



## Counter-Strike 1.6

### South East Asia Counter-Strike 1.6 DreamHack Winter 2009 Qualifier Tournament: Rules and Regulations

- **Competition Method** : 5 vs. 5 (Team Play, 5 players per team)
- **Age Restriction**: Players born after **1992** must submit parental consent form signed by a parent or legal guardian to the tournament staff.
- Substitutions are allowed twice at most. No substitutions will be allowed after the start of tournament. If any team needs to make more than two substitutions for any reason whatsoever, the team must forfeit the tournament. Rotations are strictly not allowed.
- **Rounds**: **30** Rounds (Max rounds format) **15** rounds as Terrorists and **15** rounds as Counter-Terrorists per team. (The first team that scores **16** rounds wins and the match ends immediately.)
- **Round Time**: **1** minute **45** seconds
- **Sides**: (Counter-Terrorist / Terrorist) will be announced before the match or decided by a coin toss.
- **Victory Condition**: The first team to score **16** rounds.
- In the case of a tie after regulation, **6** extra rounds will be played. (**3** rounds as Terrorists and **3** rounds as Counter-Terrorists per team)
- In the case of a re-tie after **6** extra rounds as stated above, **6** more extra rounds will be played until the tie is broken.
- **Tie-breaker Start Money**: **\$10000**
- **Tie-breaker victory condition**: The first team to score **4** rounds.
- **Official Maps**: de\_dust2, de\_train, de\_nuke, de\_inferno. Each map may be modified by the tournament committee. Players will be informed before the tournament of any such modifications.
- The map pool may be changed prior to the tournament. Different maps may be used depending on circumstances. Players will be informed of any such changes before the tournament.
- Maps will be randomly drawn for each match or decided by a coin toss.
- 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.
- Team members may communicate verbally at all times. Full ghost-talking is allowed.
- The Server master will record the process of the match.
- **Approved Grenade Amounts Per Round, for each player**:
  - Flash bangs: **2**
  - HE Grenades: **1**
  - Smoke Grenades: **1**
- Default model skins must be used. (Either CS 1.6 or CZ)
- Boosting (stepping on top of own team player) is allowed with any number of players. Any area that can be reached on the map is considered a valid position as long as the position is not used to exploit the map by seeing into areas that are not intended.
- Throwing grenades over buildings in all maps are allowed.
- Players are not allowed to move with the "Duck" key pressed repeatedly. Any player found using this method may be given a warning or a loss by default at the referee's sole discretion. (NOTE: This is different from moving while the Duck key is pressed down.)



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- *Silent C4 plants are considered bug play. Such an offense may result in a warning at the minimum or loss of all remaining Terrorists rounds at the sole discretion of the board of referees.*
- *C4 must be planted at a viewable location. Planting the C4 at a location where a boost is required is allowed. If the bomb is planted in such a way that it is obscured from view from all angles (such as planting to have the bomb hidden entirely or in part by a crate, allowing it to clip into a wall or corner of a wall, and so forth), the same penalty will apply.*
- *Any occurrence of the flashbang bug, unintentional or otherwise, will result in a warning and forfeiture of that round as well as three additional rounds at minimum. A loss by default for the offending team for a repeated flashbang bugs maybe awarded at the sole discretion of the board of referees.*
- *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.*
- *Both the desktop and in-game color quality must be set to 32-Bit.*



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### Tournament Server Settings

