

Amateur Gamers Association of South Africa



**Counter-Strike:Source
AGASA Game Ruleset**



Document Version Number: 1.1
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1. About this Ruleset

This Game Ruleset is intended to be implemented by a separate Tournament Ruleset. The Tournament Ruleset will contain details of rules and format of the competition, whilst this Game Ruleset will give detail the process of how each match is to be played.

2. Definition of Game Type

There are two teams: terrorists and counter-terrorists. Terrorists attempt to plant a bomb at one of two bomb sites, and the counter-terrorists attempt to defend these bomb sites. If the explosives are planted, the counter-terrorists may defuse them. In this game mode, players do not respawn if they die. The terrorists win if they destroy either of the two bomb targets or if they eliminate the entire opposing team. The defenders win if either time runs out before the attackers planted the bomb, they defuse the bomb after it has been planted or they eliminate the entire attacking team before the attackers have planted the bomb.

3. Eligibility

Matches may only be played on approved match servers. In order to play on these servers, you must have a fully-updated, legitimate copy of Counter-Strike:Source and an ADSL (or equivalent) internet connection. Players must also abide by the Rules of Engagement of the server provider and have no existing bans against their account/CD-key. Match servers also utilise Valve Anti-Cheat (VAC) software to ensure a cheat-free gaming environment. This must be up-to-date and in working order.

Players should test their computer; internet connection and game to ensure all these components are in working order before the match. The game must start within 15 minutes of the scheduled match time, unless there are server-side problems which inhibit this. If all players are not connected within the given 15 minutes, the respective team will forfeit the game, or an arrangement can be made between the team captains to re-schedule.

Teams need to also have access to the Clan Server booking system. If your team does not have access to this system, please contact the *Tournament Officials* as soon as possible.

4. Player Disconnects and Server Crashes

In the event that a player disconnects from the game server once the match is in play, a timeout to be called by the respective team captain (by using the in-game pause functionality). The disconnected player must reconnect and continue the match. Before resuming the match, the team captain must give a 5 second countdown indicating that they will be restarting the game. Each team is entitled to a maximum amount of 5 minutes pause time or a total of 2 pauses (whatever is reached 1st). In the event that the disconnected player is unable to re-connect within the given time frame of the timeout, a reserve is to be called in to continue the match. ONLY reserves registered at the start of the tournament will be allowed to represent teams in the competition. In the event of a server crash, players must reconnect within 10 minutes of the server restarting. Upon reconnecting the respective teams are to play only the remainder of the rounds left to complete the match.

In the event that a player can't connect to a game server a reserve must be called in to play the match, failing that the game MUST Continue. At no time may a team have more than 5 players connected to the server.

5. Player Behaviour & Etiquette

By entering into this competition, players agree to adhere to the following rules. The team captain/leader is responsible for ensuring that all members of the team understand and follow these rules. Violating these rules can result in player/team penalties such as suspensions/bans. It is YOUR responsibility, as a player, to make sure you understand these rules and forward any queries to the relevant *Tournament Official* BEFORE they become an issue. Ignorance is not a valid defense.

Sportsmanship

High standards of sportsmanship are expected of all competitors whilst taking part on the competition. Derogatory comments relating to race/nationality/sexual orientation of other players will be grounds for immediate suspension. Public accusations of cheating, posting of private conversations/emails or any other unsportsmanlike conduct (whether during match -play or not) will not be tolerated. Whilst competitors are encouraged to lodge queries or complaints when appropriate, public defamation of AGASA (and their referees/staff/affiliates) will not be tolerated.

Player profiles

Players are encouraged to fill out their AGASA player profiles as completely as possible as this will aid *Tournament Officials* when addressing your player/team's specific query. To enter an AGASA CS:S competition, you must submit (at minimum) your full name, Date of Birth and Contact Telephone number. When requested, players will be required to submit their SteamIDs for verification purposes. Dishonest submission will be grounds for suspension.

All players MUST use their registered nicknames when taking part in official matches. *Tournament Officials* may overturn the result of a round/match in the event of a breach of this rule.

Customization

Players must use DEFAULT models, weapons skins, HUD/POV displays and sounds. Any use of modified content will be grounds for immediate banning. Custom sprays are disallowed by our default server configuration.

The following "GUIs" are accepted (and are exceptions to this rule): CAL GUI/CEVO GUI

Game Settings/Variables

Variables which give players an unfair advantage over other players are not to be used during official matches. Modifications of textures/lighting/objects/hitboxes/grenades or any other setting that would yield an unfair advantage are grounds for penalization.

The *Tournament Officials* will use their own discretion when making a decision regarding the legality of certain settings. If in doubt, it is YOUR responsibility to ask BEFORE you are caught.

Messaging

Once a match has gone "live", only team captains may use messagemode1 (public chat) until that match ends. Non-team leaders must use team chat (messagemode2). Use of messagemode1 for inappropriate conduct will be dealt with strictly. When reporting an offence such as this, screenshots MUST be provided of each violation (follow the Disputes process outlined in the *Tournament Ruleset*).

