

Counter Strike

Competition Method : 4 vs.4 (Team Play, 4 players per team)

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 3 extra rounds, as stated above, 3 additional extra rounds will be played until the tie is broken.

Approved Commands

- a) Adjust_crosshair
- b) Left Hand
- c) A user can use Activate In-Game-VGUI Command

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:

Binding Duck to scroll wheel is NOT permitted.

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.