

General Rules

- 1) The brackets will be Single elimination (BO1) unless the tournament director decides to change it based on the time availability.
- 2) The brackets will be available before the commencement of the tournament. No requests for changing the brackets will be entertained in any way.
- 3) Any player/team caught cheating by the administration will lead to an immediate disqualification.
- 4) In case of any other disputes, the decision of the tournament director is final and binding.
- 5) No third party can live stream/broadcast the matches or use any content from the matches without a written consent from the tournament director.
- 6) All participants are required to have their own Steam IDs to participate. Playing from an unregistered ID will result in disqualification.
- 7) Only the 6 registered players (5+1) are allowed to play for the team, no changes will be entertained once the tournament has commenced.
- 8) Every participant acknowledges the right for the administration to modify the rules and regulations for adjustments at any time without notice.
- 9) Every participant has to show the needed respect towards referees and other participants. Insults and unfair or disrespectful behaviour towards anyone are not tolerated and will be punished.
- 10) All information provided by the participant must be valid and if found faulty, it will result in disqualification.
- 11) Brackets and Schedule will be put up by the Administration and we will not entertain any requests to change the same.
- 12) The matches will be played on an online server.
- 13) Map Veto will commence 15 minutes prior to the start of the match, failure to start the veto on time will result in disqualification.

Game Settings

- 1) The map pool will always be the Active Duty map pool and therefore might be updated before each tournament.
- 2) Map veto will be used to decide maps played for each tournament game.
- 3) Rounds: 30 Rounds (Fifteen as each side[Terrorists & Counter-Terrorists]).
Victory Conditions: The first team to win 16 rounds wins the map and the round is over.
Starting side will be chosen by a knife round. (for Best of 1 series).
- 4) In case of a tie after the regulation rounds end (15-15), 6 extra rounds will be played.
3 rounds as Terrorists and 3 rounds as Counter-Terrorists. First team to win 4 rounds wins the map. [Repeat if necessary].
- 5) If the server crashes before three rounds have been completed (in a half), the server must be restarted and the half's score will be reset to 0-0.
- 6) If a player disconnects mid-round, the server will be paused at the end of the current round.
- 7) A team can request for a round restore in cases of disconnects and technical error only if there is no damage taken by any member of the same team in that particular round.