

# Need For Speed: Most Wanted Rules

## Game Version

- Need For Speed™: Most Wanted

## General

- Competition Mode: 4 vs. 4.
- Game Type: Circuit \ Sprint
- Winning a race: The winner of a race is the first player to complete 3 laps of the circuit course and cross the finish line or first player to complete and cross the sprint track.. At the end of each match, players must maintain the final screens and receive confirmation from a referee.

## Car Settings

- No sort of Upgrades are allowed.(it include visual performance and all)
- Junkman is not allowed.
- Personal save files are NOT allowed.

## Courses

- RANDOM.
- Each Course may be modified by the Zealous2K9 organizing committee. Players will be informed before the tournament of any such modifications.

## Race Mode Options:

- Circuit \ sprint
- Track Direction: Forward \ reverse
- LAPS : At the discretion of Zealous organizing committee.
- N20 : Off
- Collision Detection : Off
- Performance Matching : ON
- Min Num. Players : 4/4

## Player Options:

- Units : Player's own discretion.
- Car Damage : Off
- Rearview Mirror: Player's own discretion.

## Disconnections:

- (Any disconnection of the connection between match players due to System, Network, PC, and/or Power problems/issues)
- Intentional: Upon judgment by the referee, any offending player will be charged with a loss by forfeit.
- Unintentional: If the disconnection is deemed to be unintentional by the referee, the match will be restarted. If any player does not agree to a match restart, that player will lose by default.

## Penalty for Unfair Play

- Unfair Play: Use of any Cheat program
- Intentional disconnection
- Use of any settings exceeding standard and permitted settings
- If the match is disrupted due to unnecessary chatting, the player may be given a warning or lose

by default at the referee's sole discretion.

- Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.
  - During the course of any match, the operations staff and/or referee may determine other actions to be unfair play at any time. Two warnings constitute being disqualified from the tournament.
  - These rules are subject to modification by ZEALOUS2K9 organizing committee's own discretion
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ZEALOUS2K9

# COUNTER STRIKE

Game Version: **Counter-Strike: Condition Zero**

## General

Competition Method :4 vs. 4 (Team Play, 4 players per team)

The first team to win all rounds wins the match.

Extra rounds will be played until the winner is decided

Registration per clan will be Rs200/- (excluding Zealous2K9 registration)

## General Game Setting

Rounds: 6 Rounds (Max rounds format): 3 rounds as Terrorists and 3 rounds as CounterTerrorists per team (If a team scores 4 rounds first, the match is ended immediately.)

Victory Condition: The first team to win 4 rounds.

Round Time: 3minute.

Freeze Time: 10 seconds.

Buy Time: 4 seconds.

Counter-Strike, Terrorist will be announced before the match or decided by knifing.

In the case of a tie after regulation, 4 extra rounds will be played.

(2 rounds as Terrorists / 2 rounds as Counter-Terrorists per team)

Extra Round restart money: \$10,000

In the case of a re-tie after 6 extra rounds as stated above, 6 more extra rounds will be played until the tie is broken.

Official Maps: De\_Dust2, De\_Inferno, De\_Nuke, De\_Train

(\* Each map may be modified by the Zealous2K9 committee. Players will be informed before the tournament of any such modifications.)

**Only team leaders are allowed to use public in-game messages (messagemode1) within a match. The rule also applies when dead. Use of messagemode1 by any member other the team leader shall result in a warning. Other team members must only use team message (messagemode2), while in a match.**

• The Server Master will be record the process of the match.

## **Approved Grenade Amounts Per Round**

1) Flashbangs: 2

2) Grenades: 1

### 3) Smoke Grenades: 1

- Default skins must be used.
- 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 discretion.
- The gamma rate can be changed in the video graphic driver.
- Buying of **Shield** is prohibited for CT's. If bought, the player should discard it CT spawn before the round begins. Terrorists are not allowed to pick up dropped shield.

