



# CS 1.6

## Participation and Eligibility

- All respective candidates must be enrolled in any recognized school or college of Pakistan irrespective of their discipline.
- Team members from different discipline/institutes are allowed.
- Volunteers or organizers are not allowed to enter this competition under any circumstances.
- Replacement of any participant of a team is not allowed after registration.

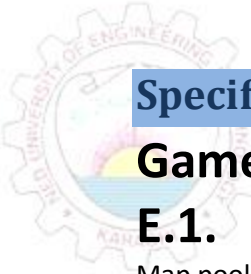
## Registration Procedure

All interested students must go through the following steps in order to register for the Counter Strike 1.6 in SENTEC 2016:

- Fill in the online registration forms from SENTEC website with your given details while making sure no required fields are left blank.  
<http://goo.gl/forms/HxRkeYM1o598prsU2>
- After submitting your required fees and completion of the registration process, you will be notified of your registration via text and email.
- For complete registration, visit SENTEC office i.e. inside Telecom Engineering Department, NEDUET, Karachi or Registration desk in front of SFC, NEDUET Karachi.
- Registration charges are PKR 1500 per team.
- Each team shall consist of maximum 5 participants.
- The registration fee is non-refundable.
- Failure in timely payment of the registration fees will result in the immediate cancellation of the registration.

## General Rules and Regulations

- On the day of competition, all participants should bring their university cards as well as the registration slips.
- Discipline during the competition should be followed at all times. Acts of disturbance or violence of any matter will result in disqualification from the competition.
- Authority has the right to change any rule without prior notice.
- The participant shall not be allowed to use mobile or other electronic items during competition.



## Specific Rules

### Game settings

#### E.1.

Map pool is following: de\_dust2, de\_tuscan, de\_nuke, de\_inferno, de\_train, de\_mirage

#### E.2.

Rounds: 30 rounds, 15 rounds as Terrorists and 15 rounds as Counter-Terrorists per team.

#### E.3.

Victory condition: The first team to win 16 rounds. No extra rounds after that will be played.

#### E.4.

Round time: 1 minute 45 seconds

### E.5. In case of a tie on Playoffs phase:

**E.5.1.** 6 extra rounds will be played. (3 rounds as Terrorists / 3 rounds as Counter-Terrorists per team)

#### E.5.2.

Extra Round restart money: \$10,000

#### E.5.3.

In the case of another tie after the 6 extra rounds, as stated above, 6 additional extra rounds will be played until the tie is broken.

#### E.6.

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.

#### E.7.

Coach or team manager can coach the team 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.

#### E.8.

Coach must leave the tournament area if Referee asks him/her to leave

#### E.9.

Approved Grenade Amounts Per Round

Flashbangs: 2

Grenades: 1

Smoke Grenades: 1

#### E.10.

Default skins must be used.



## E.11.

The gamma rate can be changed in the video graphic driver.

## F. Allowed Setting Values for Client

cl\_updaterate 101  
cl\_cmdrate 101  
rate 25000  
hud\_fastswitch 1/0  
fps\_max 101  
gamme 1/3  
cl\_minmodels 1/0  
m\_filter 1/0  
zoom\_sensitivity ratio  
cl\_dynamiccrosshair 1/0  
brightness 1/3  
cl\_shadows 1/0

## G. Following Client Settings May Not Be Changed

cl\_weather  
mp\_decals  
max\_smokepuffs  
mp\_corpse\_stay  
max\_shells  
fastsprites

## H. Unfair Practices Subject to Penalty

**H.1.** The following is a list of 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. Protests can only be filed by the team leader (eg. the player that represents the team).

**H.2.** Coaches may ONLY talk during the freeze time of the round.

**H.3.** 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 does not fade to black, the player is deemed dead three seconds after he/she has fallen.

**H.4.** 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.



**H.5.** Boosting (stepping on top of own team player) is permitted.

**H.6.** Binding Duck to scroll wheel is NOT permitted.

**H.7.** C4 must be planted at a viewable location. Planting C4 at a location where a boost is required is permitted.

**H.8.** When defusing, the player must be able to see a part of the bomb. Defusing through objects is not permitted.

**H.9.** 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.

**H.10.** Throwing grenades over buildings on every map is permitted.

**H.11.** 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.

**H.12.** Use of personal model/skins (includes weapon skins) is NOT permitted.

**H.13.** Use of personal map texture is NOT permitted.

**H.14.** All 3rd party programs are NOT permitted unless stated otherwise.

**H.15.** Use of 3<sup>rd</sup> party voice communication is permitted.

**H.16.** Use of map bugs in play (e.g. map swimming, auto aim, sky box etc.) is not permitted.

**H.17.** Use of unfair but available scripts (e.g. silentrun, attack+use, centerview script, norecoilscript, etc.) is not permitted.

## **I. If disconnection occurs during a match**

**I.1.** If all the players cannot play due to an unintended, unforeseen accident such as server stoppage

**I.1.1.** Before the 3rd round starts: restart the match

**I.1.2.** After the 3rd round starts: Round is restarted with mp\_startmoney 10000.

**I.2.** 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 un-pausing the game.



**I.3.** In the case of intentional disconnection, the referee may decide to end the match with the offending team losing by forfeit.

