

3xtremeLAN

Counter Strike: Source Official Rules for Competition. v1.20

Section 1. – Format.

- 1.1) Competition matches are played with five players per team nominal.
- 1.2) All matches are playing in standard MR12 format.
 - i. 12 rounds are played.
 - ii. Teams swap sides.
 - iii. 12 more rounds are played.
 - iv. Match is over when either team scores 13 round victories.
- 1.3) Round duration is 1 minute, 45 seconds.
- 1.4) Maps are randomly selected from the pool of approved maps, 10 minutes prior to the commencement of match play.
- 1.5) In the event of a tie, match will play into overtime:
 - i. There will be a 5 minute break before overtime commences.
 - ii. 12 additional rounds are played, 6 rounds per side.
 - iii. Team which lost the initial coin toss selects which side they play as.
 - iv. Starting cash for overtime round is \$10,000.
 - v. In the event of a continuing tie, 12 additional rounds are played until tie is broken.
 - vi. No substitutions are permitted during overtime rounds.
- 1.6) Both team captains are required to submit a screenshot of the final scoreboard at the end of each side.
- 1.7) Competition is double elimination format. In the event an odd number of teams are registered for competition, a randomly selected bye will occur.
- 1.8) A 5th player may only enter the match at a change of sides.
- 1.9) Only 3 substitutions may be made throughout the competition, only 1 per match.

Section 2. – Registration.

- 2.1) Players are required to have Counter Strike: Source in competition legal condition prior to registration.
- 2.2) Players must own a license for Counter Strike: Source.
- 2.3) Player's copy of Counter Strike: Source must have all Steam updates, released to date, installed.
- 2.4) All players are required to be registered for competition.
- 2.5) All registrations are to be completed 30 minutes before the first match of competition.
- 2.6) A player may only register for one team per competition.
- 2.7) A team requires a minimum of 4 players registered to compete.
- 2.8) A team may have a maximum of 7 players registered.
- 2.9) One or more competing players on a team not being registered for competition is deemed a Class-A violation.

Section 3. - Pre-Match.

- 3.1) The starting side of each team is decided by a coin toss between team captains immediately prior to the commencement of match. The winning captain decides which team shall play as which side.
- 3.2) Grace Period.
 - i. If at the commencement of a match, the minimum 4 players are not available, the match will enter into a 10 minute grace period.
 - ii. When the minimum 4 players become available, the grace period will expire and match play shall commence
 - iii. If after the grace period has expired, the minimum 4 players are not available, the team is forfeit.
- 3.3) Match play will commence with 5 minutes of warm-up play.
- 3.4) Once match play has commenced, no player is permitted to pause or otherwise disrupt match play. Class-B Violation.

Section 4. - Names.

- 4.1) Player names may only take the form of the player's Extreme LAN player_id.
- 4.2) An additional clan tag is permitted. Clan tags may not contain the following:
 - i. Web links.
 - ii. Advertising.
 - iii. Stolen clan tags.
 - iv. Language detrimental to event or event sponsors.
 - v. Offensive, abusive, discriminatory or otherwise inappropriate language.
- 4.3) Language is deemed inappropriate at the sole discretion of competition admin.

Section 5. - Team Structure.

- 5.1) Each team shall have a team captain.
- 5.2) Team captains are required to.
 - i. Have the '[c]' tag precede their player name.
 - ii. Ensure all team member understand the competition rules prior to match play.
 - iii. Ensure all team members comply with competition rules.
- 5.3) Only the team captain shall liaise with competition admin.
- 5.4) Team captaincy may only be transferred once.
- 5.5) Team captaincy may only be transferred to a player registered for competition and participated fully.

Section 6. - Communication.

- 6.1) Only team captains are permitted to use public messaging (MessageMode 1) during match play, with the exception of warm-up. Class-B Violation.
- 6.2) Team members may not communicate by any means during the round if dead. This includes verbal communication or the use of gestures. Class-B Violation.
- 6.3) A player is deemed dead when his/her health reaches 0.
- 6.4) Advertising, in any form, is not permitted.
- 6.5) Voice chat is permitted in match play.
- 6.6) Failure of voice chat does not constitute a server error, thus match play will not be halted.

Section 7. - Spectating.

- 7.1) By registering for competition, you agree to have match play publicly broadcast.
- 7.2) By registering for competition, you agree to have match play recorded. All recordings are the property of Extreme LAN inc.
- 7.3) Spectators are not permitted within the server, match play must be viewed via Source:TV.
- 7.4) Registered players are not to join spectators at anytime during match play.
Class-A violation.
- 7.5) Registered players are not to join opposing team at anytime during match play.
Class-A violation.

Section 8. - Server Errors.

- 8.1) A server error may consist of one or more players being unintentionally disconnected.
- 8.2) If a server error occurs before round 4.
 - i. The match will restart, scores are discarded.
- 8.3) If a server error occurs after round 3.
 - 8.3.1) The required minimum of 4 players per team remaining in the server.
 - i. The round is played out, and the match paused during freeze time of the following round until all disconnected player are reconnected.
 - 8.3.2) One or both teams remaining with less than 4 players.
 - i. Match play is instantly paused until players rejoin, at which point round is restarted.
- 8.4) The number of players per team dropping below 4 at any point due to an intentional disconnection is deemed a Class-A violation.
 - 8.4.1) A disconnection is deemed a server error at the sole discretion of competition admin.

