



**The Gathering 2010  
Counter-Strike: Source  
Information and rule-set**



**This set of rules is used by Hellfragger LAN and Hellfragger League Playoffs.**

## 1. Admins

1.1. Admins for the Hellfragger League Playoffs 2010 is:

\* Nirex

\* z0et

\* VeXed

1.2 Game crew admins always has the final say regarding playoffs.

1.3. Hellfragger.no gameadmins will have the opportunity to check contestants pc`s during the playoffs. They will then ask to see the Task Manager on the pc to see if any illegal programs are running.

## 2. General Rules

2.1 Playoffs are played in the game Counter-Strike: Source and each team consists of 5 players.

2.2. All contesting teams shall use unique Team names and nicknames during the Playoffs.

2.3 Every team shall have one contact person who is the link between gamecrew and team.

2.4 The Tournament is played as group-play, you will then be split up in three groups and two teams from each group that has the most points vil go on in the Tournament.

2.5 One match will be played over one (1) map. Matchbrackets will tell you what map you are going to play.

2.6. These rules shall be accepted and used by all participating teams and players. If not it will be consequences for the whole team.



### 3. Server and Client rules

3.1 GUI's and own CFG's is allowed as long as they dont alter the functions of the game. There will be other rules for the Finals.

3.2 Everyone that participates in the tournament shall run a minimum 32 bit system, 16 bit systems is not allowed during the tournament.

### 3.3 Server settings

- Max Rounds (MR) = 15.

- Roundtime 1.75

- Freezetime 15

- Startmoney: 800\$ Normalt. (10.000\$ hvis kampen skulle fortsette mot overtid).

3.4 Cheat or settings that alters the functions of the game or related issues is highly illegal to use during the tournament.

3.5 The Finals is played on tournament pcs and has other rules.

### 4. Maps and pick of side.

4.1 Each match starts with a kniferound, the winner of the kniferound chooses sides, they can choose between Counter-Terrorist(CT) or Terrorists (T).

### 5 Problems with servers or pc.

5.1 If the server crashes before four (4) rounds is played, the match is restarted.

5.2 If the server crashes after four (4) rounds is played, the match will continue with the same score and the remaining rounds will be played. The mp\_startmoney will also be set to 4500

5.3 If a player disconnects from the server the match shall be stopped and paused, every team has 1 pause within a duration of ten (10) minutes. The pause can only be used during freezetime. A player cannot enter the game after the round has started , this must happen after a round is finished or during the pause.

### 6. Bugabuse and related issues

6.1 Bugabusing will be filed as breaking the rules and may have these consequences: team loses three(3) rounds, team loses on walkover (WO) or disqualified from the tournament.

6.2 Bunnyjumping, Crouchbugging, bugdefuse, flashbugs and related issues is higly illegal during the tournament.



## 7. Used of third party software

7.1 Use of Third Party software that alters functions of the game is highly illegal and end in disqualifying from the tournament.

7.2 Third party programs like powerstrip and related programs which dont alters the functions of the game is allowed, but not on in the finals.

## 8. Delays and match times.

8.1 Every team shall follow the matchbrackets and meet to the scheduled matches.

8.2 Delays in the match may result in walkover(WO), if a team fails to bring 5 players within 15 minutes after scheduled matchstart.

8.3 The Team`s contactperson has the responsebility and inform the Gameadmins about any delays.

## 9. Bombplant and defuse

9.1 The bomb must be planted so it is visible and can be heard.

9.2 When the bomb is defused it must be within sighth.

9.3 Both bugplant and bugdefuse ends in minus three(3) rounds for the team.

## 10. Team lineup

10. A team cannot consists of more than 5 players and 1 Stepin.

10.2 A plaer cannot participate in more than one(1) team in the tournament.

10.3 If using a stepin, Gamecrew shall be informed.

## 11. Results

11.1 A match is ended when a team has achieved 16 rounds.

11.2 The teams contactperson has to report the results to Game Crew.



## 12. Demo and Printscreen demands

12.1 It is not demanded that every player records a demo during the match, SourceTV recordings is being taken. There will be an opportunity to complain on another player, gamecrew handles the demo.

12.2 Players/Team that demands a demo shall send their contactperson to the gamecrew and present a statement for the case. Under no sircumstances shall the team have contact with eachother regarding demos, this will always be handled by the game crew.

12.3 It is demanded that everyone that participate in the tournament shall take "Smoke Pictures" in the beginning of the game with the scoreboard visible.

## 13. The Finals

13.1 The finals will be played on the tournament pcs in the gamearea or stage. The teams may then only use mouse, keyboard, headsett and cfgs.

### **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/](http://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](http://irc.quakenet.org))

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