

# MURIOUS XI

## Annual Technical Festival

### Counter Strike: Global Offensive

**“Play the world’s number 1 online action game. Engage in an incredibly realistic brand of terrorist warfare in this wildly popular team-based game.”**

#### **RULES :**

1. The software used is Counter-Strike: Global Offensive (Steam Version)
2. It is a 5 (Five) Player Team Tournament.
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 organisers 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 decided by knife round.
5. Maps will be decided by individual captains by eliminating the rest of the maps.
6. For the final match - Maps will be determined in a snake elimination draft [as follows]:
  - i. Team B removes one of the 8 maps
  - ii. Team A removes one of the 7 remaining maps
  - iii. Team B removes one of the remaining 6 maps
  - iv. Team A removes one of the remaining 5 maps
  - v. Team B removes one of the remaining 4 maps
  - vi. Team A chooses one of the 3 remaining maps (1st map played)
  - vii. Team B chooses one the 2 remaining maps (2nd map played)
  - viii. The last remaining map is played as 3rd map, if needed.
7. Maps allowed for tournament: 1. Dust2, 2. Inferno, 3. Nuke, 4. Mirage, 5. Train, 6.Overpass, 7. Cache, 8.cobblestone )
8. The first team to win 16 rounds will be declared the victor of the match and will advance.
9. Server rates will be set as per the guidelines given by major tournaments.