Screenshots

At any time, an AGASA administrator may request that players take screenshots of their game. This must be done immediately when requested. This will happen before the match starts or at half-time. A screenshot of a Terrorist model, Counter-Terrorist model, smoke grenade and scoreboard must be taken. If this occurs during a match, each team leader must submit ALL their players' screenshots (in a .zip file) to the *Tournament Officials* when they report the match scores.

jpeg_quality may not be less than 80 when taking screenshots.

Voice Communication

Whilst the use of in-game VOIP is recommended, players are allowed to use 3rd party software when available. AGASA will not supply this at LAN venues, so in certain situations, 3rd party applications may not be available. At LAN events, players may communicate ONLY if it does not unfairly disadvantage the other team (i.e. screaming towards the opponent mid-round is not allowed).

Players must respect the decisions of all *Tournament Officials*. We understand that in a competitive environment, emotions and temper can sometimes lead to undesirable behaviour, but failure to adhere to these rules will often lead to your disqualifications and further consequences (if deemed necessary). Abusive or disorderly behaviour, including any use of harassing, negative, or profane language online, will not be tolerated and will also constitute grounds for immediate disqualification.

Players must not use spectator slots as these are reserved for *Tournament Officials*.

6. Match Progression

Official matches are to be played according to the following format. Teams will be notified at the competition briefing of any alterations to this ruleset. Matches in breach of this format may be declared null and void or penalties may be imposed against teams/players at the sole discretion of the *Tournament Officials*.

A match consists of two halves of 15 rounds each. The winner is the team who reaches 16 round wins first. In the event of a tie (15 rounds each) a draw will be awarded. A map will likely be pre-allocated (as reflected on the tournament match roster) for each match. In such events, a knife round must be played to determine which side your team plays first. If the map is not pre-allocated, team leaders must eliminate maps which they do not wish to play, until only a single map remains. The winner of coin toss/knife round will determine whether they wish eliminate the 1st map or choose which side to start on (and eliminate a map 2nd).

If a *Tournament Official* has requested a screenshot round, players must congregate in the centre of the map and each player must take screenshots of a smoke grenade, terrorist model and counter-terrorist model. No shooting is allowed during this screenshot round.

Tournament Officials reserve the right to request screenshots without reason and random "spot-checking" is common. If a player is unable to provide the *Tournament Officials* with a specific screenshot (after in-game request) the player will be suspended from the competition.

After both team leaders have agreed that they are ready to begin the match, the server must be restarted and the match will begin after 3 restarts.

After 15 rounds of gameplay, teams must switch sides and (after an optional 10 minute break) continue the game until a win/draw is determined. Teams may forfeit all remaining rounds by typing "ff" and leaving the server.

Matches that have overturned will be declared 16 – 0. Matches that have reported as a double-forfeit will be declared 0 – 0.

Post-match screenshots (of half-time scores and full-time scores) MUST be supplied by BOTH team leaders after the match. Teams must send the result of the match (scores), a list of the players who took part in the match (with screenshots) to the *Tournament Officials* within 12 hours of the match taking place.

7. Official Maps

de_dust2
de_nuke
de_train
de_season
de_inferno_pro
de_tuscan

8. Match Techniques

- It is legal to cover the bomb with objects; however placing the bomb in a play that will/may make a bomb “undefusable” is illegal.
- Bombs may be planted in areas only accessible via boosting/jumping, so long as the previous rule is not violated.
- It is NOT legal to start/complete defusing a bomb through an object where the base bomb is not fully visible. Defusing from under a train in de_train is an example of an illegal defuse.
- Boosting is allowed (stacking of any number of players), so long as it does not give rise to exploitative maneuvers such as sky walking/wall clipping/seeing into unintended areas.
- Grenades may be thrown over walls/buildings (such as over walls in de_dust2).
- Identifying map or variable exploits will be dealt with on case-by-case basis and is the decision of the *Tournament Officials*. Should you have any doubt as to the legality of a technique, you must ASK before using it.
- "Speed/Crouch walking" (crouching repeatedly to walk faster but still create no sound) is NOT legal.
- Crouch jumping is legal.

9. Cheating

Cheating is any unlawful measure that gives a player an unfair advantage over others and includes all, but is not limited to, all of the following:

- Aimbots
- Autofire 3rd-party program
- Wallhacks/Texture Exploits
- Happy Flag (huge models)
- Spiked/Altered-visibility models
- Map Exploits (as defined by both AGASA and the Server Provider)
- Disabling/exploiting/bypassing game attributes such as a smoke-removal hack
- Scripted bunny hop
- Macros, binding of mouse wheel to fire button and other such techniques
- You will not exploit any bug in the game or to gain unfair advantage in the game
- Excessive/unreasonable use of gamma/brightness enhancements (such as PowerStrip)
- Use of custom models, skins, textures, heads-up display (HUD), point-of-view (POV) or sounds
- Client Variables (CVARs) or (DVARs) that yield an unfair advantage

NOTE: That all of the above can and will be monitored by the *Tournament Officials*. They reserve the right to review game demo's and make a collective decision on any or all of these infringements.

Players, who are unsure if their activities constitute cheating, should consult the *Tournament Officials* FIRST.

10. Scope

These rules supersede any rules provided in the AGASA General Rules (found on the AGASA website) or by the Tournament Ruleset. AGASA reserves the right to change these rules at any time. However, both the AGASA General Rules and any league or tournament specific rules still apply to gamers partaking in any AGASA competition.

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