



karmatek 2017

COUNTER-STRIKE: GLOBAL OFFENSIVE

General Rules:

- A player or the entire team may be cautioned and be sent off if he commits any of the following offences: - Receives more than one warning.
 - Is guilty of violence conduct.
 - Uses any unlawful or unfair proceedings. - Misleads or dupes any tournament official.
 - Is not present at his match schedule.
- Players must respect the spirit of fair play and non-violence.
- It is expected to bring keyboard (optional PS2-converter), mouse, mousepad, headphones whatever accessories you need to play the game, in case you forgot to bring one we will provide it from our side.

GAME SETTINGS:

- **Competition Mode:** Competitive (5 vs 5), with each side having 5 players in team.
- **Victory Condition:** Race to 16, the first team to win 16 rounds is declared the winner.
- **Map List:**
 - Dust2.
 - Inferno.
 - Cache.
 - Cobblestone.
 - Overpass.
 - Mirage.
 - Nuke.



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- **Map Selection Procedure:** Referee will coin-flip to determine which team begins the veto process.
 - Team A (won the toss) will ban a map
 - Team B (lost the toss) will ban a map
 - Team A will ban a map
 - Team B will ban a map
 - Team A will ban a map
 - Team B will decide between the two remaining maps which will be played
- **Side Selection Procedure:** Terrorist and Counter-Terrorist sides will be decided with the help of knife round at the beginning.
- **General Game Settings:** 30 Rounds – Each team plays 15 rounds as Terrorists and 15 rounds as Counter-Terrorists.

[** Depending on number of teams participating terms on round limit may change If needed]

- **C4 Timer:** 40 Seconds.
- **Basic Server Settings:**

The following game settings will be used:

- mp_startmoney 800
- mp_roundtime 1.92
- mp_round_restart_delay 5
- mp_freezetime 15
- mp_maxmoney 16000
- mp_maxrounds 30
- mp_c4timer 40
- sv_pausable 1



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Settings for overtime:

- mp_maxrounds 6
- mp_startmoney 10000

- **Player Settings:** The following settings are not allowed to be adjusted or used on the player's PC:
 - mat_hdr_enabled 0/1 (do not use)
 - mat_hdr_level 0/1/2 (do not use)

All other configuration changes are allowed as long as they do not give an unfair edge or advantage to cheating. A player may be penalized for wrong settings in any config file, regardless if it is in use or even stored in the game folder in question.

Players are allowed to adjust the following on the PC or monitor settings:

- Brightness
- Digital Vibrance
- Contrast;
- Gamma
- 3D settings (aliasing, vertical sync, etc.)
- Game scaling
- Sound
- Mouse settings
- Keyboard
- Headset

Players are forbidden using any kind of overlay that displays the system performance while playing (e.g. NVidia SLI Display, RivaTuner Overlays, etc.). Any modification or changing of the game using external graphics

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solutions or other 3rd party programs are strictly prohibited and may be punished under the cheating paragraph.

- Basic **configuration files (.cfg)** will be allowed with no illegal scripts (e.g. bunny hop script).
- **Player Nicknames:** During an official match all players are to use their real nick along with team/group/clan tags in front of them. Fake nick is strictly forbidden.
- **Notification:** The notification indicates the time and the place at which players are requested to be present in order to play their official matches. This notification schedule will be described by the tournament referee(s)/admin(s)/manager(s) after the end of each match. Players are advised to be present and ready 5 minutes before the schedule to avoid any unpredictable delay.
- **Setup:** Players must play on the compute designated by the tournament officials. Players are responsible of the providing the adequate drivers. Tournament officials will install drivers on the computer before the tournament starts. Tournament officials may possibly help the players with technical issues but may not delay the tournament schedule for such reasons.
- **Warm-up:** Players will get fifteen to twenty-minute time to setup their accessories and warm-up with these. The matches will start at their designated time. The tournament official will provide up to date information on when to start, so players can get ready and warmed up before the match starts.
- **Final match** will be “**Best-of-Three**” maps, the first team to win two maps will be declared as the winner.
- **Map selection for a “Best-of-Three” maps:** We will use the map drafting system that Valve has made. It works the following way:

Referee will coin-flip to determine which team begins the veto process.



