Counter Strike 1.6

RULES:

Competition Structure:

- **The tournament will be knock out (planting game).**
- **The team which wins its 1st stage matches advances to the next stage.**
- **The knock out continues till we get final 4 top scoring teams for the semi-finals.**
- **There will not be any match played for the third spot.**

Match Format:

- **Every prelims and quarters match will be played on one map with a total of 12 rounds.**
- **6 round each as Counter Terrorist and Terrorist.**
- **The start money for the match will be $800.**
- **The team first to win 7 matches will be the winner of the match.**
- **Each round combat having 1min 30sec.**
- **For the Semi-Finals and Final total number of rounds will be 12 (6 each as a Counter Terrorists and Terrorists).**
- **The team first to win 7 rounds will be the winner of the match.**
- **For each round win, team will be rewarded 1 point.**

Tie Breaker:

- **There will be extra 6 rounds played on the same map, 3 each as Counter Terrorists and Terrorists.**
- **The start money for the tie breaker rounds will be $4000.**
- **The team will start as the same as it finished in the normal rounds (Counter Terrorist or Terrorist) and team change after 3 rounds.**
- **The team first to win 4 rounds total will be the winner of the match.**
- **If a tie breaker also leads to a draw then 1 extra round will be played and the winner will be the winner of the match.**

The above rules apply for the matches except for finals.

The Final:

- **1 maps will be played by the teams in the final with the same rules as given before (number of total rounds will be 12) except for the tie-breaker and the selection of the maps will be random.**
- **The team with highest number of points after 1 maps will be the winner.**

Tie-Breaker:

• Another Map will be played (number of total rounds will be 12). The winner of this map will be the winner of Counter Strike 1.6 at AAKASH 2K18.

• In case of another tie, tie-breaker rules given before will be applied.

Don'ts:

• Use of Tactical Shield & Shot gun is strictly forbidden. If a team uses it intentionally or unintentionally, his team loses the match immediately.

The following settings will be set on servers:

• Round time: 90sec

• Freeze time: 0sec

• Buy time: 0.25 sec

• Friendly Fire: On

• Death cam: Disabled

• Flash light: On

Each type of weapons available in the game are allowed (except for shield & shot gun)

• Players must be present in the tournament area with the whole team at the notifications schedule.

Players are advised to be present a few minutes before the schedule to avoid any unpredictable delay. If the team is not present at the notification schedule, they shall be disqualified

• Teams will be given 5 minutes to configure their settings and after that use of console or change in settings will be strictly prohibited.

• A toss will be done to decide the side team wants to take.

• The players have the freedom to bring and use their own controlling device, that is, mouse (USB only).

• If the match is involuntary interrupted (player crash, server crash, etc.):

• If one of the players is disconnected or crashed, he must come back in to the game as soon as possible and the round will be restarted.

• If the server crashes before 3 rounds, the whole game shall restart from the beginning else the score will be recorded and the in the new game start money will be set to 4000$.

• No compensation will be given in the money earned in game and lost due to interruption of the match.

• The team should be of 5 members and no change of players in the team is allowed after they have played their first match.

N.B: Rules may subject to change during course of event.

All the above rules should be followed without argument with the tournament official, the violation of which may result in player or team disqualification, the decision to do the same lies in the hand of the tournament official present there.

Maps: D-DUST2, D-INFARNO, D-NUKE, D-TRAIN

Faculty Coordinator

PROF.SATYANANDA SWAIN
PROF.KABIRAJ NAHAK
PROF.JHARANA DAS

Student Coordinators

MC-PRUTHVIRAJ PANDA [ECE]
SC-BHABANI SHANKAR MISHRA [MECH]
- **PRATIK MISHRA [MECH]**
- **ASHUTOSH KAR [EEE]**
- **ASHUTOSH PATTANAIK –LE [MECH]**
- **SIDHARTH MISHRA-3RD YR. [CSE]**
- **DEBASISH SAHU-2ND YR. [EEE]**