Rules for FragFight 2011

By MythiX-Gaming

i. The Match has total of 30 Rounds (15 as Terrorists and 15 as Counter-Terrorists). The team winning the first 16 rounds would be declared Winner Immediately.

ii. Round time will be set to 1 Minute 45 Seconds.

iii. **Abusing of any kind Before/In Between/After the match would result in a Warning if a player abuses in All Chat Thrice during a match, would lead to the disqualification of the Team.**

iv. Any player caught using any kinds of Hacks would result in the Disqualification of the Team.

v. Decision of map will be done by a knife round in which the **Team Captain** would announce which map they want to eliminate for the map and similarly the opposite **Team Captain** would eliminate one map and it will continue till only 1 map is left.

vi. Valid Map's for the Tournament are De_Dust2, De_Inferno, De_Nuke and De_Train but New maps like De_Mirage, De_Forge and De_Tuscan will also be included in the practice matches.

vii. Mp_Freezetime would be set to 12 seconds.

viii. Starting Money for the Round would be 800 Credits.

ix. Gay Guns are not allowed in the Tournament (If Bought by mistake, they are to be thrown at respective Spawn's and not to be used)

x. Only **Team Captain's** are allowed to use All Chat (Y key) and rest of the team is expected to use the Team Chat (U key).

xi. The time of the match will be set according to both team's preference and if the team can't reach after 15 Minutes of the decided time, the team with all the 5 players present would be given Walkover if the other team don't have all 5 players then the timings would be reset on Admin's wish.

xii. If a match results in a Draw OT (Over-Time) will be played i.e. 3 Rounds as Terrorist and 3 rounds as Counter-Terrorist, the team winning 4 Rounds would be declared as the winner. Over-Time Rules will continue till a winner is declared. The Starting Money will be set to 10000 Credit's during OT.

xiii. Sides for the map would also be decided by Knife Round.

xiv. Use of 16-Bit Rendering would also result in Team Disqualification.

xv. The teams are expected to report to the admins which server would be better for their team in case of serious Ping/Latency issues before the match. Any Issue's risen in between match would not be entertained by the Admins.

xvi. Using All Chat in between match would result in the Team being Given a Warning.

xvii. If Three Warnings are registered against a Team during one match, the Team would be straight away disqualified from the Tournament.

xviii. Rematch or Change of Match Results would be on sole wish of Admins and only valid issue's would be considered while thinking of a Rematch.

xix. Due to any problem's from our side the during the match, the Match will be restarted while if there is problem with the team, if in between the first three rounds then on Admin's decision the match will be restarted or else it would be continued till the end.