

NETWAR Counter-Strike 1.6 / Source Tournament Rules

1. Tournament Overview

The NETWAR Tournament for Half-Life Counter-Strike™, an action-oriented multiplayer computer game. The tournament is of a team format, meaning it consists solely of team vs. team matches.

2. Player Eligibility

The tournament is open to players regardless of nationality, sex or race. It is also open to both amateur and professional gamers, regardless of tournament experience. Players need not have participated in a previous tournament to be eligible for registration.

3. Sportsmanship & Attitude

Our tournament events are meant to be a fun and exciting experience, we understand that they you might get competitive in the heat of the moment and that is the fun aspect of the tournament, but we please ask that you maintain a good attitude. Players will conduct themselves in a reasonable manner, maintaining a friendly and polite demeanor to spectators, tournament officials, and to other players.

4. Registration

By registering and participating in the event and tournament, each participant agrees to be bound by the official rules of this document and the event rules.

Players are required to register on-site for the tournament in order to participate. On-site tournament registration will close promptly before the start of the tournament. Players who do not register on-site by this time cannot compete.

A full team of five (5) players must be registered under the same team to confirm the tournament spot. If you need additional teammates or do not have a team, there will be a random team generating pool that you can enter into.

5. Team Captain

Each team will be required to select one member to stand in as the Team Captain. That person is in complete control of the team, and has an obligation to not only himself but to the other members on the team to perform and lead. Before the

tournament all team captains will be asked to step forward so that the basic tournament rules may be discussed and any questions answered.

6. Tournament Structure & Game Play

The tournament will be double elimination with a loser's bracket.

A match consists of two (2) fifteen (15) round halves and any needed overtime rounds required in order to determine a winner. After the completion of the first 15 rounds, both teams will switch sides and resume the next half after the match goes live again. A match is considered "COMPLETE" once a team wins sixteen **(16) rounds** of regular match play.

DO NOT play out thirty (30) rounds unless tied. This results in tournament timeline disruption and will result in punishment at the discretion of the tournament officials.

Upon match completion, players should promptly leave from the tournament server. The team captain of the winning team should go to the admin area and report the score.

7. Match Tie – Overtime

In the instance of a tie score when the official thirty (30) rounds of regulation are played to completion, overtime rounds must be played. Overtime consists of two (2) three (3) round halves and the mp_startmoney will be set to \$10000. If the score is still tied after the overtime, then the overtime process will be repeated again until one team is deemed the winner, no match may end in a tie.

8. Timeliness

Tournament matches are scheduled on a very tight timeline, player tardiness is disrespectful to the tournament staff, spectators, and other fellow competitors. **Tardiness will NOT be accepted** and may result in a forfeit of the match by the team that is not ready on time, after being given a warning. When your team is called for a match, you have exactly **five (5) minutes** for your whole team to be on the server and ready to play. If after the set time you do not have the required five players you may play shorthanded until the rest of your team arrives. We will not be held responsible for teams playing shorthanded because their team members have left the premises, or are otherwise unavailable to participate. The match should go live as soon as both teams are ready. Team captains are responsible for getting his whole team ready to play.

The maximum amount of time between the first half end and the beginning of the second half of a match should not exceed three (3) minutes. If your team exceeds this break period it will result in a forfeit of the second half.

Please try not to waste very much time, as the tournament will already take a very long time to complete and we do not have very much time to waste.

9. Maps Used In Matches

This is a list of the maps that will be used in rotation for the tournament. Each match will be played on a different map and may repeat as need.

Counter-Strike 1.6

de_dust2, de_nuke, de_train, de_inferno, de_cpl_mill, de_cpl_strike

Counter-Strike: Source

de_dust2, de_nuke, de_train, de_cpl_mill, de_contra, de_strike

10. Server Settings

Round Time – 1:45

Start Money – \$800

Freeze Time – 15 seconds

Bomb Time – 35 seconds

Friendly Fire – On

Tickrate - 100

11. Player Substitutions

Player substitutions are allowed at anytime during the tournament (before/during a match). A player is only allowed to join the dedicated server AFTER the player whom he/she is substituting for has left the server. Failure to do so and allowing a reasonable advantage may result in a loss of rounds.

