



GO STRIKERS

TASK : Participants will be required to compete on a gaming platform on LAN. The name of such gaming platforms (e.g. need for speed-most wanted, Counter Strike..etc) will be announced in due course of time.

Arena

Computer lab

EVENT RULES :

- 1) Map played will be de_dust2.
- 2) Each team comprises of 5 members.
- 3) Each team head must present 1 (One) representative. He is responsible for his team and will be responsible of all communication with the Referees.
- 4) Match will be of 15 rounds, the team to take 8 rounds will win the match resulting in Single Elimination format.
- 5) Finals will be of 30 rounds.
- 6) Any participant/player found using unfair means to win the game would be disqualified straight away.
- 7) CFGs etc. are allowed.
- 8) You can bring your own mouse and headphones/earphones.
- 9) Participants are requested to reach the arena on time
- 10) If server, network or electrical failure occurs the match is to be resumed and each team keeps the amount of points they had won.
- 11) A failure happening during the first round leads to restart of the entire match.
- 12) A player or team causing intentional failures are banned from the match (e.g. deliberate restart of the PC, deliberate disconnecting from the game etc.)
- 13) It is forbidden to insult, abuse or manhandle a Player or a Referee, or do damage to property that belong to others.
- 14) Lack of fair play can lead to penalties (Including Disqualification of the Team).
- 15) If a player is caught cheating the entire team will be instantly banned from the tournament.
- 16) Final level will include a different map which will be told on the spot.



Judging Criteria

- Out of all the registered teams. Top 16 based on wins and points will move to next level
- Second Level filtering will select top 6 teams based on wins and points
- At final level top scorer will be the winner

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