<i>mp_autokick 0</i>	<i>mp_autocrosshair 0</i>
<i>mp_autoteambalance 0</i>	<i>mp_buytime 0.25</i>
<i>mp_consistency 1</i>	<i>mp_c4timer 35</i>
<i>mp_fadetoblack 1</i>	<i>mp_flashlight 1</i>
<i>mp_forcechasecam 2</i>	<i>mp_forcecamera 2</i>
<i>mp_footsteps 1</i>	<i>mp_freezetime 15</i>
<i>mp_friendlyfire 1</i>	<i>mp_hostagepenalty 0</i>
<i>mp_limitteams 10</i>	<i>mp_logecho 1</i>
<i>mp_logdetail 3</i>	<i>mp_logfile 1</i>
<i>mp_logmessages 1</i>	<i>mp_maxrounds 0</i>
<i>mp_playerid 1</i>	<i>mp_roundtime 1.75</i>
<i>mp_timelimit 0</i>	<i>mp_tkpunish 0</i>
<i>sv_aim 0</i>	<i>sv_airaccelerate 10</i>
<i>sv_aimove 1</i>	<i>sv_allowdownload 0</i>
<i>sv_allowupload 0</i>	<i>sv_alltalk 0</i>
<i>sv_cheats 0</i>	<i>sv_clienttrace 1</i>
<i>sv_clipmode 0</i>	<i>sv_friction 4</i>
<i>sv_gravity 800</i>	<i>sv_lan_rate 25000</i>
<i>sv_maxrate 25000</i>	<i>sv_maxspeed 320</i>
<i>sv_maxunlag 0.5</i>	<i>sv_maxupdaterate 101</i>
<i>sv_minupdaterate 101</i>	<i>sv_minrate 25000</i>
<i>sv_proxies 1</i>	<i>sv_send_logos 1</i>
<i>sv_send_resources 1</i>	<i>sv_stepsize 18</i>
<i>sv_stopspeed 75</i>	<i>sv_unlag 1</i>
<i>sv_voiceenable 1</i>	<i>sv_unlagsamples 1</i>
<i>sv_unlagpush 0</i>	<i>sys_ticrate 10000</i>
<i>allow_spectators 1</i>	<i>decalfrequency 60</i>
<i>edgefriction 2</i>	<i>host_framerate 0</i>
<i>log on</i>	<i>pausable 0</i>



**Allowed Setting Values for Client**

<i>cl_updaterate</i> 101	<i>cl_cmdrate</i> 101
<i>rate</i> 25000	<i>m_filter</i> 1 / 0
<i>hud_fastswitch</i> 1 / 0	<i>zoom_sensitivity_ratio</i>
<i>fps_max</i> 101	<i>cl_dynamiccrosshair</i> 1 / 0
<i>gamma</i> 1 / 3	<i>brightness</i> 1 / 3
<i>cl_minmodels</i> 1 / 0	<i>cl_shadows</i> 1 / 0

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

<i>cl_weather</i>	<i>mp_corpse_stay</i>
<i>mp_decals</i>	<i>max_shells</i>
<i>max_smokepuffs</i>	<i>fastsprites</i>
<i>ex_interp</i> 0.01	

**Unfair Practices Subject to Penalty**

- Use of personal model/skins (including weapon skins)
- Use of personal map texture
- All cheat programs
- Use of map bugs in play (e.g. map swimming, auto aim, etc.)
- Use of unfair but available scripts
- Any player exploits (eg. *silentrun*, *attack+use*, *centerview script*, *norecoil script*, etc.)
- The server master can and will check for the use of any unfair practices or scripts, even those not listed above, during each match.
- To test for HLTV flash bugs, players must follow the directions of the server master or referees.

**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 of the half starts: restart the match
  - After the 3rd round of the half starts: the score to that point will be admitted, the game will be paused at the end of the round.
  - The next round will be played after confirmation of all players' connection to the server according to the server master's pause option.
  - The money amount for all reconnecting players will be reset to \$800
- In the case of intentional disconnection, the referee may decide to end the match with the offending team losing by forfeit.

**Cheating and Rule Violations**

- By registering and participating in the tournament, each participant agrees to be bound by the official rules of this document. Breaking any rule listed herein is grounds for tournament disqualification at the discretion of the board of referees.



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- Any tampering with computer hardware or software, including but not limited to intentional crashing of software and illegal modification of hardware or software configurations will result in immediate disqualification.
- Any action in violation of the Player and Spectator Conduct rules as witnessed by tournament staff may result in a warning. Once a warning has been issued, the next violation will result in disqualification of the entire team.
- The board of referees reserves the right to cancel or modify the tournament rules if fraud, technical failures or any other factor beyond reasonable control, impairs the integrity of the tournament.
- Any protests or disagreements with tournament rulings must be made directly to the board of referees in a reasonable manner at the time of the incident, at which time a prompt decision will be made. Disputes must be filed before leaving the tournament area or before starting the next half. The Committee's decisions are final.
- Protests/disputes can **only** be filed by the team leader and/or team manager(s).
- If a player does not agree with a ruling, he/she can express his/her protest to a referee after the completion of a half. 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 board of referees.
- Any form of cheating, including but not limited to intentional disconnects, ping flooding, server crashing, etc., will result in immediate disqualification of the competitor and/or team.
- Any competitor or team accidentally utilizing ANY exploit or bug in a map or game will forfeit that round and/or all remaining rounds for the half. Players are responsible for their actions in regards to known map or game bugs/exploits.
- Any competitor or team attempting to use ANY exploit in a map shall be immediately disqualified and may be removed from the event. If you have a question regarding a particular tactic, ask the Tournament Staff prior to the match.
- The board of referees has the right to disqualify and dismiss any registered player from the tournament, at their discretion, at any stage of the tournament, for any reason, with no prior warning to the player.

