



**The Gathering 2010
Counter-Strike 1.6
Information and rule-set**



Introduction

The following information is the rule-set for the Counter-Strike 1.6 tournament on The Gathering 2010.

Here you'll get information about what you can and cannot do when participating in the tournament, and you'll get some general information about the tournament itself.

Game version:

We will be using the latest version of *Counter-Strike 1.6* during this tournament.

Tournament structure:

16 teams will be participating in the Counter-Strike 1.6 Tournament at The Gathering 2010. There will be multiple ways of qualifying for the tournament:

- 4 teams will be invited by this years Game:Crew committee
- 8 teams will be able to qualify themselves by participating in online qualification rounds.
- 4 teams will qualify themselves by playing in a "BYOC" qualification round for participants at The Gathering.

Online qualification

We will have multiple qualification rounds that will be played online, and a total of 8 teams can qualify themselves for the final rounds by participating here.

The qualification rounds will be hosted in cooperation with ESL Nordic. Visit esl.eu/nordic or gathering.org for signup information and fixture details.

There will be a total of 4 qualification rounds from late January to March, where 2 of the best teams from each round qualify for a "seeding cup" that will be played in March. These teams will be playing to get seeded the highest in the main tournament.

"BYOC"-Qualification

The "Bring Your Own Computer"-qualification will be played during the first day of The Gathering 2010.

The teams will have to use their own computers during these rounds. The 4 best teams from this round qualifies for the main tournament which will be held later at The Gathering 2010.

- Maximum 64 teams will be able to sign up for the "BYOC"-Qualification.
- 5vs5 matches will be played.
- There will be held a knife round before each match to decide which team starts as CT/T (see **Knife round***)
- The match type will be MR15 (see **MR15***)
- If the game ends with a tie, the game goes in to overtime (see **Overtime***)
- 1 map per match.
- The winning team of a match will qualify for the next round, and the loosing team will be out of the tournament (Single-elimination).



Main tournament

The main finals will be played on computers provided by the Game:Crew. These final rounds will be held from Thursday to Saturday of The Gathering 2010.

The 16 teams that have qualified for the main tournament will be divided into 4 groups. The 4 teams that have been invited by Game:Crew are seeded first, and the 8 teams that qualified online will be seeded next. The 4 teams that qualified from the "BYOC" rounds will be seeded last.

Group stage:

- 5vs5 matches will be played.
- There will be held a knife round before each match to decide which team starts as CT/T (see **Knife round***)
- The match type will be MR15 and all 30 rounds will be played (see **MR15***)
- 1 map per match.
- The winning team of a match gets 3 points, losing team gets 0. If the game ends as a tie, both team will get 1 point

Playoffs:

- 8 teams will qualify for the playoffs
- The two best teams from each group will qualify.
- The match type will be MR15 (see **MR15***)
- If the game ends with a tie, the game goes in to overtime (see **Overtime***)
- Best of 1 map.
- If a team loses a match, they are out of the tournament. (single-elimination)

Finals:

- The bronze and final match will be played as best of 3 maps, where the winner is the team who wins 2 of the 3 maps.



Knife round*

- There will be a knife round on every map, to decide who will start as CT or T.
- The winner decides if they want to start as CT or T
- The players are only allowed to use knife to kill each other. No grenades, no planting the bomb.
- If the time runs out in a knife round, the team with most players left win. If both teams has the same amount of players, another round will be played.

Overtime*

- If a match ends as a tie, it will go to overtime, with the exception of the Group stage.
- The match type in Overtime will be MR3 (see **MR3***)
- mp_startmoney will be set to \$10,000.
- If the score still is tied after overtime, a new round of overtime will be started.

MR15*

- The teams change sides after 15 rounds.
- First team to get 16 points wins.
- (For the group stages all 30 rounds will be played for round difference.)

MR3*

- The teams change sides after 3 rounds.
- First team to get 4 points wins.

