

ESWC LF8 Counter-Strike 1.6 – male + female tournament rules

version: 23.04.2006

Rules may be modified from time to time!

1 General information

1.1 Introduction

By attending this competition, players agree, without limitation or qualification, to be bound by, and to comply with, these rules and regulations. Players of the ESWC qualification agree that the application of these rules and regulations is at the sole discretion of the tournament officials, and that any decision from tournament officials will supersede these rules and regulations.

1.2 Behavior

Every participant has always to be fair with his opponents. Violation may be punished, and can lead to an exclusion from every LF tournament.

1.3 Responsibility

Every team is responsible for its players. It is also responsible in case of cheating by its members.

1.4 Coverage

The LANFORCE owns all the rights for every coverage possibility of any qualification encounter. The necessary data for a transmission/coverage must be provided on demand of a tournament administrator (admin) (view rule 4.4).

1.5 Modifying the rules

The committee reserves the right to modify the rules and regulations from time to time without notice. Modifications may be retroactive.

2 Participation at the qualification

2.1 Authorization

Most of the players have to own a Swiss Passport to compete at the ESWC qualifications. This may be set as shown beneath:

5-0, 4-1, 3-2, 3-1-1, 2-1-1-1

If nevertheless a team which doesn't fulfill these requirements wins the second-best-ranked team will be invited to Paris which fulfills the criteria. If this concerns two teams, they have to play a decision match.

2.2 Legal age

There is no legal age for the CS tournament. For the finals the legal age is 16. Only a team in which every player is at least 16 years old can be qualified.

2.3 Participation on more than one tournament

Every player and every team can be qualified for max. one ESWC finals slot. The first one reached counts.

2.3 Electronic Sports Charter

- Players accept the rules of Fair-Play and renounce physical or psychological violence.
- Players accept the tournament rules.
- Players accept the tournament administrators' decisions and do not insult them in any way.
- Players confirm not to use unfair methods.

2.4 Communication with externals

The communication with non-locals is forbidden, especially in connection with recurrence of information on the opponents playing methods. Admins are not included in this rule.

2.5 Responsibility for the own PC

Players are responsible to have a functional PC with all necessary drives and programs at the beginning of the tournament.

3 Participation at the grand finals in Paris

3.1 Player changes

For the grand finals in Paris at the end of June the qualified team must be the same that takes part in the event. If a player is prevented, the next ranked complete team will be invited!

3.2 Account piracy

It's not allowed to take over an account of an other team or player.

4 Match preparation

4.1 Fixing the playtime

After the announcement of a match in the intranet it must be played as soon as possible. Both parties have to connect on the given server. After the match the winner team is responsible for the immediate entering of the result. If conflicts occur, the CS administrator must be informed.

4.2 Contact with the opponent

Try to get in touch with your enemy as fast as possible. Both teams must care about it! If, by chance, the enemy surrenders by defwin, this must be notified immediately on the intranet.

4.3 Server choice

The server is provided by the tournament administration. The IP addresses are set. You must leave the server right after the game, so the next match can take place on it.

4.4 RCON password

It's not allowed to change or modify the RCON password. If it happens nevertheless, the concerning player and his team may be punished, even banned from any other tournament.

4.5 Server administration

The teams choose their server administrator. The settings have to be tested by both involved teams before the encounter begins. If no agreement can be found, the tournament admin decides who has to do it or he may administrate himself.

4.6 HLTV / Livebot

All games can be transmitted by the LANFORCE.

Teams who wish a transmission may do this by themselves. In this case, the HLTV servers must have a delay of at least 90 seconds.

4.7 Warm-up

Teams have 5 minutes to warm-up before every match.

5 Game encounters

5.1 Version

Counter-Strike 1.6 is played in the Steam-Offline mode.

5.2 Mode

A match consists of one played map with the mode max-round 15. The map who will be used for it will be given and can not be changed, even if both opponents agree on challenging on a different map.

Matches are 5on5. An other number of players isn't allowed, even if both opponents agree on a different number participants.

5.3 Missing players

If one team has only 4 instead of 5 players at the beginning of the match, you have to wait 5 minutes before you start the match. Then you must start 4on5. Same thing is for 4 players. The minimal number of players per team is 4. If a team has less than 4 players, it will be punished with a defloss.

