



Nirmaan 2018
Computer Department – C.S.1.6
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Prizes –

- **1st- Rs.15,000/-**
- **2nd-Rs.10,000/-**

Definitions:

Entry Fee: Rs.500

Offense: Terrorist Side

Defense: Counter-Terrorist Side

Round: 1.45 minute cycle on a map

Half: 6 rounds of play on a defending or offensive side

Half time: The period between halves in which teams swap sides

Match: First team to win 6 total rounds, or the single overtime round

Game Format:

Competition Method:	5 vs. 5
Players:	10 total (5 in each team)
Rounds:	11 rounds for regulation play
Max Rounds Format:	6 rounds as Offense, and 5 rounds as Defense per team until the victory condition is met
Victory Condition:	The first team to win 6 rounds in regulation.
Buytime:	15 seconds
Startmoney:	\$800 for regulation play.
Freezetime:	6 seconds
C4 Timer:	35 seconds

Map Pool:

- de_dust2 (medium map)
- de_inferno (large map)
- de_train (large map)
- css_nuke (large map)
- cs_assault (medium map)
- *The map pool may be changed prior to the tournament. Players will be informed of any such changes as soon as possible.

Side Selection:

- By knife round
- At half time, teams will switch sides

- Half time will be a maximum of two minutes, at which point both teams must be ready
- All players names must be in the format of their team tag + gaming alias (i.e. WCG | Bob)

Setup and Configuration:

- Non-standard game settings or third party applications that affect game play are not permitted. Players found using either will be penalized at the administrators' discretion.
- Crouch hopping will not be allowed.

Tournament Guidelines:

- Any disconnection issues that cannot be resolved by the players in the match must be brought to the attention of an admin immediately
- Any use of game exploits, cheats, or any other play deemed "unfair" by an admin may result in disciplinary action up to and including disqualification from the tournament
- All players must save game replays and end-of-game score screen shots; in the event of a dispute, these assets will be used as evidence to determine the result of the dispute
- Once the match starts, players will not be able to dispute a match on the grounds of match settings
- Each team will be responsible for checking the other team's roster is valid BEFORE the match begins, disputes regarding teams using un-rostered players will not be valid after the completion of the match
- Any intentional abuse of "pause" by a player on the server will be result in disciplinary action to be decided by an administrator

In-Game Messaging and Communication:

- Competitors are not allowed to use global in-game chat in an abusive, offensive, vulgar or spamming manner at any point during a match. This includes pre-match, intermission and post-match periods as well.
- When a match is live, only team captains are allowed to use global in-game messages between rounds or at half time, other players must use team-only in-game messages

- Violators of these rules are subject to penalties at the administrators' discretion, which may include player suspension(s) or forfeiture of the match.
- All match disputes must be filed by a team captain during regulation play, or within 5 minutes after the match's conclusion

Violations

Slilent or unrechable bomb plants – The bomb must be audible and planted in a position that is accessible without a boost

Flashbang exploits - No flashbang exploits will be allowed

Use of any unapproved textures or models - Only default CS 1.6 models will be allowed

Punishment for any violation will be at the sole discretion of the administrators

Unintentional Issues:

Server Crash: The server machine crashes/freezes/etc. causing the match server to stop responding

Solution: An administrator will restart the server, stop the tournament clock, and play will continue from the point of disruption. Points will be added to the amounts totaled before the crash, and the tournament clock will be restarted once the game is live again.

Client Crash: A player's computer crashes/freezes/etc. causing the participant to be unable to continue play

Solution: Play will be paused by a team captain at the freezetime of the NEXT round until the client can reconnect OR 5 mintues passes, whichever comes first.

Rule Changes:

The Administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament. Teams are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance. Teams must understand that rules listed are

guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game.

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