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- Team A (won the toss) will ban a map
- Team B (lost the toss) will ban a map
- Team A will pick a map (played first in the best-of-three)
- Team B will pick a map (played second in the best-of-three)
- Team A will ban a map
- Team B will ban a map
- The remaining map will be used as the third map if the series goes on three games.
- **Rules for disconnection:** If all the players cannot play due to an unintended, unforeseen accident such as server stoppage
 - **Before the 3rd round starts:** Match will be restarted.
 - **After the 3rd round starts:** Disconnected players must re-connect to the server. The round is continued unpauseing and if the disconnected player cannot connect to the server, all players must wait during the freeze time after the round until the disconnected player connects to the server. At this time, the match may continue by unpauseing (not a restart).
 - **If up to 3 of all players are unintentionally disconnected:** The score for that round is discarded. The game is paused after the round during the freeze time, and all players wait until the disconnected players are connected to the server. When all players are connected, the match may continue by unpauseing the game.
 - **In-case of additional problems** (disconnection of player, high latency, problem with accessories), if the Server Administrator is unable to pause the server due to technical issues, the following rules shall be considered:
 - a. Problem within 3 rounds: Match restarts.
 - b. Problem within 3 – 6 rounds: Match will be continued with start money \$4000.



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c. Problem after 6 rounds: Match will be continued with start money \$8000.

[P.S. All rules are subject to change without prior notice depending on situation if needed]

In-Game Rules and Violations:

- **Forbidden software installation:** Players may not bring, install or use any external software or hardware that interacts in-game. Any form of modification that would alter the game or allow a player to execute automatically more than one in-game action, or any configuration file, is forbidden unless expressly authorized by a tournament official.

Additional softwares like VibranceGUI, mouse_fix, Graphics MOD, .dll containers (e.g. SweetFX) will not be allowed.

- **Forbidden in-game actions:** The following actions are strictly prohibited during a game and will result in round loss (the amount is determined by the tournament director) which will be deducted at the end of the match, and a warning:
 - Using pause during a round is forbidden (except for technical problems at the end of a round or during freeze time.).
 - Any form of script is forbidden (buy and jump/throw script is allowed).
 - Using bugs which change the game principle (i.e. spawn bugs) is illegal.
 - Moving through walls, floors and roofs is strictly forbidden. This also includes skywalking.
 - "Silent bombs" (i.e. the planting of a bomb which doesn't make a sound) are illegal.



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- Planting bombs so that they cannot be defused is illegal.
 - Boosting with the help of team mates is allowed in general, but it is forbidden in places where the textures, walls, ceilings, floors become transparent or penetrable. - Throwing flash grenades under walls is not allowed, throwing grenades over walls or roofs is allowed. - Any custom (game) files.
 - Any other use of map or program bugs can result in a warning at the minimum or loss by default for the offending team after deliberation and decision by the board of referees at its sole discretion.
- **VAC-bans:** VAC-banned players are not allowed in the tournament. If a player gets VAC-banned during the tournament it will result in disqualification for the team.
 - **Sanction:** A team may be cancelled and receive a warning if one of his players commits any of the following offences:
 - Refuses to follow tournament officials' instructions.
 - Arrives late at his convocation schedule.
 - Shows dissent by word or action.
 - Uses insulting language and/or gestures.
 - Is guilty of unsporting behavior.

A team may receive a sanction if one of his players commits any of the following offences.

- Receives more than one warning.
- Is guilty of violent conduct.
- Uses any unlawful or unfair proceedings.
- Misdemeanor or dupe any tournament official.



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A team may lose a match or multiple matches if they find themselves in one of the following situations:

- If a team is not ready within 15 minutes after the official match should've begun, the team in question will forfeit the first match as follows:
 - a.If the match is in a single-game format, then the team will forfeit the game;
 - b.If the match is in a best-of-three format, then the team will forfeit the map in question.
 - c.If a team is not ready within 30 minutes after the official match should've begun, the team in question will forfeit the game.

In all cases depending on the severity of the behaviour in question tournament administrators will make final rules and may make more severe punishments if necessary.

- **The Arena:** Each team is allowed to have five players and a coach/manager (optional) in the arena, six people total at most. It's not allowed to bring more than one manager/coach into the arena.
- **Constraint on multiple presences:** A player can only be on one team, meaning that you cannot play for two different team/clan in the competition.



