

# **COD-MODERN WARFARE RULES**

## **Tournament Information**

### **General**

1. Maximum number of players in a team 6 (5 players, 1 substitute)
2. Systems will be provided by the organizer.
3. Mode of game play –OFFLINE.
4. By registering for this tournament, players acknowledge that they have read, understand, and agree to abide by all of the rules.

### **Maps and Modes**

1. Mode- TEAM DEATHMATCH.
2. Map will be decided at the spot with a toss between the two teams

### **Game Settings**

1. Spectator: Team Only
2. Friendly Fire: Enabled (Semi & Final Match)
3. Kill Cam: Disable

### **Game play**

1. The following items are banned: Using RPG, Grenade Launchers,
2. Banned perks: Juggernaut, martyrdom

### **All Matches**

1. We highly recommend that all players appear offline at all times during their match. Users are not to dispute a match on purpose if the other team did not appear offline.
2. If by 15 minutes past the scheduled Match start time a Team doesn't have enough players to play, the incomplete Team Forfeits the Maps they cannot play.
3. For any allegations of cheating, wrong weapons used, etc., you may contact the organizers.
4. If the Party Leader/Host wrongly ends a Map, their team may Forfeit the Map.