

## **Championship Gaming Series, Singapore Sword 2008 Selections**

This is the Selection for the Singapore Sword team, which will consist of 5 players for Counter-Strike Source, 1 player for FIFA 08, 2 players for Forza Motorsport 2 and 2 players for Dead Or Alive 4 (1 male + 1 female).

Selected players will be flown to China, for the Pan-Asian Championships in April to represent Singapore Sword. The team will be facing off top notch opponents of the Wuhan Dragons, Seoul Jinhwa, Sydney Underground, Dubai Mirage and Kuala Lumpur Taufan. The top two teams to emerge out of the six teams in the Pan-Asian Championships will win a berth into the World finals held in the United States. Players will also have the opportunity to win lucrative contracts as professional players in the league.

### **Eligibility**

The Championship Gaming Series 2008 Singapore Selection is open to candidates fulfilling the following criteria:

- 1) Only individuals aged 18 and above will be considered for the Selection\*
- 2) Players must not be a Final Year student in Tertiary studies **Or** a student sitting for A' Levels examinations in 2008\*\*

\*A legal contract will be signed

\*\*The positions to be filled require candidates to travel overseas to participate in tournaments

**Counter-Strike: Source** - Registration as a Team of 5

**FIFA '08** - Registration as an Individual

**DoA 4 Male/Female** - Registration as an Individual

**Forza Motorsport 2** - Registration as an Individual

### **The Drafting Process**

For each game, Draftees will qualify or be selected to fill the available spots as below:

**Counter-Strike: Source:** Team of 5 and 2 taxi players

**FIFA '08:** One player and one taxi player

**DoA 4 Male:** One player and one taxi player

**DoA 4 Female:** One player and one taxi player

**Forza Motorsport 2:** Two players and one taxi player

Short-listed players will have to undergo an interview with the selection committee. It will be useful to have on-hand a list of tournament experiences for consideration as this will be taken into account.

Qualified or selected Draftees are expected to be able to commit time to a boot camp prior to the Pan-Asian Finals, right after the Singapore Selection.

**Schedule**

**Date:** Saturday, 29th of March 2008

**Registration:** 12.00PM - 12.30PM

**Time:** 12.30PM - 6.00PM

**Games:** Counter-Strike: Source & Dead or Alive 4 (Male/Female)

**Date:** Sunday, 30<sup>th</sup> of March 2008

**Registration:** 12.00PM - 12.30PM

**Time:** 12.30PM - 6.00PM

**Games:** Counter-Strike: Source, FIFA '08 & Forza Motorsport 2

**Venue**

E2Max@TheCathay

2 Handy Road #04-18/19/20 The Cathay Singapore 229233

For any enquires, please PM Phenic on the Singapore Sword CGS website.

(<http://singaporesword.thecgs.com/index.php?228050>)

## **Rules and Regulations**

### **Counter-Strike Source**

#### **Game Format:**

**Competition Method:** 5 vs. 5

**Players:** 10

**Rounds:** 18 rounds for regulation

**Half:** 9 rounds of play on a defending or offensive side.

**Victory Condition:** The first team to win 10 rounds in regulation or the team that wins the single overtime round.

**Start Money:** \$16,000.

**Round Time:** 1 minute 20 seconds

**Freeze Time:** 15 seconds

**C4 Timer:** 35 seconds

**Overtime:** In case of a 9-9 score at the end of regulation play, one overtime round will be played. The start money for each team will be set at \$16,000 per player for overtime.

**Map Selection:** de\_dust2, de\_inferno, de\_nuke

#### **Side Selection:**

- All choice of sides will be determined by a coin flip conducted by the administrator. The winner of the coin flip will have the first choice of either being on offense or defense to start the game. At the half, teams will switch sides.
- In the event of overtime, teams will remain on the same side that they played the last half and play a single round with \$16,000 start money.
- All players names must be in the format of their team tag + gaming alias (i.e. CGS| Bob).

