

## **1. GENERAL RULES**

- 1.1 Both participants must be a resident from the representing country.
- 1.2 The brackets will be available before the commencement of the tournament. No requests for changing the brackets will be entertained in any way.
- 1.3 Any player/team caught cheating by the administration will lead to an immediate disqualification.
- 1.4 In case of any other disputes, the decision of the tournament director is final and binding.
- 1.5 No third party can live stream/broadcast the matches or use any content from the matches without a written consent from the tournament director.
- 1.6 All participants are required to have their own Battle.net ID and COD MW purchased on it to participate.
- 1.7 Every participant acknowledges the right for the administration to modify the rules and regulations for adjustments at any time without notice.
- 1.8 Every participant has to show the needed respect towards referees and other participants. Insults and unfair or disrespectful behaviour towards anyone are not tolerated and will be punished.
- 1.9 All information provided by the participant must be valid and if found faulty, it will result in disqualification.
- 1.10 Brackets and Schedule will be put up by the Administration and we will not entertain any requests to change the same.
- 1.11 All the matches will be played on an online server (Battle.net - Asia) provided by the game client.
- 1.12 Both participants are to be present to start the game, failing to report this minimum criteria will result in disqualification.
- 1.13 All official communication will be on the Tournament Discord Channel.
- 1.14 Teams are expected to report on the Discord server at least 15 minutes before the scheduled start time. In case the team fails to be ready 5 minutes after match start time they will be disqualified.

## **2. GAME RULES**

### **2.1 Game Settings**

All Game Settings Will Be Default Gunfight Settings

Practice Round will be Enabled

Time Limit: 40 Seconds

Round Win Limit: 6 Rounds

Win By Two Rule: Disabled

Round Switch: 2 Rounds

Match Start Time: 15 Seconds

Round Start Time: 5 Seconds  
Skip Infil: Disabled  
Practice Round: Disabled  
Input Swap Allowed: Enabled  
CLD Tuning: Disabled  
Codcaster: Enabled

## 2.2 Advanced Settings:

Time To Capture Zone: 3 Seconds  
Spawn Capture Zone: Enabled  
Objective Modifier: Disabled.  
Dog Tags Heal: Disabled.  
Win Condition: Health  
Switch Spawns: Enabled  
Blast Shield Modifier: 65%  
Blast Shield Damage Clamp: 100 Points  
Tactical Equipment Time: 2 Seconds  
Loadouts: Random  
Loadout Change: Every 2 Rounds  
Number of Lives: 1 Life  
Max Health: 100%  
Health Regen: None  
Tactical Sprint: Enabled  
Weapon Mounting: Enabled  
Allow Revives: Disabled  
Show Enemy Death Location: Disabled  
Downed Health: 40 Points  
Downed Revived Health: Half(50)  
Downed Bleedout Timer: Unlimited  
Downed Revive Time: 2.5 Seconds  
Downed Give Up Time: 1 Second  
Spectating: Team Only  
3rd Person Spectating: Disabled  
Killcam: Disabled  
Final Killcam: Final Kill  
Enable Minimap: No  
Radar Always On: Disabled  
Weapon Pings On Minimap: Only When UAV Active  
Weapon Ping On Compass: Enabled  
Enemy On Compass: Enabled  
Respawn Delay: None

Wave Spawn Delay: None  
Suicide Spawn Delay: None  
Mini Map: None  
Hardcore Mode: Disabled  
Spawn Ammo Mags: 3 (Normal)  
Headshot Only : Disabled.  
Allow Field Upgrades: Disabled  
Field Upgrade Charge Rate: Normal.  
Field Upgrade Score modifier: Normal..  
Perks: Disabled.  
Equipment Protection: Disabled.  
Health Steal: Disabled.  
Battle Chatter: Enabled.  
Announcer Dialogue: Enabled.  
Cranked timer: Disabled.  
Realism Mode: Disabled  
Perks: Disabled  
Equipment Delay: 5 Seconds  
Spawn Camera: Enabled  
Realism Mode: Disabled

### 2.3 Game Mode win conditions

If the timer runs out, a flag capture point appears and the win goes to the team that defends it for three seconds. Each round grants the winner one point, and the first to six wins the game.

## 3. TOURNAMENT FORMAT

3.1 Round 1: Country Qualifiers - Single Elimination BO3 matches till the semi finals;  
Semi Finals - BO5; Top 2 Qualify to Round 2.

3.2 Round 2: The top 6 teams ( Top 2 from each country) will be split into 2 groups.  
Teams in each group will play each other in a round robin format. Every match will be in BO5 format. Winner of each Group will proceed to the finals.  
Tie Breaker Scenario. In case there is a tie with the number of wins, the following Tie Breaker Rules will be applied.

- i) The Team with the highest number of Map wins will go through to the Finals.
- ii) Round difference: In case of a tie in case i, Team with the highest round difference will go through to the Finals.
- iii) In cases of a tie in case i and ii, the team with the highest round wins goes through to the Finals.

iv) In case of a tie in all the above cases, the round robin will be replayed in a BO1 format.

3.3 Round 3: Finals - BO5.

3.4 Map Selection:

- i) First Game: Both Teams Agree, or default to King map
- ii) Losing Team picks map on subsequent rounds
- iii) May not pick a map you have won on previously unless mutually agreed to
- iv) Vetoes - When a match is tied (1-1 or 2-2), each team may veto picking team's first map choice for that game.

3.5 There will be no restarts once the map has started