Maplist:

The following maps will be played at The Gathering 2010:

- de_dust2
- de_inferno
- de_train
- de_tuscan
- de_nuke



1. Admins and judges:

Head admin for the tournaments on The Gathering 2010 is Thomas "th0" Husbyn. His decision will always be the highest applicable in all situations. The game-specific administrator for Counter-Strike 1.6 is Remy "Remyx99" Bredesen, he will together with the other judges make the tournament.

1.1. The administrators and judges decisions are final and cannot be discussed.

2. Teams and players

All teams must be registered with all the required information before they can play in the tournament. Each team must have a team leader. He/She will be the only one from the team communicating with the judges.

2.1. A player can only participate in the contest with 1 team.

2.2. The team leader must be available at all time during the tournament. This is because we need to make sure that all teams are always up to date with the latest news and updates.

2.3. The team leader is responsible for reporting in the correct match results to the judges, and for signing the result forms after each match.

2.4 The team leader must be present in the IRC channels #tg.game and #tg.game.cs on the Quakenet network.

2.5. All players are required to use the same nick they are registered with for the tournament.

2.6. Any complaints or arguments from any other player than the team leader will be ignored.

2.7. The teams that have been invited, or already have qualified themselves for the main tournament are not allowed to play in any of the other qualification rounds. Teams that haven't qualified themselves for the main tournament can sign up for a new qualification round, even if they have played in one of the last rounds.



3. Sportsmanship

3.1. Abusing bugs in Counter-Strike

Map check before match start

Each player is responsible to check for missing textures and bugs in a map before each match. The team leader is responsible for reporting bugs and errors to the administrator or judges. Any complaints filed after the match has started will be ignored. Both teams are required to play the whole match.

During a match

3.1.2. You are not allowed to use errors in the map to your advantage, for example:

- Boosting through the roof or moving through walls and floors.
- Silent planting (Plant the bomb inside objects or in other locations that removes the beep sounds)
- Planting the bomb where in locations where CT is unable to defuse it.
- Disarming the bomb through walls/boxes
- Flash bugs
- Throwing grenades under walls (Over the walls and roofs is allowed in most cases)
- "Map swimming" or "floating"
- "Pixel walking" (Standing on invisible objects)

Boosting, and standing on a teammate's head is allowed as long as this doesn't include seeing over walls you're not supposed to. Using any form of bugs to your advantage might get your team disqualified.

3.1.3. Managers/Coaches that is not a playing member of the team are only allowed to talk during "freeze time" during matches.

3.1.4. When a player dies, he/she is not allowed to touch his mouse or keyboard until the next round, but he/she is allowed to communicate with the other team members. When a player dies, his game will fade to black. If a bug occurs that doesn't fade the game to black, he will be counted as dead 3 seconds after the player has fallen.

3.1.5. A team is allowed to use TeamSpeak/Ventrilo unless instructed otherwise by the admin or one of the judges.

3.1.6. If the administrator or judges notice that someone (press, manager/team leader, player, audience, etc) gives a playing team any kind of unfair advantage in the game, he/she can punish the team or player involved. Examples of punishment is disqualification and removal of points.

3.2. Bad sportsmanship in general

We take sportsmanship very seriously, any bad behavior will be punished severely. We want all participants of the tournament to be on their best behavior; This will raise the quality of the tournament, and contribute to making it a enjoyable experience. The following is some examples of bad sportsmanship.



3.2.2. Bullying

All form of bullying, pestering or talking down to players, judges, admins or anyone at The Gathering will be punished. This mainly applies to matches, but also when not playing, using IRC, IM Software, forums, or posting to blogs and web sites.

Any form of threats, violence or similar is illegal, and might get you kicked out of The Gathering 2010, and in some cases we might file a police report. The punishment may apply to only the player, or the whole team, depending on the case.

3.2.3. "Spamming"

Unnecessary talk that interfere with the game or the judges is seen as spam, and will be punished. This also applies to IRC, IM Software, forums, or the web site.

3.2.4. Misleading information

Forging match media like screenshots or demo files is illegal. All files from must be unchanged from the original version of the game. Any attempt to submit forged match result might get your team disqualified from the tournament.

