

# GEFORCE<sup>®</sup>

# LAN

## Counter-Strike: 1.6 (Women)

### 5v5 RULES

#### Definitions:

Regulation Play:	Consists of two 15 round halves. Regulation play ends when one team wins 16 total rounds
Round:	One, 1 minute 45 second cycle on a map
Half:	A half consists of fifteen, 1.75 minute rounds
Half time:	The period in between halves in which teams swap sides
Match:	A full regulation play period + overtime period if necessary
Overtime:	Two 3 Round halves beginning with 16,000 start money

#### Game Format:

Competition Method:	5 vs. 5
Players:	10
Victory Condition:	The first team to win 16 total rounds
Overtime:	This will occur if there is a tie in total rounds after the 2 halves are completed. Each team will play 3 rounds on each side. The winning team will be the team that wins 4 rounds first. This will repeat until the tie is broken at the end of an overtime period.
Start Money:	800
C4 Timer:	35
Freezetime:	15
Buy Time:	0.25

#### Map Pool:

de\_dust2  
de\_inferno  
de\_nuke  
de\_train

#### Class and Side Selection:

- Participating teams will use only melee attacks for one round. The winner receives first half side choice. This round is only for side selection and does not count towards the total match score.
- Class Restrictions – To be determined.
- Weapons Restrictions – To be determined.

#### Setup and Configuration:

- Non-standard game settings or third party applications that affect game play are not permitted. Teams found using either will be penalized at the administrators' discretion.
- The CS 1.6 config and binds may only be changed through the provided GUI. Editing a config file manually is strictly prohibited. The console may not be accessed at any time except via an administrator.
- Players may configure drivers as needed for peripherals, but should contact a tournament administrator if the drivers are not already present on the computer. Copying files of any sort to computers is strictly prohibited prior to obtaining approval from an admin. Accessing or altering the system, provided hardware, or other operating system settings is strictly prohibited.

- Players are permitted to adjust monitor brightness, contrast, and size up to and including the allowed maximum settings:  
Brightness – 100%, Digital Vibrance – Lowest Medium, Gamma – 1.2, Video must be set to 32-bit.

**In-Game Messaging and Communication:**

- Competitors are not allowed to use global in-game chat in an abusive, offensive, vulgar or spamming manner at any point during a match. This includes pre-match, intermission and post-match periods as well.
- When a match is live, only team captains are allowed to use global in-game messages between rounds or at half time. Other players must use team-only in-game messages.
- Teams/Players may not leave the tournament area until a winner is determined.
- Violators of these rules are subject to penalties at the administrators' discretion, which may include player suspension(s) or forfeiture of the match.
- All match disputes must be filed by a team captain during regulation play, or within 5 minutes after the match's conclusion

**Exploits / Glitches:**

The use exploits or glitches will not be tolerated. If participants have questions about whether something is legitimate please discuss this with tournament administrators to ensure it is legal.

**Unintentional Issues:**

**Server Crash:** The server machine crashes/freezes/etc. causing the match server to stop responding

**Solution:** An administrator will restart the server, stop the tournament clock, and play will continue from the point of disruption. Points will be added to the amounts totaled before the crash, and the tournament clock will be restarted once the game is live again.

**Client Crash:** A player's computer crashes/freezes/etc. causing the participant to be unable to continue play

**Solution:** Play will be paused until the client can reconnect.

**Rule Changes:**

The Administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament. Teams are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance. Teams must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game.

**Community Feedback:**

We appreciate and encourage community feedback. If you wish to make inquires or provide constructive feedback concerning GeForce LAN at NVISION tournament rules, please use the BYOC & Tournaments Support system once you've registered. Instructions on how to access this system are emailed to all online registrants and can be found in the BYOC FAQ section.

\*A lo3.cfg will be used to start all matches