CS:GO Tournament Rules:

1. The software used is Counter-Strike: Global Offensive (Steam Version)

2. It is a 5 (Five) Player Team Tournament

> - Please try and find your own 5-man team if possible. There will be a sign-up sheet at the registration table at the beginning of the LAN.

> We will then randomly assign teams based on experience and knowledge of the game and maps.

3. Each team must present 1 (one) representative. He/ she is responsible for his/her team and will be responsible for choosing maps and all communication with referees must be done through the team captain.

4. The tournament will be played with the following rule set:

> a. Rounds: 30 Rounds (Fifteen as each side, Terrorists & Counter-Terrorists)

> b. Victory Condition: The first team to win 16 rounds wins the map and the round is

> over immediately.

> c. Each individual round is 1:45 in duration

> d. The team playing as the Terrorist side first will be announced before the match or

> decided by coin toss (see rules below).

> e. In case of a tie after the regulation rounds end (15-15), 6 extra rounds will be played, three rounds as Terrorists and three rounds as Counter-Terrorists. First team to win 4 rounds wins the map. [Repeat if necessary]

> f. Extra rounds restart money: $10,000

5. Substitutions can only be done before or after a match is done and not during the match.

> a. Substitute player must not be playing or play for any other team in the tournament.

6. For the final match - Maps will be determined in a snake elimination draft [as follows]:

     i. Team B removes one of the 7 maps

     ii. Team A removes one of the 6 remaining maps

     iii. Team B removes one of the remaining 5 maps

     iv. Team A removes one of the remaining 4 maps

     v. Team B chooses one of the 3 remaining maps (1st map played)

     vi. Team A chooses one the 2 remaining maps (2nd map played)

     vii. The last remaining map is played as 3rd map, if needed.

     (Team A and Team B can be determined by a coin toss or by a team's seeding in the tournament. [Team A is the winner of the coin toss])

     -. Maps allowed for tournament: 1. Dust2 2. Inferno 3. Nuke 4. Mirage 5. Train 6. Vertigo 7. Cache)

7. The first team to win 16 rounds will be declared the victor of the match and will advance

8. The tournament is set up in a bracket structure. It may take a while to finish every single match between opponents. Please remember that you cannot "hold" or "postpone" a match to play in another tournament; please find a substitution, play with less people, or have your team forfeit.

9. The map that each team will play will be randomly picked for each match (besides the final match).