#### **Hardware and Setup**

##### **Hardware Setup:**

- Players may bring their own headphones, mouse pad, mouse, and keyboard.
- Players may configure drivers as needed for peripherals, but should contact a tournament administrator if the drivers are not already present on the computer. Copying files of any sort to computers is strictly prohibited prior to obtaining approval from an admin. Accessing or altering the system, provided hardware, or other operating system settings is strictly prohibited.

##### **In-Game Messaging and Communication:**

- Players may communicate verbally, visually or via the in-game voice communication system between rounds, during freeze time, and during the round until their screen has faded to black.
- Once a screen has faded to black due to being eliminated during the round, a player may not communicate by ANY means to ANY other players until the round has ended. Any player

violating this rule will be given a warning. Failure to comply may result in the violating player's team's disqualification.

- Competitors are not allowed to use global in-game chat in an abusive, offensive, vulgar or spamming manner at any point during a match. This includes pre-match, intermission and post-match periods as well.
- When a match is live, only team captains are allowed to use global in-game messages at half time or between rounds. Other players must use team-only in-game messages.
- Coaches may only communicate with their teams between rounds and during freeze time.
- Violators of these rules are subject to punishment at an administrators' discretion, which may include player suspensions(s) or forfeiture of the match.

### In Game Violations:

Ghosting - Players are able to communicate while the screen fades to black but must cease all verbal communication after it goes dark. In case of a flash bang bug that prevents the screen to go fade to black, the player is to cease verbal communication immediately and cannot change game views while dead.

Scoreboard Ghosting (for bomb) - A player that is dead presses a button that brings up a scoreboard for his teammate, who is still alive, to see if the bomb is in the possession of the opponent.

Bunny Hopping - Bunny hopping will be legal.

Defusing through an Object - The player must see the bomb when defusing. A player may not attempt any defuse through any object.

### Unintentional Issues

Server Crash - The server machine crashes/freezes/etc. causing the match server to stop responding. An administrator will restart the server and use Match Medic to restore the relevant match information including score, player equipment, and money. The match will then continue from the point at which the server crash occurred.

Client Crash - A player's machine crashes/freezes/etc. causing the participant to be unable to continue play. The game will be paused at the beginning of the next full round following the client drop by a tournament administrator. Once the client has reconnected, the match will be unpaused by the administrator. Any abuse of the "pause" functionality will result in disciplinary action at the discretion of an admin.

Server LAN/Latency Issue - The server machine begins "lagging". The administrator on duty will pause the match at the beginning of next round's freeze time. The status of the lagging machine will be evaluated, and a decision whether to continue the match on the current server or switch servers will be made by the administrator.

### Rule Changes:

The tournament administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, competition committee decisions and all other changes deemed necessary to LAN tournaments. Players are responsible to check the rules on a regular basis and prior to every match to ensure they are in complete compliance. Players must understand that rules listed are guidelines for LAN to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game.

### **Dead or Alive 4**

#### Game Format:

Game Version: 4.1

Competition Method: 1 vs. 1

Match: Best of 9 rounds

Life Gauge: Largest

Round Time Limit: 60 seconds

Levels: Randomly selected

Danger Zone: On

#### Character Selection

- The player must notify the administrator of the characters that he/she will use before the match starts.
- Players can change characters throughout the event but must notify the administrator..
- Characters cannot be changed between rounds.

#### Hardware:

- Only standard wired Xbox 360 controllers are permitted - players may bring their own controllers.
- All controllers must be NON-programmable.

#### Known Issues:

- If any player pauses during the game whether it is intentional or not, the player who pauses will automatically lose the current round. Only the admin will be allowed to un-pause the game. Two pauses warrants an immediate disqualification from the tournament.
- If there is a non-intentional technical hardware or game issue, the fight will be replayed with the match score intact prior to the occurrence.