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Tournament Server Configuration:

```
// GCECT KarmaTek – http://www.karmatek.org  
// CS:GO 5 vs 5 Competitive Server Config  
hostname " GCECT KarmaTek CS:GO Dedicated Server"
```

```
ammo_grenade_limit_default 1  
ammo_grenade_limit_flashbang 2  
ammo_grenade_limit_total 4
```

```
bot_quota "0"
```

```
cash_player_bomb_defused 300  
cash_player_bomb_planted 300  
cash_player_damage_hostage -30  
cash_player_interact_with_hostage 150  
cash_player_killed_enemy_default 300  
cash_player_killed_enemy_factor 1  
cash_player_killed_hostage -1000  
cash_player_killed_teammate -300  
cash_player_rescued_hostage 1000  
cash_team_elimination_bomb_map 3250  
cash_team_hostage_alive 150  
cash_team_hostage_interaction 150  
cash_team_loser_bonus 1400  
cash_team_loser_bonus_consecutive_rounds 500  
cash_team_planted_bomb_but_defused 800  
cash_team_rescued_hostage 750  
cash_team_terrorist_win_bomb 3500  
cash_team_win_by_defusing_bomb 3500  
cash_team_win_by_hostage_rescue 3500  
cash_player_get_killed 0  
cash_player_respawn_amount 0  
cash_team_elimination_hostage_map_ct 2000  
cash_team_elimination_hostage_map_t 1000  
cash_team_win_by_time_running_out_bomb 3250  
cash_team_win_by_time_running_out_hostage 3250
```

```
ff_damage_reduction_grenade 0.85
```

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ff_damage_reduction_bullets 0.33
ff_damage_reduction_other 0.4
ff_damage_reduction_grenade_self 1

mp_afterroundmoney 0
mp_autokick 0
mp_autoteambalance 0
mp_buytime 15
mp_c4timer 40
mp_death_drop_defuser 1
mp_death_drop_grenade 2
mp_death_drop_gun 1
mp_defuser_allocation 0
mp_do_warmup_period 1 mp_forcecamera 1

mp_force_pick_time 160
mp_free_armor 0
mp_freezetime 12
mp_friendlyfire 1
mp_halftime 1
mp_halftime_duration 15
mp_join_grace_time 30
mp_limitteams 0
mp_logdetail 3
mp_match_can_clinch 1
mp_match_end_restart 1
mp_maxmoney 16000
mp_maxrounds 30
mp_molotovusedelay 0
mp_playercashawards 1
mp_playerid 0
mp_playerid_delay 0.5
mp_playerid_hold 0.25
mp_round_restart_delay 5
mp_roundtime 1.92
mp_roundtime_defuse 1.92
mp_solid_teammates 1
mp_startmoney 800



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mp_teamcashawards 1
mp_timelimit 0
mp_tkpunish 0
mp_warmuptime 1
mp_weapons_allow_map_placed 1
mp_weapons_allow_zeus 1
mp_win_panel_display_time 15

spec_freeze_time 2.0
spec_freeze_panel_extended_time 0
spec_freeze_time_lock 2
spec_freeze_deathanim_time 0

sv_accelerate 5.5
sv_stopspeed 80
sv_allow_votes 0
sv_allow_wait_command 0
sv_alltalk 0
sv_alternateticks 0
sv_cheats 0
sv_clockcorrection_msecs 15
sv_consistency 0
sv_contact 0
sv_damage_print_enable 0
sv_dc_friends_reqd 0
sv_deadtalk 0
sv_forcepreload 0
sv_friction 5.2
sv_full_alltalk 0
sv_gameinstructor_disable 1
sv_ignoregrenaderadio 0
sv_kick_players_with_cooldown 0
sv_kick_ban_duration 0
sv_lan 0
sv_log_onefile 0
sv_logbans 1
sv_logecho 1



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```
sv_logfile 1
sv_logflush 0
sv_logdir logfiles sv_maxrate 0
sv_mincmdrate 30
sv_minrate 20000
sv_competitive_minspec 1
sv_competitive_official_5v5 1
sv_pausable 1
sv_pure 1
sv_pure_kick_clients 1
sv_pure_trace 0
sv_spawn_afk_bomb_drop_time 30
sv_steamgroup_exclusive 0
sv_voiceenable 1
sv_alltalk 0
sv_auto_full_alltalk_during_warmup_half_end 0
```

```
say "> GCECT KarmaTek Official CS:GO Server Config executed <" say "Good luck, have fun"
```