Section 9. - Gameplay.

- 9.1) Players must remain within the bounds of the map at all times. Class-B Violation.
- 9.2) The following gameplay tactics are deemed legal.
 - i. Throwing grenades over buildings.
 - ii. Changing video card gamma rate.
 - iii. Strafe jumping to reach an otherwise inaccessible location.
 - iv. Boosting (standing on top of another player).
- 9.3) The following gameplay tactics are deemed illegal. Class-B Violation.
 - i. Planting C4 where not plainly visible.
 - ii. Planting C4 where inaccessible to a single player (i.e. planting where boosting is required to defuse).
 - iii. The use of personal Textures/Models/Skins/Sounds.
 - iv. Strafe jumping in order to move faster.
 - v. Defusing where C4 is not plainly visible (i.e. defusing through a wall).
 - 9.3.1) A gameplay tactic is deemed illegal at the sole discretion of competition admin.
- 9.4) The following is deemed bugplay. Class-B Violation.
 - i. Silent Planting of C4.
 - ii. Moving silently (Pressing duck repeatedly).
 - iii. Map swimming.
 - iv. Autoaim.
 - v. Flashbang bug.
 - 9.4.1) Gameplay is deemed bugplay at the sole discretion of competition admin.
- 9.5) The following are deemed unfair scripts. Class-B Violation.
 - i. Silent run.
 - ii. Center View.
 - iii. No Recoil.
 - iv. Attack+Use.
 - v. Pistol Rolling.
 - 9.5.1) Scripts are deemed unfair at the sole discretion of competition admin.
- 9.6) Team captains may contact competition admin to confirm the classification of any gameplay tactic or script they wish to employ.
 - 9.6.1) Failure to confirm the classification of a gameplay tactic or script, deemed illegal, is not a valid defense.

Section 10. – Cheating.

- 10.1) No cheats or hacks of any kind may be used in match play or warm-up at any time. Class-A Violation.
- 10.2) Cheats may include, but are not limited to.
 - i. Map Hacking (i.e. wall hacks).
 - ii. Wireframe Drivers.
 - iii. Launching DoS attacks, or packet flooding servers or opponents.
 - iv. Aimbots.
 - v. Speed Hacks.
 - vi. Any other gameplay altering cheat.
- 10.3) A cheat is declared at the sole discretion of competition admin.
- 10.4) By registering for competition you agree to have your STEAM directory inspected by competition admin

Section 11. – Disputes.

- 11.1) Only the team captain may submit a protests to competition admin.
- 11.2) Protests may only be submitted to competition admin in private, creating public dispute is deemed a Class-A penalty, regardless of the validity of the protest.
- 11.3) Protests to competition rules may only be submitted until 1 hour prior to the commencement of competition.
- 11.4) Where no specific rule is broken, but match play is deemed against the spirit of the game, competition admin may enforce a penalty.
- 11.5) Either team captain may lodge disputes to the result of a match at its conclusion.
- 11.6) Competition admin will have final word on whether a rule has been broken, and what penalty, if any, shall be forthcoming.
- 11.7) Rematch will be decided by competition admin and is not subject to protest.
- 11.9) Lodging of disputes without merit will invoke a penalty.
- 11.9) If opposing team captain does not respond to dispute, opposing team may be penalized.
- 11.10) Team members must follow competition admin instruction at all times.

Section 12. – Penalties.

12.1) Class-A Violation.

- i. Immediate disqualification from competition.

12.2) Class-B Violation.

12.2.1) Non-Finals Match.

- i. Once per match, twice per competition before disqualification.

12.2.2) Finals Match.

- i. Immediate disqualification from competition.

12.3) In the event of disqualification, entry fee will not be refunded.

Section 13. – Code of Conduct.

13.1) Players are at all times required to:

- i. Comply with competition rules.
- ii. Comply with competition admin instructions.
- iii. Respect competition admin decisions.
- iv. Maintain good sportsmanship.
- v. Refrain from the abuse of other competitors or competition admin.
- vi. Refrain from the use of excessive profanity.

13.2) Competition staff will at all times endeavor to:

- i. Enforce competition rules.
- ii. Exercise best judgment in decision making.
- iii. Be free from bias in decision making.
- iv. Refrain from decision making with a conflict of interest.
- v. Ensure competition runs in a timely manner.
- vi. Ensure competition is entertaining.

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All rules are subject to change without notice and without reason.

Appendix A. – Maps.

- de_aztec
- de_cbble
- de_dust2
- de_inferno
- de_nuke
- de_train

Appendix B. - Sever Settings of Note.

- mp_allowspectators 1
- mp_autokick 0
- mp_autoteambalance 0
- mp_buytime 0.25
- mp_c4timer 35
- mp_chattime 5
- mp_fadetoblack 1
- mp_falldamage 1
- mp_flashlight 1
- mp_footsteps 1
- mp_fraglimit 0
- mp_freezetime 6
- mp_friendlyfire 1
- mp_limitteams 0
- mp_maxrounds 0
- mp_roundtime 1.75
- mp_spawnprotection 0
- mp_startmoney 800
- mp_teamlist 0
- mp_timelimit 0
- mp_tkpunish 0
- mp_winlimit 0
- sv_allowdownload 0
- sv_allowupload 0
- sv_alltalk 0
- sv_pauseable 0
- sv_voiceenable 1