5.4 Overtime

If, after 30 rounds, there is a draw, there will be an overtime with the following settings:

- max rounds 3
- 16000 starting cash

Each team is once attacker and once defender. If the teams cannot agree on who being first attacker/defender, a "knife round" will decide. Eventually there are max 6 rounds per overtime. The team who wins more of these rounds wins the match. A repeated draw leads to a next overtime. This is played until a winner of the match is found.

5.5 Map pool

The map pool contents the following maps:

- de_dust2 (drax version)
- de_inferno
- de_nuke (drax version)
- de_train (drax version)
- de_cbble

download these maps on:

ftp://ftp.games-services.com/2006/flashbug_mappack_by_drax.zip

5.6 Game settings

5.6.1 Server settings

The following values are given for every server:

- sv_lan 1
- sv_lan_rate 20000
- sv_maxupdaterate 101
- sv_maxspeed 320
- sv_airaccelerate 10
- sv_maxrate 8000
- sv_aim 0
- sv_cheats 0
- sv_airmove 1
- sv_allowupload 1
- sv_bounce 1
- sv_clienttrace 1
- sv_clipmode 0
- sv_friction 4.000
- sv_gravity 800
- sv_minrate 2500
- sv_stepsize 18
- sv_stopspeed 75.000
- sv_wateraccelerate 10
- sv_waterfriction 1

- mp_autoteambalance 0
- mp_limitteams 0
- mp_friendlyfire 1
- mp_forcechasecam 2
- mp_chasecam 1
- mp_friendly_grenade_damage 1
- mp_allowmonsters 0
- mp_ghostfrequency 0.1
- mp_fadetoblack 1

- mp_autokick 0
- mp_hostagepenalty 0
- mp_tkpunish 0

- mp_c4timer 35
- mp_roundtime 2
- mp_freezetime 10
- mp_chattime 10
- mp_startmoney 800

- mp_timelimit 0
- mp_maxrounds 15
- mp_winlimit 0
- mp_buytime 0.25
- mp_flashlight 1
- mp_logfile 1
- mp_logmessages 1
- mp_mirrordamage 0

- log on
- sys_ticrate 10000
- fps_max 200
- pausable 1

These configurations must be tested before the match. By starting the match both teams declare to agree and to play with the configured settings

5.6.2 Client configuration

Configuration changes or scripts that give an obvious advantage (cheating) are forbidden. This value is obligatory: color_depth 32 bit

5.7 Flash bug maps

Drax-fix-maps will be on every server.

Teams may wish to test them before the match if these servers are available. By starting the match, no protests concerning flash bugs can be made anymore.

5.8 Start

The beginning of the match must be obvious for both participating teams. Both must declare their readiness before the match is started with at least 2 restart rounds. This concerns also the beginnings after a map or team –change.

5.9 Problems

5.9.1 Interruption

Every team may have a total of 10 minutes to take a break. This time can be used only at the beginning of a round. The reason for this break must be told the opponent and he must confirm it.

5.9.2 RCON violation

Any violation of the RCON password will be checked with “Logfile” by the administrator and the player as well as his team will be punished heavily. Player and team may be banned from every LF tournament. Included in RCON violation is the change of settings without asking the opponent and the restarting of the round without the agreement of the opposite team.

5.9.3 Server crash

In case of a server crash during a game half where not more than 5 rounds are played, the half in question has to be replayed. If the server crashes after the named moment, only the remaining rounds will be played after the restart with mp_startmoney 6000.

5.9.4 Player changes

During the match no entitled players can be exchanged.

5.9.5 Cancellation/ End of the match

A match continues until one team has won 16 rounds. Then the game is over and players have to leave the server. The winning team is responsible for the immediate and correct registration of the result on the intranet.

5.10 Forbidden acts (Cheating)

5.10.1 Programs

Any programs which give an obvious advantage (wallhack/ ESP, aimbot, etc.) or change the game are forbidden.

Excepted from this rule are voice programs like e.g. "Teamspeak" or "Ventrilo" and "graphic programs" like e.g. "Powerstrip", which only change the brightness and the contrasts.

The use of "A3D" is strictly forbidden.

In doubtful cases the administrators decide.

5.10.2 Game changements

Configuration changements, scripts or custom models, which give an obvious advantage (moving the hit boxes, creating of whitewalls, blocking the scatter etc.) are forbidden.

In doubtful cases the administrators decide.

