlvii.   sv_stopspeed
75. xlviii. sv_unlag 1. xlix.
xlix. voiceenable 1.

   l. sv_unlagsamples 1. li.
sv_unlagpush 0. lii. sys_ticrate
10000. liii. allow_spectators 1.
liv. decalfrequency 60.   lv.
edgefriction   2.   lvi.
host_framerate 0.   lvii. log on
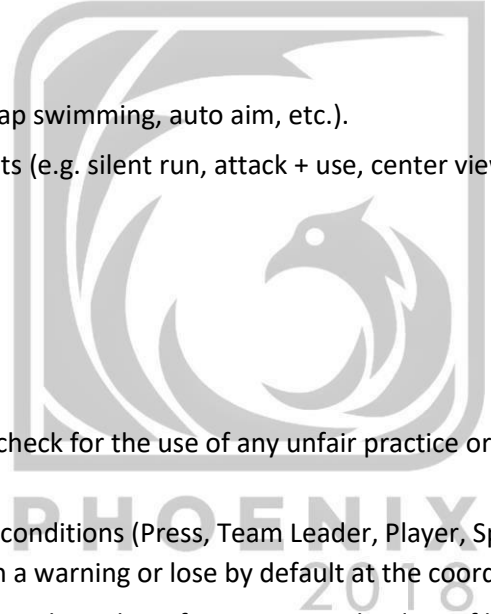pausable 0.

Allowed Setting Values for Client:

   i.   cl_updaterate 128. ii.
cl_cmdrate 128.   iii. rate
80000. iv. m_filter 1/0.

   v. hud_fastswitch 1/0. vi. zoom_sensitivity_ratio.

vii.   fps_max 128 .

viii.   cl_dynamiccrosshair 1/0. ix.   gamma 1/3. x. brightness 1/3.

       x. cl_minmodels 1/0. xi. cl_shadows 1/0

     xii.   cl_interp 0 (so its automatically adjusted) cl_interp_ratio 1 (or 2 if you suffer of packet loss)

Following Client Settings Must Not Be Changed (default values must be used):

   i.   cl_weather.

   ii.   mp_corpse_stay.

   iii.   mp_decals. iv. max_shells. v.   max_smokepuffs. vi. fastsprites. vii. ex_interp for LAN (0.1 for
      Online).

Unfair Practices which are Subject to Penalty:

- ✝ Team members may communicate verbally if they are alive in the match or only when all team members are dead.
- ✝ 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.
- ✝ 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 coordinator(s) sole discretion. 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 coordinator(s) sole discretion. (NOTE: Binding duck to scroll wheel of mouse is not allowed. Binding jump is allowed).

- Use of "KREIG 550 COMMANDO" and "Tactical Shield" (Counter - Terrorist) and D3/AU -1(Terrorist) is not allowed.
- C4 must be installed at a viewable location. Installing C4 at a location where a boost is required is not 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 coordinator(s).
- 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.
- Use of personal model/skins (includes weapon skins).
- Use of personal map texture.
- Use of 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.
- If referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) give unfair advantage to a player, the team may be given a warning or lose by default at the coordinator(s) sole discretion.
- If a problem occurs with flash bang bug, the referee reviews the demo file and the offending team loses the round. The match continues normally.
- HLTV Proxy may join the game servers for Tournament Broadcast.

Disconnection:

If disconnection occurs during a match:

If all the players cannot play due to an unintended, unforeseen accident such as server crash:

- Before the 3rd round starts: match is restarted. After the 3rd round starts: The disconnected player must reconnect to the server. The round is continued and the score till the previous round is considered, 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 is able to connect to the server. After this time, the match may continue from that point. (Not a restart).

If up to 3 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 able to connect to the server. When all players are connected, the match may continue from that point.

In the case of intentional disconnection, the coordinator(s) may decide to end the match with the offending team losing by forfeit.

Protests can only be filed by the team leader/captain.

If a player does not agree to any rules, he/she can express his/her protest to the coordinator(s) 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 coordinator(s).

If a rematch is decided by the coordinator(s), the team that does not follow this decision will be subject to disqualification.

Peripherals Provided:

Each participant will be provided with a keyboard and a mouse only. It is advisable for the participants to bring in their own headsets, keyboards, mouse/ mouse pads. Any peripherals other than those mentioned will not be allowed.

PS: Rules are subject to change without prior information. The decision of the event coordinators will be final in regards to all the issues pertaining to the event.

Event Coordinators:

Ayovin Paul- 9804061459