

COUNTER-STRIKE GLOBAL OFFENSIVE

Incandescence'16

National Institute of Technology, Silchar

Following are the rules and guidelines to be followed

**** GAME MODE:** - A competitive mode match will be played in a single game and opposes two teams of five players. A game is played on one map in two times of 15 in-game rounds. For each half-time, teams play alternatively terrorist and counter-terrorist, and score one point by winning one in-game round. The winner of a game is the first team which scores 16 in-game rounds.

Initial Stages are to be BO1. Semi Finals and Grand Finale will be BO3. In case of a tie, there will be overtime of 3 rounds on each side. So the team winning 4 rounds out of 6 becomes the winner. If its a 3-3 situation, then overtime will continue until a winner comes out. In Overtime, teams first play the side they last played in regulation.

**** MAPS VETO and Side selection procedure:** - Map Veto will be determined by coin toss and elimination. Next, 5v5 Knife round must be played to determine the side selection. Winner of this knife round gets to choose the side.

**** MAP LIST:** - The following maps are to be played in this tournament:

- de_dust2
- de_inferno
- de_mirage
- de_cache

**** Match Interruption:-**

If a match is involuntary interrupted (player crash, server crash, network cuts...) the tournament officials may decide to replay the match according to the following rules:

- If a problem takes place in the first three rounds, the whole half-time will be replayed.
- If a problem takes place during any round and the concerned outcome of the round can't be determined or guessed, the round is not taken into account, the half-time will be continued with the numbers of remaining rounds, and the scores on the interrupted half-time will be added to the new half-time. Start money will be set in order to compensate the player(s).
- If one of the players crashed or is disconnected, he must come back as quickly as possible. A team may "pause" the game at the end of the current round or during freeze time to allow the player to come back. A pause may not last more than 5 minutes and is allowed up to 2 times during a match.

**** Terms and conditions:** - Each team consisting of 5 players each must have a team name and also must have a team leader. The team leader will be responsible for his team. The team must maintain a healthy gaming environment and not indulge in any dispute with the Organizers or other teams. The Decision of the Organizers will be Final. The Teams must arrive at least 15 minutes prior to their game.

KEEP FRAGGING GOOD LUCK HAVE FUN!!

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