

## Counter-Strike™

- ❑ **Game Version: Counter-Strike: (Steam)**
- ❑ **ESRB Rating: Age 17+**
  - Anyone born after Nov.12<sup>th</sup>, 1993 will not be allowed entry to the GF
- ❑ **General**
  - Competition Method : 5 vs. 5 (Team Play, 5 players per team)
  - Victory Condition: The first team to win 16 rounds is declared the winner. In first phase, all 30 rounds are played for standings purposes.
  - A coin toss will determine starting sides, Counter-Terrorist or Terrorist.
  - In the case of a 15-15 tie after regulation, the following steps will be taken:
    - a) If the match is in first phase, then the match will remain a tie and each team awarded 1 point.
    - b) If the match is in second phase, then the match will have overtime. Overtime consists of 6 rounds with starting money of \$10,000. Each team will play 3 rounds as Terrorist and 3 rounds as Counter-Terrorist. The team to win 4 rounds first, is declared the winner. In the case of another tie, the overtime will be repeated until a winner is declared.
  - Official Maps: De\_Dust2, De\_Inferno, De\_Nuke, De\_Train, De\_Tuscan  
(\* Each map may be modified by the WCG committee. Players will be informed before the tournament of any such modifications)
  - 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.
  - Each team can have a coach. A coach can coach the players from behind, during freeze time only. If the 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.
  - Coach must go outside the tournament area if a Referee asks him/her to leave.
  - The Server Master will be record the process of the match.
  - WCG may install third party program and/or join as an observer for tournament

operations purposes, such as verifying match results or gathering match data

□ **General Game Setting**

- Rounds: 30 Rounds (Max rounds format): Each Team plays 15 rounds as Terrorists and 15 rounds as Counter-Terrorists
- Round Time: 1 minute 45 seconds.
- Approved Grenade Amounts Per Round

- a) Flashbangs: 2
- b) Grenades: 1
- c) Smoke Grenades: 1

Any use of more than the approved amount of grenades by any player, will result in a warning, loss of round or even match loss by forfeit.

- Approved Launch Option Commands

- a) noforcemparms
- b) noforcemaccel
- c) noforcemspd
- d) freq \*\*\*

Any other commands found in the launch options, not approved by a referee, will at least result in a warning or even a loss by forfeit.

- Approved Video Card Settings

- a) Brightness – 52%
- b) Digital Vibrance – 30%
- c) Contrast – 50%
- d) Image Sharpening – None
- e) Gamma – 70%

Any player found in violation of these limits will face a warning or even match loss by forfeit.

- Any other video card settings may be changed at the players' discretion as long as they do not result in an unfair game play advantage.
- Default skins must be used.
- 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.

## ❑ Tournament Server Settings

- mp\_autokick 0
- mp\_autoteambalance 0
- mp\_consistency 1
- mp\_fadetoblack 1
- mp\_forcechasecam 2
- mp\_footsteps 1
- mp\_friendlyfire 1
- mp\_limitteams 10
- mp\_logdetail 3
- mp\_logmessages 1
- mp\_playerid 1
- mp\_timelimit 0
- sv\_aim 0
- sv\_airmove 1
- sv\_allowupload 0
- sv\_cheats 0
- sv\_clipmode 0
- sv\_gravity 800
- sv\_maxrate 25000
- sv\_maxunlag 0.5
- sv\_minupdaterate 101
- sv\_proxies 1
- sv\_send\_resources 1
- sv\_stopspeed 75
- sv\_voiceenable 1
- sv\_unlagpush 0
- allow\_spectators 1
- edgefriction 2
- log on
- mp\_autocrosshair 0
- mp\_buytime 0.25
- mp\_c4timer 35
- mp\_flashlight 1
- mp\_forcecamera 2
- mp\_freezetime 15
- mp\_hostagepenalty 0
- mp\_logecho 1
- mp\_logfile 1
- mp\_maxrounds 0
- mp\_roundtime 1.75
- mp\_tkpunish 0
- sv\_airaccelerate 10
- sv\_allowdownload 0
- sv\_alltalk 0
- sv\_clienttrace 1
- sv\_friction 4
- sv\_lan\_rate 25000
- sv\_maxspeed 320
- sv\_maxupdaterate 101
- sv\_minrate 25000
- sv\_send\_logos 1
- sv\_stepsize 18
- sv\_unlag 1
- sv\_unlagsamples 1
- sys\_ticrate 10000
- decalfrequency 60
- host\_framerate 0
- pausable 0