4. Unforeseen events

The following applies if a player experience unforeseen events, such as computer crashes, server crashes, power failure or network failure:

- Before round 3: The match restarts once the player is back online.

- After round 3: The game pauses and the player that crashed/got disconnected needs to reconnect to the server. Once the player is back on the server, the administrator will unpause the game. The teams will finish the round, and pause the game during next rounds freeze time, if the player that crashed is unable to get back on the server. The game will continue once the player is back.

4.2. If more than 3 players involuntary gets disconnected from the server, the game will pause, and the result from this round will be void. The game will be paused during freeze time of next round, and the match will resume when all players are back on the server.

4.3. The administrator or a judge can decide to end the game in favour of the other team if a player disconnects from the server on purpose before the game ends

4.4. If the head administrator decides that a rematch should be played, and one of the teams refuse to play, they put themselves in danger of being disqualified from the tournament.



5. Game settings

5.1. Configuration

A Counter-Strike config must contain the following values:

- cl_movespeedkey 0.52
- cl_pitchspeed 225
- cl_showevents 0
- cl_pmanstats 0
- cl_lc 1
- cl_lw 1
- gl_max_size greater than or equal to 128
- gl_monolights 0
- gl_picmip 0
- gl_polyoffset 0.1(Nvidia) / 4(ATI) (Only values that does not produce the illegal "translucency" effect are allowed)
- s_show 0
- s_a3d 0
- fastsprites 0
- Walking is only allowed with "+speed"

The following values and configurations are illegal to change, and must contain the standard values:

- Binding "+duck" to mousewheel or to 2 buttons close to eachother on the keyboard.
- cl_weather
- mp_decals
- max_smokepuffs
- mp_corpse_stay
- max_shells
- fastsprites

All other configurations are allowed as long as they do not give an unfair advantage that can compared with cheating. Modifying or changing the game using graphics solutions or third-party software is strictly prohibited, and will be punished as any other cheat software.

5.2. Illegal scripts

The following script / config modifications are illegal:

- Turn scripts (180° or similar)
- -mlook scripts
- Stop-Shotscripts (Use- or Awp-scripts)
- Centerviewscripts
- No-Recoil-scripts
- Burstfire-scripts
- Bunnyhop-scripts
- Duck jump scripts.



5.3. Configuration changes - A3D

The use of A3D (2.0) or any other application or driver which simulates A3D (2.0) is strictly prohibited, and will be seen as using cheats.

5.4. Configuration changes - Graphics drivers and similar tools.

Changing the graphics or textures by using third party software is strictly prohibited.

5.5. Configuration changes - 32bit colors

All players must play with the highest color settings in Counter-Strike (32 bit). If the player is playing in window mode, the desktop must be running in 32bit colors. Violation of this rule will be seen as a cheating and be punished accordingly.

5.6. Changing textures and models

You are only allowed to change the Steam client skin. Any other changes to Counter-Strike 1.6, such as custom sprites, skins, score boards, crosshairs and models is strictly forbidden. The models from Counter-Strike: Condition-Zero is illegal to use.

5.7. The Gathering administrators or judges have the right to check a player's computer at any time for cheats or illegal programs, skins and modifications. If something is found on the player's computer, he/she will be punished accordingly.

6. Match media

Each player is responsible for recording match media

6.1. Screenshots

All players are required to take screenshots of the following:

- The console after typing "status" when both teams have all players on the server during the online qualification rounds.
(This is not needed for the qualification rounds or the main tournaments that's being held at The Gathering 2010)
- The scoreboard at the end of each half of a map

6.2. Demo files

Players are required to record demos for the full duration of all matches . The players must start their recording in good time before match start, and are not allowed to stop recording until the match result sheet is signed by the team leader.

6.3. Storing of match media

All match media (screenshots, demos, etc) must be kept for at least 14 days after The Gathering 2010 has ended.