**No USB's can be plugged in to the computers at the arena without due consent from the admin.**

**• Launch commands shall not be allowed to be used on any of the Gaming Arena computers (eg. noforce command)**

**Players must use Default CS GUI**

- Unfair Practices Subject to Penalty
- Team members may communicate verbally if they are alive in the match or when all teammates are dead.
- The player is deemed dead when the screen is completely faded to black. If a bug occurs and the screen doesn't fade to black, the player is deemed dead three seconds after he/she has fallen.
- Any player who has died cannot communicate by ANY means
- **(No gesture or verbal communication will be allowed) with any other team member opponent until the beginning of the next round.**
- If a player continues to communicate after he/she is killed, the team may be given a warning or loss by default at the referee's sole discretion.
- Boosting (stepping on top of own team player) is allowed in play.
- **Binding 'Duck' to scroll wheel is not allowed.**
- C4 must be installed at a viewable location. Installing C4 at a location where a boost is required is allowed.
- **Silent C4 installation is considered bug play.** Such an offense may result in a warning or loss of all remaining Terrorist rounds at the sole discretion of the board of referees.
- Throwing grenades over buildings in all maps are allowed.
- Any use of the flash bang bug will result in a warning at the minimum or loss by default for the offending team.
- Use of personal model/skins (includes weapon skins) are not allowed.
- Use of personal map texture
- All cheat programs are banned from the arena.
- Use of map bugs in play (e.g. map swimming, auto aim, flashbugs etc.)
- Use of unfair but available scripts (e.g. silenrun, attack+use, centerview script, norecoilscript, etc.)
- The server master can and will check for the use of any unfair practice or script, even those not listed above, during each match.

- **If referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) give unfair advantage to a player, the team may be given a warning or lose by default at the referee's sole discretion.**
  - If a problem occurs with flash bang bug, the referee reviews the demo file and the offending team loses the round. The match continues normally.
  - HLTV Proxy will join the game servers for Tournament Broadcast
  - To test for HLTV flash bugs, players must follow the directions of the server master and/or referees
  - The use of **console** will be strictly monitored by the official at the Arena. Players are requested to cooperate with the admin
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- If disconnection occurs during a match:
  - If all the players cannot play due to an unintended, unforeseen accident such as server stoppage,
    - Before the 3<sup>rd</sup> round starts: restart the half with \$800 starting money.
    - After the 3<sup>rd</sup> round starts: Disconnected player must re-connect to the server.
  - The round is continued unpausing, 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 unpausing. (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 unpausing the game.
  - In the case of intentional disconnection, the referee may decide to end the match with the offending team losing by forfeit.
  - Protests can only be filed by the team leader (ie: a player that represents the team)
  - If a player does not agree to any rules, he/she can express his/her protest to a referee before the completion of a match. Any intentional refusal to connect to the match server can result in a default loss for that team with the decision to be made at the sole discretion of the referee.
  - If a rematch is decided by the head referee, the team that does not follow this decision will be subject to disqualification.
  - These rules are for the Zealous2K9 and are subject to modification in the following aspects.
  - Use of most recent patch/version release of each official game within committee's own discretion.
  - Changes to in-game settings and options necessitated by the use of most recent patch/version/release
  - Cheat Protection Program release and/or cheat protection functions
  - Game settings and/or operations guidelines dictated by differences between online and LAN Tournaments.
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- Teams registering for the tournament are required to the individual college ID card at the registration desk. Players will not be allowed to play their matches without registering online and at the registration desk and showing their Zealous2K9 ID.
  - A player may not be allowed to play for more than one clan for which he/she has been registered to. If found so, the player may be deemed disqualified from the tournament.

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## GENERAL RULES

- Word of the admin is final. Anyone who disobeys or disregards will be deemed disqualified
- No communication (verbal or gesture) is permitted once fade to black occurs. For each violation of this rule, one warning shall be given to the player. For the second offence he/she may be sent out of the arena. If a fade to black bug occurs on any of the computers after death the player shall remain silent till the end of the round.
- Request for 'pub' gaming shall not be entertained.
- No spectators are allowed beyond the barricades setup in the arena.
- Only registered players are allowed to play at the Zealous2K9 arena.
- Players are responsible for their own belongings and will have to pay for all damages caused in the arena.

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