

RULES AND REGULATIONS

COUNTER STRIKE 1.6

- 1- Competition Method: 5 vs. 5 (5 players per team).
- 2- Round Time: 1min 45 seconds.
- 3- The first match is a Knifing round. Both teams drop their guns at base and move towards the center of the map. The team who wins the Knifing round gets to choose which map they want to start off with.
- 4- In the case of tie after the regulation, 6 extra rounds will be played. (3 rounds as terrorist and 3 round as Counter Terrorist per team)
- 5- The first team to win 16 rounds in regulation or the team that wins the overtime period.
- 6- Starting money for an official match must be 800\$.
- 7- D3/AU-1 (G3) for Terrorist and Krieg 550 commando for counter terrorist are not allowed.
- 8- Scout and Bull pup guns are not allowed.
- 9- Shields are strictly forbidden from being used for both teams.
- 10- Don't use consoles commands during the matches.
- 11- Few official maps: De_dust2, De_inferno, De_nuke, De_Train.
- 12- Don't use Scroll Duck during the matches.