

RASSS(Resource Academia Social Sciences Society)

Rules for the Gaming Competition

SECTION 1

EVENT OVERVIEW

- Teams will compete in one-to-one matches in Counterstrike.
- The Competition will take place on the 23rd November, 2008 at the A-Level Campus (11-Aibak Block, New Garden Town.

SECTION 2

PLAYER ELIGIBILITY:

- Only 1 Team allowed will be allowed per Institution.
- Teams can compromise of a minimum of 4 and a maximum of 5 members.
- All individuals must be currently studying at their institution. Any team comprising of an outsider(s) will not be allowed to participate.
- Teams will be allowed to give themselves an appropriate name related to the competition by which they may want to be known.
- Each team must submit the name and contact number(s) of a school administrator.
- Team members and players must show identification in the form of School/College I.D. card before check in. Certificates with the school stamp and signature of the Principal are also acceptable-in this case participants will still be required to show an official photo identification
- Replacement of any participant will only be accepted if provided with the letter head from the institution clearly presenting the reason for the replacement.
- Team Coordinators will be expected to be at the venue on the day on the event.
- For matches coming to a tie then there will be a sudden death round.
- Registration can be done online or by mail till 22nd November, 2008.

SECTION 3

REGISTRATION

- Teams can register themselves on www.resourceacademia.edu.pk. There is no registration fee for this event.
- For registering go to www.resourceacademia.edu.pk and download the registration form with the rules and procedures. After filling in the registration form mail it to the following email id: racomputingsociety@hotmail.com

SECTION 4

COMPUTER SETUP

- All computers will be interconnected through a LAN and will have 3D video acceleration. Players will not bring their own computer to the event.

- Participants must bring their own keyboard, mouse, headphones and other required controlling devices. The Event Administration will not be responsible for any loss or damage.
- Use of headphones/speakers is allowed.

SECTION 5

PROCEDURE

- Supporters will enter and will be seated in the spectators' room. Three supporters per team are allowed. Any spectator acting in an inappropriate manner will be asked to leave the campus.
- Competitors are forbidden from bringing edibles, cell phones, recording devices etc, into the gaming area.
- Grace period
- Scheduled match times represent the time when the match will start. Participants are required to arrive 30 minutes earlier for registration and device setup.
- Competitors will not be allowed to leave the tournament area between halves or before overtime
- Upon match completion, competitors within 5mins time may remove their hardware and exit the gaming area. No reporting of the match scores is necessary.

SECTION 6

CONDUCT

- Competitors are accepted to abide by their school's dressing regulations. Logos may not contain vulgar or inappropriate names or pictures.
- Competitors are required to behave in a reasonable manner..
- Teasing or distracting other teams will not be allowed.
- Spectators may not give any hints or clues to the competitors.
- Refreshments will be offered after the matches.

For further inquiries please contact:

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