

Half-Life®: Counter-Strike™ 1.6

- ❑ **Game Version: Counter-Strike : 1.6**
- ❑ **ESRB Rating: Mature 17+**
- ❑ **General**
 - Competition Method : 5 vs. 5 (Team Play, 5 players per team)
 - The first team to win 16 rounds wins the match.
 - Extra rounds will be played until the winner is decided
 - 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): 15 rounds as Terrorists and 15 rounds as Counter-Terrorists per team (If a team scores 16 rounds first, the match is ended immediately.)
 - Victory Condition: The first team to win 16 rounds.
 - Round Time: 1 minute 45 seconds.
 - Counter-Strike, Terrorist will be announced before the match or decided by coin toss.
 - In the case of a tie after regulation, 6 extra rounds will be played. (3 rounds as Terrorists / 3 rounds as Counter-Terrorists per team)
 - Extra Round restart money: \$10,000
 - In the case of a re-tie after 6 extra rounds as stated above, 6 more extra rounds will be played until the tie is broken.
 - Official Maps: De_Dust2, De_Inferno, De_Nuke , De_Train
(* 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.
 - The Server Master will be record the process of the match.
 - Approved Grenade Amounts Per Round
 - 1) Flashbangs: 2
 - 2) Grenades: 1
 - 3) Smoke Grenades: 1
 - Approved Commands

- 1) Adjust_crosshair
 - 2) Left Hand
 - 3) A user can use Activate In-Game-VGUI Command
- 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.
 - The gamma rate can be changed in the video graphic driver.

❑ **Tournament Server Settings**

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|------------------------|----------------------|
| • mp_autokick 0 | mp_autocrosshair 0 |
| • mp_autoteambalance 0 | mp_buytime 0.25 |
| • mp_consistency 1 | mp_c4timer 35 |
| • mp_fadetoblack 1 | mp_flashlight 1 |
| • mp_forcechasecam 2 | mp_forcecamera 2 |
| • mp_footsteps 1 | mp_freezetime 15 |
| • mp_friendlyfire 1 | mp_hostagepenalty 0 |
| • mp_limitteams 10 | mp_logecho 1 |
| • mp_logdetail 3 | mp_logfile 1 |
| • mp_logmessages 1 | mp_maxrounds 0 |
| • mp_playerid 1 | mp_roundtime 1.75 |
| • mp_timelimit 0 | mp_tkpunish 0 |
| • sv_aim 0 | sv_airaccelerate 10 |
| • sv_airmove 1 | sv_allowdownload 0 |
| • sv_allowupload 0 | sv_alltalk 0 |
| • sv_cheats 0 | sv_clienttrace 1 |
| • sv_clipmode 0 | sv_friction 4 |
| • sv_gravity 800 | sv_lan_rate 25000 |
| • sv_maxrate 25000 | sv_maxspeed 320 |
| • sv_maxunlag 0.5 | sv_maxupdaterate 101 |
| • sv_minupdaterate 101 | sv_minrate 25000 |
| • sv_proxies 1 | sv_send_logos 1 |
| • sv_send_resources 1 | sv_stepsize 18 |
| • sv_stopspeed 75 | sv_unlag 1 |
| • sv_voiceenable 1 | sv_unlagsamples 1 |
| • sv_unlagpush 0 | sys_ticrate 10000 |
| • allow_spectators 1 | decalfrequency 60 |

- Throwing grenades over buildings in all maps are allowed.
- Any use of the flash bang bug will result in a warning at the minimum or loss by default for the offending team.
- 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.)
- 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 or 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 (ie: 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 2007 National Championship and 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.
 - In-game settings and required factors necessitated by use of most recent patch version/release
 - Cheat Protection Program release and/or cheat protection functions