12. Voice Communication

Any form of voice communication software is acceptable (ex. In-Game, Ventrilo, or Teamspeak).

13. Tactical Shield

The tactical shield is **NOT ALLOWED** in match play. If you accidentally purchase a shield, discard it in your spawn immediately to avoid penalty. If the shield is used in match play, your team will forfeit 3 rounds off of the final score of the match.

14. Game Settings

Players and team captains are responsible for ensuring that all of their players know, understand, and follow all rules. Ignorance of the rules is not an excuse for a violation. The game environment can be best defined as any and all files used to control or play the game. NETWAR requires that all players use the default environment that is created upon a clean installation of the game.

You may edit the games' configuration files. Just as long as any setting you set **DOES NOT** give you an **UNFAIR ADVANTAGE** over the other players. Any violation of the rules and will result in a loss, and immediate player termination, and possible team termination.

All players are required to use the 32 bit video game setting. Using 16 bit video settings is illegal and will result in a match overturn.

All players **MUST** use default sprites. If a player is found using **ANY NON-STANDARD** sprite during event matches, it will be considered a violation of the rules and will result in a loss, and immediate player termination, and possible team termination. This includes all smoke, players, weapons, and crosshairs sprites.

The use of custom sprays, while frowned upon, may be used so long as they are not:

- Sprays that replicate player models
- Sprays that replicate map features or textures
- Sprays that display pornography
- Sprays that are deemed unsportsmanlike

The use of the above sprays will be considered a violation of the rules and will and will result in a loss, and a player warning, and possible termination. Termination of a player will be up to the discretion of the officials.

15. Server Crashes & Disconnects

If a server crashes while a half is LIVE, all rounds fully completed will count towards the final score. All remaining rounds of that half will be played out with the overtime configuration running (\$10000 start money) as the server configuration. This rule will continue to stand in the event of a second server crash.

In the event of a third crash, the game will be postponed and both team captains must report to an official immediately. An official will assign a new NETWAR server and the match will be played until completed.

NETWAR is not responsible for players who experience PC problems. Teams should have back-up players ready to join if a player experiences PC issues and they fear it may be a detriment to their performance. If the disconnection occurs within the first minute of play prior to when the player is fragged, the half is to be restarted.

If multiple people are disconnected because of server or network issues then the match will be paused after consent from a tournament administrator.

16. Cheating & Game Exploits

It is illegal to use a map glitch/exploit for one's advantage when it was not in the original intent of the game or mapmaker.

The following will get you penalized and forfeit three (3) rounds from the final match score:

Flash Bang Exploits, Clipping the map to see through walls, **Undefusable Bomb Plants, Floating Bomb Plants, Silent Bomb Plants, Speed Walking, Pop Jumping,** and any other game exploits to give you or your team an advantage.

Cheating in any form is considered a violation of the rules and will result in immediate player and/or team termination. Cheating / Hacking is considered any manipulation of server configurations, client configurations, models, skins, weapons, sounds, or anything that alters the predetermined settings listed within the rules. This includes aim bots, wall hacks, speed hacks, ESP hacks, or any third party program not deemed legal by NETWAR. Officials have the final word on what is deemed a cheat or hack.

17. Tournament Rule Rights & Disputes

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 tournament organizers.

If a player attempts to manipulate or exploit a NETWAR rule in any way other than for its intended use, NETWAR officials reserve the right to make a final ruling on the rule in question for the given match and/or dispute.

NETWAR reserves the right to modify the rules as needed. This includes changes due to software updates or releases, and all other changes deemed necessary by NETWAR. Players should check the rules on a regular basis and prior to every match to ensure they are in complete compliance. Players must understand that the rules listed are guidelines that NETWAR will use to ensure fair and competitive play. All the rules are subject to interpretation.

Any protests or disagreements with tournament rulings must be made verbally to the Tournament Director at the time of the incident, at which time a prompt decision will be made. **The Tournament Director's decisions are final.**

A Tournament Official reserves the right to disqualify and dismiss any registered player or team from the tournament, at their discretion, at any stage of the tournament, with no prior warning to the player.