**General Rules**

* Students must bring a school ID before going to campus for student verification.
* A team can only consist of players in the same department (CCS Department) and must be paid the CCS contribution.
* Each player can only participate in one team.
* Brackets will be pre-determined and can be accessed online through a given website (Challonge).

**Head of Team/Captain**

* Each team is required to have a team captain. The team captain has the responsibility to handle the team and cooperate with the committees/ team captains.

**Submission of the players**

* ·        Each Team must provide the list of the players including the substitute to the responsible person/committee for their entry.
* All teams must have 5 players. Each team can have a 6th man for substitution.

**In-game Behavioral**

* Players must have professionalism and sportsmanship. Commenting/saying unnecessary things are strictly PROHIBITED. “TRASH TALKING”.

**Disqualifying Rules**

* A team can only consist of players in the same department (CCS Department) and must be paid the CCS contribution. Teams with players from different departments will be disqualified.
* Violating the rules may lead to disqualification such as suing third-party applications, cheating and bug exploitation.
* All teams must be present at the tournament site 10 mins before the tournament starts or they may be disqualified.

**Match Format**

* The qualifying round will be a Best-of-5. The team with 3 wins will proceed to the next battle. Semi finals and finals will also be best of 7.
* The qualifying round will be following the requirements:
  + Their will be upper bracket and lower bracket.
  + The first 3 teams at the upper bracket will proceed to the semifinals and will play a ROUND ROBIN.
  + The first team who will score 2 wins will proceed to the finals waiting.
  + While the other two (2) teams will straight at the lower bracket for single elimination.
* The tournament will be executed on PENDING during the CCS DAYS.

**B Weapons**

* DNA-45 D
* SVD
* DXPR
* Thumper
* SKS
* Shorty
* SMRS
* Operator Skills
* Transform Shield
* H.I.V.E.
* Shadow Blade
* Bull Charge
* Ballistic Shield
* K9 Unit
* Kinetic Armor
* TAK-5
* Reactor Core
* Ballista EM3

**Lethal Utility**

* Trip Mine
* Thermite
* Molotov Cocktail
* Contact Grenade
* C4

**Tactical** **Utility**

* Heartbeat Sensor
* Gas Grenades
* Flash Drone
* Echo Grenade
* Stim Shot
* Cryo Bomb
* Storm Ball
* Weapon Perks
* Akimbo
* RPD Infinite Ammo
* DLQ Concussion Ammo
* All Shotgun Slug Ammo
* Thermite and Gas Grenade Bolts

**Score streaks**

* UAV
* Advanced UAV
* Counter-UAV
* Care Package
* Shield Turret
* SAM Turret
* Stealth Chopper
* Shock RC
* VTOL
* Hawk X3
* Swarm
* Lightning Strike
* Orbital Laser Sentry Gun
* Chopper Gunner
* Napalm
* Cluster Strike
* MQ-27 Dragonfire
* XS1 Goliath
* Wheelson
* Guardian

**Gameplay Settings**

1. **Hardpoint**

* Round Score Limit: 250
* Time Limit: 600
* Map Pool (summit, takeoff, hacienda, arsenal, apocalypse).

1. **Control**

* Round Score Limit: 3
* Round Time Limit: 90 Map Pool (Raid, standoff, crossroads strike)

1. **Search & Destroy**

* Round Win Limit: 7
* Round Time Limit: 120
* Map Pool (slums, firing range, express, meltdown, tunisia).

**Operator Skills**

Players may only use the operator skill they are stated to use during that map The format used when stated should be as follows:

* Player 1 - Unique Operator Skill 1
* Player 2 = Unique Operator Skill 2
* Player 3- Unique Operator Skill 3
* Player 4 = Unique Operator Skill 4
* Player 5 = Unique Operator Skill 5

**Soldier**

* Zombie - Witch Warden
* Roze-Rook

**Perks**

* Persistence
* Restock
* Martyrdom
* Quick Fix
* Hardline
* Alert
* High Alert
* Tracker
* Recon
* Pinpoint
* Unit Support
* Tactician

**Emotes**

* All Emotes are restricted from use during any point of a match

**Lethal and Tactical Utility Skins**

* All Legendary Utility Skins