

SAMMOHAN (COUNTER STRIKE)

RULES

1. Players are not allowed to use command prompt.
2. Each team should be having 5 members in their team.
3. If a player KILLS his/her teammate during the ongoing match. That particular player will not be allowed to "JOIN" in the next match of the ongoing round as an act of PENALTY.
4. Each MATCH will be of 3 minutes irrespective of the different base allotted/selected before the beginning of the respective ROUND.
5. Winner of a particular ROUND will be declared by the number of MATCHES won by a particular team in that round.
6. There will be a total of 10 MATCHES in each ROUND. 5 matches as COUNTER TERRORIST(CT) and 5 matches as TERRORIST (T).
7. An initial match will be conducted as a TOSS. Whichever team wins the TOSS will be given the privilege to choose 'CT' or 'T'.
8. The TOSS match will be a "KNIFE" match. In this match the players will have to use "KNIFE" as the only WEAPON to defeat their opponent.
9. The following guns are cannot be used during the match. These guns are BANNED from use in SAMMOHAN :-

1. KREIG
2. BULLPUP.
3. AUTO SNIPER.

10.MAPS/BASE for SAMMOHAN

1. de_dust2.
2. de_inferno.
3. de_train.
4. de_storm.

NOTE:-

- * If anyone is found to insert "CHEAT CODES" and using "COMMAND PROMPT" then his/her team will be disqualified at that moment.
- * Every match will be a "KNOCK-OUT" match.
- * THE DECISION OF THE COORDINATORS WILL BE FINAL.