

OPTIMUS ARENA

CODM RULES

General Rules

- All players must adhere to fair play and sportsmanship. Any form of cheating, hacking, or exploiting glitches will result in **immediate disqualification**.
- The tournament will follow a knock-out **format**, with different game modes in each round.
- Teams must report to their designated match **on time**. A delay of more than **10 minutes** may result in a forfeit.
- Any disputes must be reported to the organizers **immediately** with supporting evidence (screenshots, video clips).
- All players must record their POV for any further inquiry.

Match Format & Game Modes

◆ Round 1 - Team Deathmatch (TDM)

- Each team will face their opponent in **TDM mode**.
- The **team with the highest average score** across all Round 1 matches will **get a bye** and move directly to the Finals.
- **Best Maps:** Firing Range

◆ Round 2 - Search & Destroy (S&D)

- The remaining two teams will compete in **Search & Destroy** mode.
- The winner advances to the Final Round.
- **Best Maps:** Crossfire

◆ Round 3 - Finals (Domination)

- The final two teams will battle in **Domination mode**.
- The winner of this match will be crowned **Tournament Champion**.
- **Best Maps:** NukeTown

Game Hosting: Matches will be hosted by the tournament officials to ensure fairness.

Player Conduct & Penalties

- **Toxic behavior, hate speech, or disrespect** towards other players or organizers will result in penalties or disqualification.
- **Intentional disconnections** or leaving the match without a valid reason may lead to match forfeiture.
- **Excessive ping issues** must be reported before the match starts. If a player disconnects due to network issues, the game will **not** be restarted.
- Organizers hold the right to make the final decision on any disputes.

Match Settings & Allowed Items

- **Match Settings:** Standard multiplayer settings will be used. Custom settings will be provided before matches.

Allowed Items: Players can use the following equipment and abilities during the tournament:

- ✓ **Lethal Equipment**
- ✓ **Tactical Equipment**
- ✓ **Operator Skills**
- ✓ **Scorestreaks**