

## TOURNAMENT RULES

### CALL OF DUTY 4: MODERN WARFARE (PC)

#### DEFINITIONS

Regulation Play:	Consists of Double Elimination
Round:	Every team plays 15:00 (min, sec) cycle on a map.
Match:	A full regulation play period of 15:00 minutes. A Match win is given to the team with the most points
Victory Condition:	The team with the most points. In case of a Tie: The teams will play a 5:00 minute round of a Search and Destroy game type (e.g. sudden death).

#### GAME FORMAT

Game Modes:	Team Deathmatch
Competition Method:	Team-based—1 team vs. 1 team per server (Total of Six (6) Teams)
Competition Format:	Teams will be drawn at random for a round.
Teams:	Thirty (30) teams with Four (4) players per team.
Team Captains:	It is the team captain's role to ensure that all players are in place at the time of round start, to ensure that team member conduct remains orderly, and to coordinate team strategic maneuvers.
Round Time:	15:00 (min:sec)
Round Limit:	Each round ending after 15:00 minutes and or score limit reached
Classes:	Classes will be all the preselected classes available for LAN play on the X-Box 360

#### MAP POOL

Maps are pending. Call of Duty: Modern Warfare maps will be selected by the Administrators before the tournament.

#### GAME FLOW

- Each team will play a series of rounds in which they will play another team at random.
- Each round the team with the highest score (during a 1 VS 1 team match) will be awarded a "win."
- After all the other teams have been eliminated the last team standing will be declared Champion, and awarded first prize.
- In the case of a tie after the round, a tie breaker will be initialized, in which Sudden Death occurs.
- There will be 4 chances for "buy-ins"

##### **Buy-ins:**

If a team is eliminated that team will have a chance to buy back in to the Tournament for \$10 per person or \$40 per team. That team will then play in a subsequent round. Only one Buy-In per team. Buy-In's can only be purchased after a team has been eliminated.

## RULES CONTINUED

### ANTI-CHEAT

- Non-standard game settings or third party applications that affect game play are not permitted. Players found using either will be penalized at the administrators' discretion.

### IN-GAME MESSAGING AND COMMUNICATION

- 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.
- Violators of these rules are subject to penalties at the administrators' discretion, which may include player suspension(s) or forfeiture of the match.

### EXPLOITS / GLITCHES

The use of exploits or glitches will not be tolerated. If participants have questions about whether something is legitimate, please discuss this with tournament administrators to ensure it is legal/allowed.

### UNINTENTIONAL ISSUES

Switch Crash: The Switch crashes/freezes/etc. causing the match server to stop responding.

Solution: An administrator will stop the match, fix the Switch, and then match play will continue.

Client Crash: A player's X-Box crashes/freezes/etc. causing the participant to be unable to continue play.

Solution: Play will be paused until the client can reconnect.

### Rules Subject to Change

The Administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament. Teams are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance. Teams must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game. Due to future patches pending for Call of Duty: Modern Warfare, details will be added to these rules leading up to the event as updates on Perks and Class restrictions become available.

Rules v.1.2



Call of Duty, Modern Warfare, by Activision, is rated Mature 17+ by the Entertainment Software Rating Board (ESRB). This rating carries the following description: **MATURE:** Titles rated M (Mature) have content that may be suitable for persons ages 17 and older. Titles in this category may contain intense violence, blood and gore, sexual content and/or strong language.

Any participant under the age of 17 wishing to participate in the Cerro Coso Community College Game Tournament must obtain signed permission from a parent or legal guardian. All participants will be required to show proof of identification at tournament sign in.

MORE INFO:

<http://www.cerrocoso.edu/campusgaming/COD09>



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