



## CODM RULEBOOK



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### 1. General Information

Event Name: Udgam Fest - Call of Duty Mobile Tournament

Organized by: Sports Council, SRMAP

Platform: Call of Duty Mobile (CODM)

Team Composition: 4 players per team

### 2. RULES

#### TEAM COMPOSITION:

- Each team must consist of exactly 4 players.
- No substitutions will be allowed during the competition, so the registered team must remain intact throughout the event.

#### GAMEPLAY RULES:

- Fair Play: The use of hacks, cheats, or any unfair gameplay tactics will result in immediate disqualification.
- Match Format: The tournament will feature 3 rounds. Each team must participate in all of their scheduled matches.
- Devices: Players are required to bring their own smartphones (iPads or tablets are not allowed).
- Game Settings: Players must play using the official CODM game settings without any modifications.
- Game Modes: Teams must stick to the game modes set by the event (e.g., Battle Royale or Multiplayer Team Deathmatch as decided by the organizers).

#### LOGISTICS AND CONDUCT:

- Arrival Time: Teams must arrive 15 minutes before their match starts to allow for setup and warm-up.
- Internet/Wi-Fi Issues: It is the responsibility of the players to ensure a stable internet connection. The organizers will not be liable for any connectivity issues that may arise.

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- Disruptive Behavior: Any arguments with management or disruptive behavior will lead to instant disqualification.
- Match Recording: Recording of the match is mandatory for dispute resolution purposes.
- The event will operate with a zero-tolerance policy for toxic behavior or misconduct. Any offensive language or unsportsmanlike conduct will not be tolerated.

### 3. JUDGING CRITERIA

#### MANAGEMENT DECISION:

- Disruptive Behavior: Any arguments with management or disruptive behavior will lead to instant disqualification.
- Match Recording: Recording of the match is mandatory for dispute resolution purposes.
- The event will operate with a zero-tolerance policy for toxic behavior or misconduct. Any offensive language or unsportsmanlike conduct will not be tolerated.

#### SCORING SYSTEM:

- Kills: 1 point per kill (or as per the event's specific scoring rules).
- Placement: Teams will earn additional points based on their final placement in the match (e.g., top placements will earn higher points).
- Objective Completion: In game modes like Search and Destroy or Hardpoint, completing objectives (e.g., planting bombs, capturing points) may award extra points.

#### PROGRESSION:

- After each match, the scores will be tallied.
- The top teams will advance to the next round:
- Preliminaries → Semi-Finals → Finals
- The final winner will be determined by the cumulative performance of the final round

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### 4. TIE BREAKING:

- In case teams have the same score, the first tie-breaker will be kills.
- If the teams are still tied, the placement in the most recent match will be used to decide the winner.
- Additional tie-breaking factors may include:
- Objective captures (e.g., flags in Domination)
- Match placement in the event's rounds

### 5. DISPUTE RESOLUTION

- Any disputes must be reported within 10 minutes of match completion.
- The decision of organizers is final and binding.
- Players are responsible for providing evidence, such as match recordings, for any disputes.
- Complaints without evidence will not be considered.

### 6. EQUIPMENT AND CONNECTIVITY

- Players must bring their own mobile phones, laptops, chargers, and earphones/headsets.
- Organizers will not provide spare equipment.
- Backup power banks are recommended in case of battery issues.
- Network connectivity is the sole responsibility of the players. Management is not responsible for lag or disconnection issues.

### CONTACT US:

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