



Saroj Mohan Institute of Technology
Guptipara, Hooghly



IMPULSE 2K17



COUNTER STRIKE

BLOOD WAR

STAY LOW, GO FAST.

SHOOT FIRST, DIE LAST.

ONE SHOT, ONE KILL.

NOT LUCK, ALL SKILL.

COUNTER-STRIKE'S BIGGEST TOURNEY IS HERE AT IMPULSE 2K17, WEST
BENGAL'S

ONE OF THE BEST TECHNICAL FEST.

LIKE THEY SAY,

IF THEY STAND BEHIND YOU, GIVE THEM PROTECTION,

IF THEY STAND BESIDE YOU, GIVE THEM RESPECT,

BUT....IF THEY STAND AGAINST YOU... NO MERCY!!!! DEFINITIONS:

Offense: Terrorist Side

Defence: Counter-Terrorist Side

Round: One 1 minute 45 second cycle on a map

Half: 15 rounds of play on a defending or offensive side

Half time: The period between halves in which teams swap sides

Match: First team to win 16 total rounds

Overtime: In the case of a 15-15 score at the end of regulation play, 3 overtime rounds will be played. The start money for each team will be set at \$10,000 per player for overtime.

GAME FORMAT:

Competition Method:

5 vs. 5 Players:

10 total (5 on each team) Rounds:

30 rounds for regulation play Max

Rounds Format:

**15 rounds as Offense, and 15 rounds as Defence per team until the victory condition is met i.e.,
race to 16 rounds.**

Victory Condition:

The first team to win 16 rounds in regulation or the team that wins the overtime period.

Buytime:

15 seconds

Startmoney:

\$800 for regulation play, \$10,000 for overtime periods.

Freezetime:

15 seconds

C4 Timer:

35 seconds

Discriminated Weapons:

The following weapons will not be allowed to use in the game:

1: Krieg 552 Commando (Terrorist Weapon)

2: D3/AU-1 Semi- Auto Sniper Rifle (Terrorist Weapon)

3: Bullpup (Counter-Terrorist Weapon)

4: Krieg 550 Commando (Counter-Terrorist Weapon)

Map Pool:

1:de_dust2,

2:de_inferno

3:de_nuke

4:de_train

Map Selection:

Map selection will be done by coin toss under the supervision of the administrator or coordinators. Once a map is selected there would be no changes under any condition.

Side Selection:

By knife round, at admin discretion At half time, teams will switch sides .Half time will be a maximum of two minutes, at which point both teams must be ready. In the event of overtime, teams will switch sides and play an additional 6 rounds (3 on each side) with \$10,000 start money; if the score is still tied, another overtime period will be played to determine the winner.

All players names must be in the format of their team tag + gaming alias (i.e. Na'Vi | Markeloff Na'Vi | Edward)

SETUP AND CONFIGURATION:

Non-standard game settings or third party applications that affect game play are not permitted.

Players found using either will be penalized at the administrators discretion.

Crouch hopping or scroll duck will not be allowed.

TOURNAMENT GUIDELINES:

Any disconnection issues that cannot be resolved by the players in the match must be brought to the attention of an admin immediately Any use of game exploits, cheats, or any other play deemed "unfair" by an admin may result in disciplinary action up to and including disqualification from the tournament All players must save game replays and end-of-game score screen shots; in the event of a dispute, these assets will be used as evidence to determine the

result of the dispute Once the match starts, players will not be able to dispute a match on the grounds of match settings.

Each team will be responsible for checking the other team's roster is valid BEFORE the match begins, disputes regarding teams using un-rostered players will not be valid after the completion of the match Any intentional abuse of "pause" by a player on the server will be result in

disciplinary action to be decided by an administrator
In-Game Messaging and Communication: Competitors are not allowed to use global in-game chat in an abusive, offensive, vulgar or spamming manner at any point during a match. This includes pre-match, intermission and post-match periods as well. When a match is live, only team captains are allowed to use global in-game messages between rounds or at half time, other players must use team-only in game messages Violators of these rules are subject to penalties at the administrators' discretion, which may include player suspension(s) or forfeiture of the match.

All match disputes must be filed by a team captain during regulation play, or within 5 minutes after the match's conclusion

VIOLATIONS:

Silent or unreachable bomb plants – The bomb must be audible and planted in a position that is accessible without a boost.

Flashbang exploits or Flashbugs – No flashbang exploits or flashbugs will be allowed.

Use of any unapproved textures or models – Only default CS 1.6 models will be allowed

Punishment for any violation will be at the sole discretion of the administrators.

UNINTENTIONAL ISSUES:

Server Crash:

The server machine crashes/freezes/etc.causing the match server to stop responding.

Solution:

An administrator will restart the server, stop the tournament clock, and play will continue from the point of disruption. Points will be added to the amounts totaled before the crash, and the tournament .Clock will be restarted once the game is live again.

Client Crash:

A player's computer crashes/freezes/etc. causing the participant to be unable to continue play.

Solution:

Play will be paused by a team captain at the freeze time of the NEXT round until the client can reconnect OR 5 minutes passes, whichever comes first.

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