



MATKA

Foreword

This document outlines the rules that should at all times be followed when participating in Matka competition. Failure to adhere to these rules may be penalized as outlined. It should be remembered that it is always the administration of the tournament that has the last word and that decisions that are not explicitly supported, or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship. We at Quark hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Yours sincerely,
Matka Admin Staff

1. Event Rules

- **Punctuality**

All matches in Matka should start as stated on the provided schedule, any changes in the time must be accepted by the opposing party and administrators (if rescheduling is generally possible). All participants in a match should be on the server and ready to go at the latest 10 minutes before the match is to start.

- **Participants Not Showing**

If a participant is not ready to play until 10 minutes after the scheduled start of the match, he is considered a no-show. In that case, the participant will be penalized, and the match will have to be rescheduled if the schedule allows it. Otherwise, the opponent will receive a default win from the administration.

- **Removable Media**

It is strictly forbidden to connect or use any removable media on the tournament computers without prior examination and approval from the tournament administrators.

- **Warm-up Period**

A warm-up period of 20 minutes is usually provided before a match, although this period may not be guaranteed. This will include the time that might be required by a player to set up his/her config and game settings. In case a player arrives late, no extra time shall be provided for configuration or setting changes.

CONTACT

Sakar 7023757220
Chinmay 9823270421



- **Cheating**

The use of the following programs will result in a cheat ban: Multihacks, Wallhack, Aimbot, Colored Models, NoRecoil, No-Flash, and Sound changes. These are only examples, other programs or methods may be considered cheats as well. The player who is found cheating shall be banned from further participation in subsequent iterations of Matka and his/her team shall be immediately disqualified from the tournament.

2. Game Specific Rules: Counter-Strike: Global Offensive

2.1 Map pool for Event

The map pool for the event will be

- Mirage
- Cache
- Overpass
- Inferno
- Nuke
- Train
- Dust 2

2.2 Veto Process

The veto process should be completed 10 mins before the scheduled start time of the match. Only 1 player each from either team can participate in the process and choices cannot be reverted after being made. The captain who'll take the first pick shall be decided with a coin toss.

2.3 Map choice

- 2.3.1. For BO1

For offline event: Ban A - 2 Bans B - 3 Bans A: remaining map is being played.

- 2.3.2 For BO3

For offline event: Ban A - Ban B - Pick A - Pick B - Ban A - Ban B - remaining map is being played as decider map if required.

CONTACT

Sakar 7023757220

Chinmay 9823270421



2.4 Dropping of Players

- If a player drops before the first kill in the first round of a half, then the half will be re-started.
- If a player drops after the first kill have been made and has not returned when the round has been decided, then the match will be paused at the start of the next round.
- If a player drops and the opponent has been notified before any kills have occurred during that round, then the round will be restarted.
- If a player has not returned, or cannot be replaced within 10 minutes after the pause has started, then the team with the dropped player may forfeit the match at admins discretion.

2.5 Draws

In case of a draw after all 30 rounds have been played, an overtime will be played with mp_maxrounds 6 and mp_startmoney 10000.

For the start of the overtime, teams will stay on the side which they played the previous half on, during half-time sites will be swapped. Teams will continue to play overtimes until a winner has been found.

2.6 Pause Function

• 2.6.1 Technical Pause

If a player has a problem that prevents him from playing on, he is allowed to use the pause function ("!pause"). The pause function can be used at any time but it will only come into effect during freeze time (immediately, if used during freeze time, else at the beginning of the next freeze time). The player has to announce the reason before or immediately after he paused the match. If no reason is given, the opponent may unpaused the game and continue playing. Unpausing or pausing the game without any reason will lead to penalty points.

• 2.6.2 Tactical Pause / Timeout

Each team is allowed to invoke a tactical pause of 30 seconds up to four times per map. If the Matka Game Integration is being used, the special command "!timeout" has to be used. Otherwise, the "!pause" command has to be used and the team has to announce the tactical pause via chat. The pause function can be used at any time but it will only come into effect during freeze time (immediately, if used during freeze time, else at the beginning of the next freeze time). If all tactical pauses had already been used on the same map, the admin will unpaused the game and continue the game.

CONTACT

Sakar 7023757220
Chinmay 9823270421



- **2.6.3 Admin Pause**

The admin can also pause the game from his station or from a player station when it seems required. also, if for some reason the player pausing does not work, they have to request the admin to do it.

2.7 Player Settings

- **2.7.1 Configuration**

All players must upload their config to their own Gmail/ google drive and download it before their matches. Extra time apart from the given warmup time will not be provided for setting up player configuration or settings.

- **2.7.2 Forbidden Scripts**

In general, all scripts are illegal except for buy, toggle, demo scripts or jump throw scripts. Stop shoot scripts [Use or AWP scripts]

- Center view scripts
- Turn scripts [180° or similar]
- No recoil scripts
- Burst fire scripts
- Rate changers (Lag scripts)
- FPS scripts
- Anti-flash scripts or binding (snd_* bindings)
- Bunnyhop scripts
- Stop sound scripts
- Use of scripts that are not permitted will result in immediate disqualification.

CONTACT

Sakar 7023757220
Chinmay 9823270421



3. Game Specific Rules: DOTA 2

3.1 Game Version

The latest version of Dota 2 will be used.

3.2 Lobby Settings

- Lobby Password: Mandatory
- Game Name: Optional
- Enable Cheats: OFF
- Bot Difficulty: Random
- Version: Tournament
- Series Type: No Series
- Game Mode: Captains Mode
- Starting Team: Check Game Mode
- Penalty-Radiant: None
- Penalty-Dire: None
- Spectators: Enable

3.3 Starting the game

As soon as both teams are on the same round the game must start. This means that if both teams get a default win on the first round (for not having an opponent or any other circumstances), even if the match page states a different match time hour, the match must start.

3.4 Game mode

- 3.4.1 For B01

The team at the left side of the match sheet chooses the side, the team on the right side chooses the drafting order. The lobby setting "Starting Team" must be set according to the drafting order. The side chosen in this setting will have the first ban/pick.

- 3.4.2 For B03

The team at the left side of the match sheet is radiant on the first game, the drafting order is random. On the second game, it's the reverse. On the third game, the team on the left side chooses the side, the other team chooses the drafting order. The lobby setting "Starting Team" must be set to random on games 1 and 2, and according to the drafting order on game 3. The side chosen in this setting will have the first ban/pick.

CONTACT

Sakar 7023757220
Chinmay 9823270421



3.5 Game Host

Any team/player can host the lobby. Please follow the "Lobby Settings" and the rules stated in the "Game mode" tab above.

3.6 Pause Rule

It is forbidden to pause a game for no reason. After you pause a game you must say in all chat the reason for the pause. In the same game, the total pause time can't be longer than 10 minutes (if a team pause the game for 3 minutes and later pause it again for 7, they can't pause anymore, unless the opponents agree with it).

- A pause shouldn't be longer than 5 minutes. In the case a longer pause being needed, the opponent or an Matka admin has to agree on it, otherwise, the match continues.
- To unpause a game is only allowed if both teams agree to it in all chat or a pause lasted longer as 10 minutes and no further agreements were made.
- Abuse of the pause will lead to a disqualification. Screenshots of proof and the demo of the game must be uploaded into the match.

CONTACT

Sakar 7023757220
Chinmay 9823270421