Excepted from this rule are the net settings and buy scripts as well as every configuration which are changeable in the given game menu.

5.10.3 Game acts

5.10.3.1 Grenade spamming

Every player may buy at most one HE-grenade, two flash-bangs and one smoke-grenade per game.

5.10.3.2 Bomb planting

You may not plant the bomb in any way or position that the opponent hasn't got the chance to defuse it or the bomb gets unnoticeable for him.

5.10.3.3 Suicide

The intentional self killing to deny money or arms to the opponent or to shorten the round time is forbidden.

5.10.3.4 Bug using

- The using of any bug, who contradicts the game principles, is forbidden. Examples are:
- The boosting (i.e. build a ladder with players) is allowed, as long as walls, textures, grounds (i.e. de_aztec on the upper edge / de_dust2 on the edges of PP A) don't disappear for players.
- The silent planting (bomb is planted but doesn't sound) is strictly forbidden (i.e. like on de_dust2 at PP A).
- Boosting through ceilings etc. is forbidden.
- Using the shield is forbidden. If you buy this item by hazard, you have to drop it immediately at your base.
- The using of the smoke bug by starting and stopping of a demo record during a smoke cloud is forbidden.
- To make use of flash bugs is forbidden.
- Take advantage of the MSN bug which allows seeing through walls is forbidden.
- The using of the direct3D bug which allows seeing through walls is forbidden.
- To make use of the bug that you can carry several arms is forbidden.
- You may not plant the bomb in any way or position that allows the terrorist team to earn more money.

Exceptions:

- Throwing grenades over walls (e.g. de_dust2 PP B / de_inferno) is allowed.
- It's allowed to plant the bomb in any way or position that can reached only by boosting.

5.10.3.5 Map specific bugs

The following PDF file contains a list of all allowed or forbidden map bugs:

http://files.cms.gameblix.com/lgz/pdf/1139540247/LGz_CS-1_6-Mapbugs_V1-3.pdf

5.11 Game records

5.11.1 Demo duty

Every player has to make demo records of both halves of a match. A complete demo record of the attacker and one of the defender part is necessary. The records have to be stored as long as the team participates at the tournament and may be given to an administrator.

5.11.2 Screenshot duty

Every team has to make screenshots at the end of every match-half and must save them until it drops out.

5.12 Client crash

If a client crashes you finish the round and stop the match by the pause function to give the player the possibility to return.

5.13 Server crash

The tournament admin may fix a replay of the match.

An all-over restart is made, if the first round hasn't been played yet. If the server crashes after the first round, all the rounds finished up to that moment will be counted and the remaining rounds will be played. There is no right on higher starting cash. However, the teams may agree and fix starting money.

5.14 Non-attendance or incomplete opponent

If an opponent doesn't attend on time, you have to tell (not write, pm or call, but tell) him that he has to connect immediately. When 10 minutes have passed again and no more than 3 opponents are connected on the server, the match is won by the team which attended on time. This must be registered on the intranet immediately.

If 3 opponents connect on the server within these 10 minutes, an ultimatum of 5 more minutes is tolerated. After the spare time the match can be started, whether the 2 remaining players are present or not.

6 After the match

6.1 Registration of the result

Both participants are responsible of entering the right result or telling the tournament admin. If no result is entered, both teams can be disqualified. Results entered or announced after a disqualification do not have retroactivating possibilities. The deadline for entering results is 2 hours after the official match- /round starting. You may however tell an admin that you cannot keep this deadline before the time has elapsed.

6.2 Protest procedure

If you assume rule violations or any kind of cheating during one of the matches, the player may announce protest at an admin within 10 minutes after the end of the game. This has to happen before the result is entered in the intranet.

In case of intending to protest, you must inform your opponent about it. Furthermore, the result can't be entered yet.

In each case, only the team captain or a delegate explains the point of view.

Protests without reason may lead to defwins or even banning from the tournament, because this slows down the tournament process. Only the responsible administrator decides.

7 Disqualification and caution

Teams which are striking because of rude rule violation may be banned from all LF tournaments and can further be excluded from any ESWC event for one year.

Other measures may be taken, but this is part of the administrator's competence.

Explicite reasons for sanctions are:

- Insulting administrators
- Not complying with administrators instructions
- Vulgar language
- Insulting opponents
- Being late
- Unfair and unsporty behaviour