Lan Gaming
CS:GO

Rules

1. The software used is Counter-Strike: Global Offensive

2. 5 (Five) Player Team

3. Each team must present 1 (one) representative. He/ she is responsible for his/her team and will be responsible for choosing maps and all communication with referees must be done through the team captain.

4. The tournament will be played with the following rule set:

a. Rounds: 30 Rounds (Fifteen as each side[Terrorists & Counter-Terrorists)

b. Victory Condition: The first team to win 16 rounds wins the map and the round is over immediately.

c. Each individual round is 1:45 in duration

d. The team playing as the Terrorist side first will be announced before the match or decided by coin toss (see rules below).

e. In case of a tie after the regulation rounds end (15-15), 6 extra rounds will be played. 3 rounds as Terrorists and 3 rounds as Counter-Terrorists. First team to win 4 rounds wins the map. [Repeated if necessary]

f. Extra rounds restart money: $10,000

5. Substitutions can only be done before or after a match is done and not during the match.

a. Substitute player must not be playing, or played for any other team in the tournament.

6. For the final match - Maps will be determined in a snake elimination draft [as follows]:

 i. Team B removes one of the 7 maps

 ii. Team A removes one of the 6 remaining maps

iii. Team B removes one of the remaining 5 maps

iv. Team A removes one of the remaining 4 maps

v. Team B chooses one of the 3 remaining maps (1st map played)

vi. Team A chooses one the 2 remaining maps (2nd map played)

vii. The last remaining map is played as 3rd map, if needed.

(Team A and Team B can be determined by a coin toss or by a team's seeding in the tournament. [Team A is the winner of the coin toss])

-. Maps allowed for tournament: 1. Dust2 2. Inferno 3. Nuke 4. Mirage 5. Train 6. Vertigo 7. Cache)

7. The first team to win 16 rounds will be declared the victor of the match and will advance

8. The tournament is set up in a bracket structure. It may take a while to finish every single match between opponents. Please remember that you cannot "hold" or "postpone" a match to play in another tournament; please find a substitution, play with less people, or have your team forfeit.

9. The map that each team will play will be randomly picked for each match (besides the final match).

COD4MW

1.All matches are played in a 5v5 format.
2. Each match will consist of 3 maps. And the winner will be decided on best of three matches.
3.In any case, where the Best of three results in draw, MR3 will be played to decide the Match winner.
4.No new Players are allowed to join teams once the tournament commences.
5.Bomb Timer is set at FORTY-FIVE seconds.
6.Bomb Planting time is FIVE seconds.7.Bomb Defusal Time is SEVEN seconds.
7.There is a limit of ONE sniper rifle, ONE shotgun and TWO Spec-Ops per team.
8.Default EU-PLM220 PROMOD LIVE will be used for all matches.
9.Dead rounds/Timeout: A dead round allows a team to bring an extra player if the need arises (situations such as lag-outs, disconnections, etc.). A player can call a timeout which can be accessed via Promod Commands section of voice chat (Default B key). When a timeout is called by a player, the next round will revert to Ready Up mode.

Illegal Files

ALL matches are to be played with the generic Call of Duty 4 files and the Promod files. Players found with any tweaked files, or non-generic files (e.g. skins, audio, etc.) will receive appropriate bans from the event.

Third Party Programs

Using any third party software (e.g. NVidia Control Panel or Riva Tuner) to tweak graphics settings to give an advantage are NOT allowed. The most common example of this is ambient occlusion.

DOTA2

Game rules will be announced on the site of event with the acceptance of the both the teams playing.

FIFA

General Settings
Game Mode: Kick off (Online Rosters)
Difficulty: World Class
Stadium: Any
Match Conditions: Clear and Sunny
Half Length: 6 min

No warm-up or practice Games are permitted once the first tournament match has begun.
Players may not use any custom teams or players for this competition.
Pausing:
A player may utilize the pause feature for no longer than a minute.
When the ball has gone out of play, or a penalty has been called, the player WITH POSSESSION may elect to pause the game.
Overtime:
In the event of an overtime use classic mode. If at the end of classic mode over time (which goes until the 120th minute) the game is still tied, you then restart the match now playing golden goal rules under the normal default ruleset (first team to score wins). Continue restarting the match until one team scores and wins according to golden goal rules.
Note: Any rules will be modified with the acceptance of the two players.