

CROSS FIRE

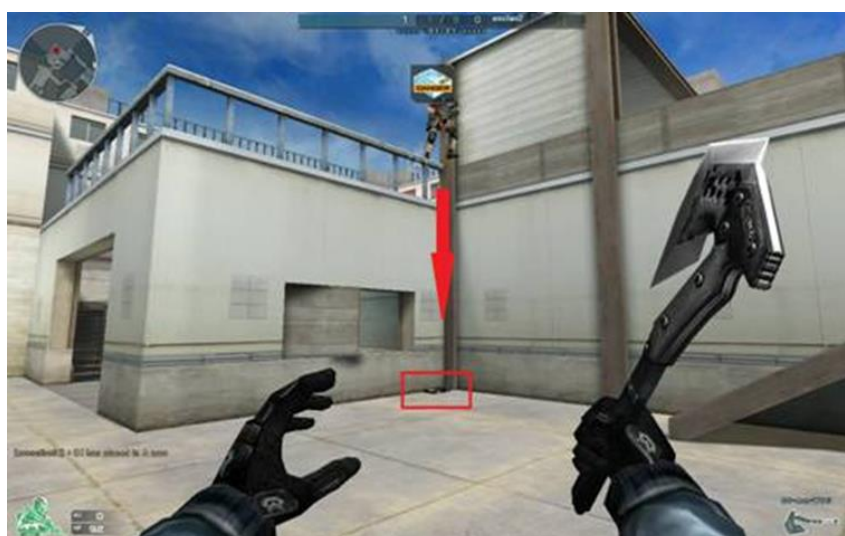
- ❑ **Game Version: CROSS FIRE (with the latest game version)**
- ❑ **ESRB Rating: Teen (Age +13)**
 - Anyone born after Nov.28th 2000 will not be allowed entry to the GF.
- ❑ **WCG recommends players to bring their own mice, keyboards, headphones, and any other peripherals to simulate their own best playing environment.**
- ❑ **WCG will not be responsible for performance issues related to player`s personal peripherals.**
- ❑ **General**
 - Competition Method : 5 vs. 5 (Team Play, 5 players per team)
 - Rounds: 18 Rounds (Max rounds format): 9 rounds as Globalrisk and 9 rounds as Black list per team (If a team scores 10 rounds first, the match is ended immediately.)
 - Victory Condition: The first team to win 10 rounds.
 - Mode : Team match
 - Round Time: 2 minute 30 seconds.
 - The team playing as the Globalrisk side first will be announced before the match or decided by coin toss.
 - If the rounds end in a tie, 6 extra rounds will be played.
(3 rounds as Globalrisk / 3 rounds as Black list per team)
 - If the extra rounds end in a tie, 1 extra round(Golden Round) will be played.
(The side for the Golden Round will be decided by a coin toss. A coin will be tossed by the referee.)
 - Official Maps: Black Widow, Mexico, Ankara
- ❑ **Character**
 - Basic Character : SWAT, SAS, OMOH
 - Use of personal model/skins (includes weapon skins) is permitted in National Final.

❑ Weapons

- Weapons currently being used in national server are all available.
- Official weapons follow the National Final H.Q. decision.
 - * WCGC will announce the official weapons for WCG 2013 Grand Final before the Tournament.
- No limit on the number of Snipers

❑ Unfair Practices Subject to Penalty

- When a player has died, he/she may communicate verbally with other players, but he must remove his hands from his keyboard and mouse until the beginning of the next round.
 - * The screen is NOT faded to black in National Final system. But the black screen will be provided in WCG 2013 Grand Final.
- If a player touches his mouse or keyboard while dead, the team will be subject to either a warning, at the minimum, or a forfeit loss, at the discretion of the referee.
- Boosting (stepping on top of a team player or nearby objects) is permitted
 - * Double jumping is allowed.
 - * Climbing up to higher structure by stepping on the lower structure or the teammate is allowed
 - * BUT, moving by abnormal method, (using bug) from place to place is prohibited
- C4 must be planted at a viewable location. Planting C4 at a location where a boost is required is NOT permitted.
- Forbidden Places (Ankara)



- All 3rd party programs are NOT permitted unless stated otherwise.

- Except device drivers necessary for installing computer peripherals.
 - Voice chatting program follow the National Final H.Q. or Referee's decision.
* WCGC will announce the official Voice chatting program for WCG 2013 Grand Final before the tournament.
 - Use of map bugs in play is NOT permitted.
 - If the referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) give unfair advantage to a player, the team may be given a warning or lose by default at the referee's sole discretion.
- ❑ **Right to File a Protest/Objection**
- If a player does not agree with a match result, the player must raise an objection to the referee within 10 minutes after the match. After 10 minutes, objections will NOT be accepted.
- ❑ **If disconnection occurs during a match**
- Disconnection: any connection loss between opponents due to system, network, PC, and/or power problems/issues.
 - Intentional disconnection: any connection loss between opponents due to a player's actions. Upon judgment by the referee, the offending player may be charged with a default loss.
 - When the game is disconnected, the player must inform it to the referee by raising up their hands.
 - When disconnected, the criteria of the decision will be the before and after engagement (1 dead player = After engagement)
 - ✓ Case 1 : If the game is disconnected before engagement
 - The round does not count and rematch takes place
 - ✓ Case 2 : If the game is disconnected after engagement
 - The disconnected player should reconnect and join the game.
 - If the disconnection has occurred within 3 rounds, the match will be restarted from round1.
 - If the disconnection has occurred after more than 3 rounds, the specific round does not count and the player should reconnect and continue the next round. (The gained score before disconnection will be counted)
 - ✓ Case 3 : If more than two players are disconnected unintentionally due to the sever problem, the round will not be counted and the next round will be proceeded after the committee ensures that the sever status is green.

- If the server status does not recover, according to the referee's decision, the game will be ended either the dominant team's victory OR draw.
- If the player abuses the rule intentionally, under the referee's decision, the game may end as forfeit.

❑ **Final provisions**

- The above-mentioned rules may be amended in the following cases:
 - 1) Should the WCG Committee, at its sole discretion, decide to adopt the latest patch/version release of each official game
 - 2) Should the WCG Committee, at its sole discretion, decide to modify in-game settings and options required by the use of most recent patch version/release
 - 3) Should the WCG Committee, at its sole discretion, decide to use a newly released Cheat Protection Program and/or cheat protection functions
 - 4) Should the WCG Committee, at its sole discretion, decide to change game settings and/or operations guidelines due to differences between online and offline tournaments.