### Tournament Procedure

- Competitors may not enter the tournament area without the permission of the referee(s). If a competitor wishes to enter the tournament area for a scheduled match he or she must first check-in with the referee(s) on duty. Failure to follow the rules will result in that person's permanent removal from the tournament.
- The tournament area is restricted only to tournament competitors. Competitors are not allowed to enter the tournament area with companions that are not participating in the tournament.
- The board of referees reserves the right to refuse any item into the tournament area.
- Competitors are required to be punctual for their scheduled matches, and are only allowed a fifteen-minute grace period before they are forfeited. While tardiness is not tolerated, the board of referees reserves the right to extend the grace period in specific instances or under extenuating circumstances. While the board of referees will remain impartial to competitors, it will make exceptions should it be to the better of the tournament. Repeated cases of tardiness will not be tolerated.
- Scheduled match times represent the estimated time of the actual match start, not the time that a competitor must report to the tournament area. Competitors must report to the tournament area at least 15 minutes before the scheduled time.
- Competitors will be allowed to report to the tournament area and begin client setup as early as conditions allow, up to 30 minutes prior to scheduled match times. Teams



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*that show up after the required check-in time will be required to start their match at the scheduled time, regardless if they have had warm-up time or not.*

- *Competitors may not leave the tournament area between halves or before overtime.*
- *Teams will be allowed 5 minutes before the start of overtime in the tournament area to go over strategy.*
- *Upon match completion, competitors should promptly remove their hardware, straighten up their assigned area and exit the tournament area.*

### **Competitor and Spectator Conduct**

- *Competitors will conduct themselves in a reasonable manner, maintaining a friendly and polite demeanor to spectators, competitors, members of the press, Tournament Staff, and to other participants of the event.*
- *Competitors must be available for post-tournament awards ceremonies, photographs, interviews, or other tournament events.*
- *Competitors must remain quiet when inside the designated tournament area. Talking is permitted, but must be kept at a reasonable level, and away from other competitors. It is strictly forbidden for spectators to communicate with a player while he or she is competing.*
- *Spectators are not allowed in the tournament area.*
- *Spectators or general event participants outside the designated tournament area, such as viewers of the tournament projection screens, are permitted to cheer, but specific clues or hints may not be given to the competitors.*
- *Competitors will refrain from the use of vulgar language during the entire competition.*
- *All rules of conduct also apply to chatting through the game console.*
- *Competitors are expected to compete in a professional manner. Throwing a match, halting play without cause, or showing a flagrant lack of effort will be construed as a violation of player conduct, and will result in match forfeit and disqualification from the tournament.*
- *Spectators are encouraged to remain quiet while at the sidelines of the spectator area, and be mindful of the privilege of viewing tournament matches at such a close proximity.*
- *At the conclusion of match play, teams are expected to break down their equipment in an orderly manner. Teams need to straighten their tournament area up once they break down. Please take into consideration that other matches may be taking place and it would be unsportsmanlike to disturb other competitors while competing.*
- *Teams are responsible for returning their assigned match area to the condition it was in prior to play. Teams who fail to do so may be penalized and will be called back to the tournament area to straighten the tables and equipment back up.*

### **These rules are subject to modification in the following aspects:**

- *Use of most recent patch/version release of each official game within tournament committee's own discretion.*
- *In-game settings and required factors necessitated by use of most recent patch version/release.*
- *Cheat Protection Program release and/or cheat protection functions.*
- *Game settings and/or operations guidelines dictated by differences between online and LAN tournaments.*