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## **Forza Motorsport 2**

### Game Format:

Race Mode: Circuit Race

Team Race: No

Car selection: Only CGS pre-approved cars may be used

Number of Laps: Track dependant

Collisions: On

Damage: Cosmetic

Manual: Yes

Force Stock: Yes

Grid order: Random (unless otherwise specified by an admin)

STM: Optional

TCS: Optional

ABS: Optional

### Cars / Course Selection:

- Car selection - Players can choose between the stock Saleen S7, McLaren F1 GT, Cerbera Speed 12, Lotus Exige Cup 240, and the Lotus Elise 135R.
- The following courses will be used for the competition:
  - o Maple Valley Short (4 laps)
  - o Road Atlanta Short (3 laps)
  - o Suzuka West (2 laps)
  - o Tsukuba (3 laps)
  - o Test Track - Inland Taipan (3 laps)
  - o Test Track - Diamond Back (3 laps)

### Hardware:

- Only standard wired Xbox 360 controllers are permitted - players may bring their own controllers.
- All controllers must be NON-programmable.

### Rule Changes:

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### **FIFA 08**

#### Game Format:

Players: 1 vs. 1

Match Format: Players go head to head in two (2) four (4) minute halves

Difficulty Level: World Class

Game Speed: Fast

Half-length: 4 minutes

Injuries: Off

Home Auto Switching: Zero

Away Auto Switching: Zero

Power-up Speed: On

Radar: On

Bookings: On

Time/Score Indicator: On

Player Status Bar: On

Performance Meter: Off

Teams: International teams only

# of Starting Subs: 5

Stadium: Bay Arena

Weather: Sunny Day

#### General Rules:

- The latest official EA patch is needed to play.
- PadPatcher must be used ([http://rapidshare.com/files/77064974/multi\\_paDPatcher.zip](http://rapidshare.com/files/77064974/multi_paDPatcher.zip) )
- The official, licensed FIFA Soccer 2008 product must be used, and no separate patches are allowed. (No arbitrary changes allowed)
- In addition, the abilities of teams and players cannot be modified arbitrarily. 90th patch is not allowed.
- Graphic and other setting may only be setup through the menu. (Configuration file cannot be used) Maximum allowed resolution is 1024x768x32.
- Players on both sides must select the options before they begin the game. The match result will be accepted even if the players find out that each others' settings were different afterwards.
- At kick-off the ball has to be passed backwards into the player's own half, also after every goal.

- It is strictly forbidden to switch strikers to disrupt opponents man-marking. Both players should be able to arrange the men-marking before the match starts. Men-marking must be allowed during the game without switching strikers. If a player changes his tactics, formation or lineup he has to kick the ball out of bounds that his opponent is able to react. After both players have done their settings the ball gets back to the first player.
- It is forbidden to throw in directly into the opponent's penalty area. Should a player throw the ball directly into the opponent's penalty area he shall be warned. Should he persist, he shall be disqualified from the tournament. Any goals resulting from a throw in into the opponent's penalty area shall be disallowed.
- At a corner kick, you aren't allowed to shoot the ball directly on the bar to get a chance for a header when the ball rebounds. If a player score a goal after this move it will be considered no goal.
- You are not allowed to score goals from within your own half.
- The Rocket-Shot is completely forbidden, no matter where the shot is taken from.
- Time-play is forbidden.
- Manual crosses = on
- Manual passes = on
- You must record demos.

### Unfair Play

- Use of any non-approved third party program.
- Intentional disconnection.
- Use of any illegal settings.
- Use of any game exploits.

It is at the discretion of the referee, during a match, to determine what actions are unfair play.

Upon discovery of any player committing any violations regarded as unfair play, that player will be penalized. Penalties may consist of but are not restricted to, warnings, or disqualification.

### Hardware and Setup

#### Hardware Setup:

- Players may bring their own keyboards and controllers.
- Players may configure drivers as needed for peripherals, but should contact a tournament administrator if the drivers are not already present on the computer. Copying files of any sort to computers is strictly prohibited prior to obtaining approval from an admin. Accessing or altering the system, provided hardware, or other operating system settings is strictly prohibited.

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