

CALL OF DUTY – 4: MODERN WARFARE – 1

Tournament Format: SINGLE ELIMINATION

Game Host Information:

Host Instability: If a player's connection to the Host becomes instable during a Map, the Map must still be played out until the end of the Map. At that point, a Team may request that a new Host be tested for greater stability.

Crashes & Disconnects: If a Player crashes or disconnects during the load screen, prior to beginning play, then the Map must be restarted. If a Player crashes or disconnects during Match play, then play will continue on and it is up to the disconnect Player to reconnect as soon as possible (if he/she can).

Tournament Systems/Hardware: All Players must use the systems and consoles that are provided by the Host Location. Players may bring and utilize their own peripherals (headsets, controllers, etc.).

Game Play:

Match Play: No practice games are permitted once a Match's first game has begun. All Matches are team-play, 5 Players vs. 5 Players.

SETTINGS:

Game Mode:- SABOTAGE

Dedicated:- NO

Voice Chat:- YES

Auto-balance:- NO

Allow Voting:- NO

Punkbuster:- NO

Time Limit:- 10 MINTUES

Bomb Timer:- 30 SECONDS

Plant Time:- 2.5 SECONDS

Defuse Time:- 5 SECONDS

Shared Bomb Timer:- NO

Score Limit:- 2 POINTS

Round Switch:- EVERY ROUND

Old School Mode:- DISABLED

Hardcore:- ENABLED

Spectate:- TEAM ONLY

Kill Cam:- DISABLED

Friendly Fire:- ENABLED

Air Support:- ON

Helicopter Support:- ON

Maps (in order):- Backlot, Crash, Cargoship.

Maps for finals (in order):- Backlot, Crash, Cargoship, Citystreets, Strike

PERKS:

Last Stand, Martyrdom, Juggernaut, RPG, Grenade Launcher - NOT ALLOWED

Rest all perks allowed

All weapons free.

Minimum Players: No Team will be allowed to start a Match with less than five Players, which is the required minimum number of Players.

Roster Changes: Roster changes, including additions or removals of Players are allowed up until the start of a Team's first played Match. To have a roster change done, contact an Official.

Match Reporting: At the completion of the Match the Team Captain, or another Player, from each team must report the Match final score to an Official. Subsequent Matches cannot be scheduled without a Match score submitted.

Chat: In game chat is permitted as long as it is done in a sportsmanlike manner. All chat should nonetheless be kept to a minimum. Chat violations fall under unsportsmanlike conduct and may be disputed, resulting in an Official enforcing a Penalty.

Illegal Actions: Players are not permitted to do any of the following actions:

- Using the Grenade Launcher weapon, RPG (even for helicopter support), Juggernaut, Last Stand and Martyrdom.
- Using Jump off other Players.
- Creating an illusionary prone position

Violations will result in a Forfeit of the Map being issued against the offending Team.