7. Punishments

Punishments are usually handled by the administrator or judge. The following information is guidelines for what the punishments usually are:

A team might loose 3 winning rounds of a match if they are:

- Missing a required screenshot
- Missing the demo file.
- Using a flash-bug
- Using illegal cvars, models, scripts or binds.

A team might loose a match for:

- Illegal client settings
- Changing the server settings
- Leaving the game on purpose before the match is ended.
- Not showing up to match start.
- Use of Tactical Shield
- Exploiting bugs
- Missing a demo file when a player is suspected of cheating

A team might be disqualified from the tournament for:

- Using illegal third party software.
- Using illegal configuration settings.
- Bad behavior towards administrators, judges or other players

7.2. A warning might be issued instead of punishment in less serious cases. If the player or team gets 2 warnings they risk getting disqualified from the tournament.



8. Server settings

These settings are required on all game servers:

- 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
- edgefriction 2
- host_framerate 0
- pausable 0



9. Matches being played at the compo area or on stage

9.1. General information

It's illegal to bring food and drinks to the compo area. Cell phones should also be turned off when you're in this area. Unnecessary swearing, shouting and disturbing of players and staff might lead to expulsion from the compo area, and/or disqualification from the tournament.

9.2. Equipment

The compo computers will be provided by The Gathering. Each player is responsible for bringing their own mouse, keyboard, headset and mouse pad.

9.3. Administrator and judges

The players are required to always listen to instructions from the administrator and the judges. Any player refusing to listen might get punished.

9.4. External media

It is strictly forbidden to connect any form of external media, such as hard drives, memory sticks, without the approval of an administrator or judge.

9.5. Installing software/drivers

Talk to an administrator or judge before installing any software or drivers to the compo computers.

9.6. Warmup/before match start

You will usually get 30 minutes to warm up and get ready before a match but we can't guarantee that you get all 30 minutes.

9.7. Demo

Players are required to record demos for the full duration of all matches . The players must start their recording in good time before match start, and are not allowed to stop recording until the match result sheet is signed by the team leader.

10. Matches played during the online qualification rounds

10.1. All players are required to use the last version of the anti-cheat software ESL Aequitas during all online matches. This means that you start the software before each match, and you don't close it until the match is over. All files made by ESL Aequitas must be uploaded to the correct web pages within 24 hours after each match. Each player is responsible for making sure that ESL Aequitas does not make corrupt files, and can be viewed without errors.

The opponent team are allowed to file a formal complaint if the ESL Aequitas files from a team is missing, modified or corrupt. The other team will have 48 hours to upload working and unmodified files to avoid getting punished.

10.2. Special circumstances with ESL Aequitas

In certain special circumstances, a player can be allowed to play without ESL Aequitas. This will only happen as a last resort, and the player are unable to get his game to work properly with the ESL Aequitas. The player is still required to upload screenshots and demo files within 24 hours after a match.



11. How to file a formal complaint

11.1. A complaint can be filed within 72 hours after match start. Any complaint files after 72 hours will be ignored.

11.2 You should only file complaint if something have happened that will change the final outcome of a match. You are also allowed to file a complaint during a match.

11.3. Only the team leader is allowed to file a complaint.

11.4. A complaint must contain detailed information about why you're filing the complaint, who you're complaining about, what happened, when it happened, and who it happened to. Any complaints without detailed information will be ignored. Screenshots, demos and logs are always good to include in a complaint.

11.5. Bullying, swearing and including false information should not be included in a complaint. Doing this might get you and/or your team punished. Keep all complaints formal and objective.

12. The exclusive rights of administrators and judges.

Administrators and judges reserve the right to change the rules if needed at any time.

IMPORTANT NOTICE:

It is mandatory to show up on the award ceremony on Saturday for anyone who wins something at The Gathering. This applies to all contests. Players or teams that do not show up may lose all, or part of their prize. More information about this can be found at gathering.org/tg10/en/game/

If you have any questions, or want to talk about anything Event:Game related, please visit our IRC channel #TG.Game at QuakeNet (irc.quakenet.org)

We reserve the right to change all information found and on this page at any time. The latest version will always be available on www.gathering.org

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