## ❑ Allowed Setting Values for Client

- cl\_updaterate 101
- rate 25000
- hud\_fastswitch 1/0
- fps\_max 101
- gamma 1/3
- cl\_cmdrate 101
- m\_filter 1/0
- zoom\_sensitivity\_ratio
- cl\_dynamiccrosshair 1/0
- brightness 1/3

- cl\_minmodels 1/0                      cl\_shadows 1/0
  - Players Must be use WCG2008 CS GUI
- ❑ **Following Client Settings May Not Be Changed (Must use the default values)**
- cl\_weather                              mp\_corpse\_stay
  - mp\_decals                                max\_shells
  - max\_smokepuffs                        fastsprites
  - ex\_interp 0.01 for LAN (0.1 for Online)
- ❑ **Unfair Practices Subject to Penalty**
- In case of use of any unfair practices listed below, the offending team will be a given a warning at the minimum or loss by default at the referee's sole discretion.
  - Team members may communicate verbally if they are alive in the match or when all team members are dead.
  - The player is deemed dead when the screen is completely faded to black. If a bug occurs and the screen doesn't fade to black, the player is deemed dead three seconds after he/she has fallen.
  - Any player who has died cannot communicate by ANY means (No gesture or verbal communication will be allowed) with any other team member or opponent until the beginning of the next round.
  - If a player continues to communicate after he/she is killed, the team may be given a warning or lose by default at the referee's sole discretion.
  - Boosting (stepping on top of own team player) is allowed in play.
  - Binding Duck to scroll wheel is not allowed.
  - C4 must be installed at a viewable location. Installing C4 at a location where a boost is required is allowed.
  - Silent C4 installation is considered bug play. Such an offense may result in a warning or loss of all remaining TR rounds at the sole discretion of the board of referees.
  - Throwing grenades over buildings in all maps are allowed.
  - 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 a given a warning at the minimum or loss by default.
  - Use of personal model/skins (includes weapon skins)
  - Use of personal map texture
  - All cheat programs

- Use of map bugs in play (e.g. map swimming, auto aim, etc.)
  - The use of 'SKY Box' will result in a loss by default for the offending team.
  - The restricted areas for each map will be notified at a later date.
  - Use of unfair but available scripts (e.g. silenrun, attack+use, centerview script, norecoil script, etc.)
  - The server master can and will check for the use of any unfair practice or script, even those not listed above, during each match.
  - If referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) give unfair advantage to a player, the team may be given a warning or lose by default at the referee's sole discretion.
  - If a problem occurs with flash bang bug, the referee reviews the demo file and the offending team loses the round. The match continues normally.
  - HLTV Proxy will join the game servers for Tournament Broadcast
  - To test for HLTV flash bugs, players must follow the directions of the server master and/or the 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 starts: restart the match
    - After the 3rd round starts: Disconnected player must re-connect to the server. The round is continued 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 of all 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 connected, 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.
  - Protests can only be filed by the team leader (e.g. a player that represents the team)
    - If a player does not agree to any rules, he/she can express his/her protest to a referee before the completion of a match. 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 referee.

- If a rematch is decided by the head referee, the team that does not follow this decision will be subject to disqualification.
- **These rules are for the WCG 2009 National Championship are subject to modification in the following aspects.**
- Use of most recent patch/version release of each official game within WCG committee's own discretion.
  - Changes to in-game settings and options necessitated by the 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