

Counter-Strike™

- ❑ **Game Version: Counter-Strike: (Steam Version)**
- ❑ **ESRB Rating: Mature (Age 17+)**
 - Anyone born after Sep.30th, 1993 will not be allowed entry to the GF
- ❑ **General**
 - Competition Method : 5 vs. 5 (Team Play, 5 players per team)
 - The Server Master will record a demo of the match.
 - WCG may install third party program and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data.
- ❑ **General Game Setting**
 - Rounds: 30 Rounds (Max rounds format): 15 rounds as Terrorists and 15 rounds as Counter-Terrorists per team (If a team scores 16 rounds first, the match is ended immediately.)
 - Victory Condition: The first team to win 16 rounds.
 - Round Time: 1 minute 45 seconds.
 - The team playing as the Terrorist side first will be announced before the match or decided by coin toss.
 - In the case of a tie after the regulation rounds end, 6 extra rounds will be played.
 - (3 rounds as Terrorists / 3 rounds as Counter-Terrorists per team)
 - Extra Round restart money: \$10,000
 - In the case of yet another tie after the 6 extra rounds, as stated above, 6 additional extra rounds will be played until the tie is broken.
 - Official Maps: De_Dust2, De_Inferno, De_Nuke, De_Train, De_tuscan
(* Each map may be modified by the WCG committee. Players will be informed before the tournament of any such modifications)
 - Only team leaders are allowed to use public in-game messages (messagemode1) within a match. The rule also applies when dead. Use of messagemode1 by any member other than the team leader shall result in a warning. Other team members must only use team message (messagemode2), while in a match.
 - Coach can coach the players from behind the team during freeze time. If Coach continues to talk to the players after the freeze time has ended, the team will be given a warning or lose by forfeit at the sole discretion of the referee.

- Coach must go outside the tournament area if Referee asks him/her to leave.
- The Server Master will be record the process of the match.
- Approved Grenade Amounts Per Round
 - a) Flashbangs: 2
 - b) Grenades: 1
 - c) Smoke Grenades: 1
- Approved Commands
 - a) Adjust_crosshair
 - b) Left Hand
 - c) 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.

❑ **Tournament Server Settings**

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|------------------------|----------------------|
| • mp_autokick 0 | mp_autocrosshair 0 |
| • mp_autoteambalance 0 | mp_buytime 0.25 |
| • mp_consistency 1 | mp_c4timer 35 |
| • mp_fadetoblack 1 | mp_flashlight 1 |
| • mp_forcechasecam 2 | mp_forcecamera 2 |
| • mp_footsteps 1 | mp_freezetime 15 |
| • mp_friendlyfire 1 | mp_hostagepenalty 0 |
| • mp_limitteams 10 | mp_logecho 1 |
| • mp_logdetail 3 | mp_logfile 1 |
| • mp_logmessages 1 | mp_maxrounds 0 |
| • mp_playerid 1 | mp_roundtime 1.75 |
| • mp_timelimit 0 | mp_tkpunish 0 |
| • sv_aim 0 | sv_airaccelerate 10 |
| • sv_aimove 1 | sv_allowdownload 0 |
| • sv_allowupload 0 | sv_alltalk 0 |
| • sv_cheats 0 | sv_clienttrace 1 |
| • sv_clipmode 0 | sv_friction 4 |
| • sv_gravity 800 | sv_lan_rate 25000 |
| • sv_maxrate 25000 | sv_maxspeed 320 |
| • sv_maxunlag 0.5 | sv_maxupdaterate 101 |

- sv_minupdaterate 101 sv_minrate 25000
- sv_proxies 1 sv_send_logos 1
- sv_send_resources 1 sv_stepsize 18
- sv_stopspeed 75 sv_unlag 1
- sv_voiceenable 1 sv_unlagsamples 1
- sv_unlagpush 0 sys_ticrate 10000
- allow_spectators 1 decalfrequency 60
- edgefriction 2 host_framerate 0
- log on pausable 0

❑ Allowed Setting Values for Client

- cl_updaterate 101 cl_cmdrate 101
- rate 25000 m_filter 1/0
- hud_fastswitch 1/0 zoom_sensitivity_ratio
- fps_max 101 cl_dynamiccrosshair 1/0
- gamma 1/3 brightness 1/3
- cl_minmodels 1/0 cl_shadows 1/0
- Players Must be use WCG2010 CS GUI

❑ Following Client Settings May Not Be Changed (Must use the default values)

- cl_weather mp_corpse_stay
- mp_decals max_shells
- max_smokepuffs fastsprites
- ex_interp 0.01 for LAN (0.1 for Online)

❑ Unfair Practices Subject to Penalty

- The following is a list rules and unfair practices. Any player or team caught breaking a rule or performing an infraction will be subject to either a warning, at the minimum, or a forfeit loss, at the discretion of the referee:
- Coaches may ONLY talk during the freeze time of the round.
- When a player has died, he may communicate verbally with other players, but he must remove his hands from his keyboard and mouse until the beginning of the next round. A 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.
- If a player touches his mouse or keyboard while dead, the team will be subject to either a warning, at the minimum, or a forfeit loss, at the discretion of the referee.

- Boosting (stepping on top of own team player) is permitted.
 - Binding Duck to scroll wheel is NOT permitted.
 - C4 must be planted at a viewable location. Planting C4 at a location where a boost is required is permitted.
 - When defusing, the player must be able to see a part of the bomb. Defusing through objects is not permitted.
 - Silent C4 installation is considered illegal. This offense may result in a warning or loss of all remaining TR rounds at the sole discretion of the board of referees.
 - Throwing grenades over buildings on every maps is permitted.
 - Any use of the flash bang bug will result in a -3 round score for the offending team. If the use of the bug is decided as unintentional, the game continues as normal. If the use of the bug is decided as intentional, the offending team will be given a warning at the minimum or loss by default. Any flash bang disputes must be reported to a referee when they happen. The dispute will be reviewed after all the rounds of that half are completed.
 - Use of personal model/skins (includes weapon skins) is NOT permitted.
 - Use of personal map texture is NOT permitted.
 - All 3rd party programs are NOT permitted unless stated otherwise.
 - Ventrilo is permitted. (In case of Stage match will be decided by Referee)
 - Use of map bugs in play (e.g. map swimming, auto aim, etc.) is NOT permitted.
 - The use of 'SKY Box' will result in a loss by default for the offending team.
 - The restricted areas for each map will be announced at a later date.
 - Use of unfair but available scripts (e.g. silenrun, attack+use, centerview script, norecoil 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 the 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 referee's sole discretion.
 - HLTV Proxy will join the game servers for Tournament Broadcast.
- ❑ **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: Disconnected player must re-connect to the server.

The round is continued by unpausing, 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 connects to the server. At this time, the match may continue by unpausing. (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 connected to the server. When all players are reconnected, the match may continue by unpausing the game.
- 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 (ie: a player that represents the team)
 - If a player does not agree to any rulings made, 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.
- If a rematch is decided by the head referee, the team that does not follow this decision will be subject to disqualification.

❑ **Final provisions**

- The above-mentioned rules may be amended in the following cases:
 - 1) Should the WCG Committee, at its sole discretion, decide to adopt the latest patch/version release of each official game;
 - 2) Should the WCG Committee, at its sole discretion, decide to modify in-game settings and options required by the use of most recent patch version/release
 - 3) Should the WCG Committee, at its sole discretion, decide to use a newly released Cheat Protection Program and/or cheat protection functions
 - 4) Should the WCG Committee, at its sole discretion, decide to change game settings and/or operations guidelines due to differences between online and offline tournaments.