

<http://www.the-experience.dk/side/18>
Call of Duty 4: Modern Warfare

Platform: PC

Type of Competition: 5 vs 5

Gametype: Search & Destroy

Slot: 160 (32 teams)

Total Prize Pool: 13.300 euros in gold coins.

Prize Pool Distribution: 6.000, 3.000, 1.500, 800, 500, 500, 500, 500.

The tournament area will have 40 PC's which enable 4 matches to be executed simultaneously. Players are not allowed to bring PC's or monitors, but only accessories like headsets, microphones, mouse, mouse pads. (check General Regulations for precise info).

1. ADMIN

The Head Admin of Call of Duty 4 at The Gameland 2008 will be Bo "Kleineman" Kleinhesselink, who will be constantly assisted by 4 Admins. Decisions made by the Admins are not disputable.

2. GENERAL RULES

2.1 Game Version: Call of Duty 4 - PROMOD

2.2 It is a five player team tournament.

2.3 Each Team has to have a Team Leader. He will be responsible for his team for what concerns any communication with the Admins or the head Admin.

2.4 Each team member must use the exact same team abbreviation (Clan Tag).

2.5 Each person attending the tournament must have read and accepted these regulations. Ignoring it can not be a reason put forward in case of an issue.

3. RULES

3.1 Tournament Progress: Group Qualifying Round (6th December), Double Elimination Final Round (7th December). Finals (8th December)

3.2 Server setup:

The tournament will be played with the Promod Ruleset.

- 3 smg limit
- 1 sniper limit with AWP fix
- 1 shotgun limit
- No lmg
- 5 seconds bomb plant time
- 7 seconds defuse time
- 45 seconds bomb timer
- 1:45 minutes round time

3.3 Each match will consist in one map. Map selection will be made with the "TEX Veto" system: a sort of "Selection by elimination". Prior to each match the Team Leaders of the facing teams meets up with their referee. A coin toss is made, loser gets to remove a map first from the map list, then the other team removes a map etc. until one map is left - that map will be played.

4. TEX Veto

- 1) Coin toss
- 2) Loser of coin toss removes a map
- 3) Winner of coin toss removes a map
- 4) Loser of coin toss removes a map
- 5) Winner of coin toss removes a map
- 6) Remaining map is played

It is not allowed to remove the same maps in two following matches. *E.g. Team 1 removes map A + B in first match. In second match Team 1 is only allowed to remove map A or B + another map. In Third match Team 1 is once more allowed to remove map A + B.*

5. MAP POOL

mp_backlot
mp_crash
mp_crossfire
mp_district
mp_strike

6. ARENA

6.1. The Gaming Arena is entirely dedicated to the tournament; only the players, the clan managers, the admins, the staff and the director may enter in the arena.

6.2. The players and the clan-managers can leave the area only when the match is finished, and only if their request is accepted by the admin. The exit must be made in a polite and respective way if other teams are still playing matches in the nearby PCs.

6.3 During the match, it is not allowed to put on the tables anything that isn't strictly necessary for the match.

7. MATCH e WARM UP

7.1 Every match has 15 minutes of warm up time followed by 45 minutes of match time. The warm up time can be used to warm up ingame or to install config files and drivers. No player will be granted more time than the 15 minutes set aside for preparation.

7.2 The winner of a knife round selects sides..

7.3 Every match will be played on a single map, using the MR12 system (12 Max Rounds).

7.4 Each team has 1 (one) timeout per match

7.5 Tactical time outs are allowed, but will replace a technical timeout (*e.g. a player crashes, drops etc.*)

7.6 A timeout is a total of 5 (five) minutes.

7.7 If server, network or electrical failure occurs the match is to be resumed and each team keeps the amount of points they had won. A failure happening during the first round leads to restart of the entire match.

7.8 The first team to get to 13 won rounds, will win the game. In case of a draw in the group round, there won't be any overtime. In the playoffs the MR3 system will be used.

7.9 All results must be reported to the respective referee right after the match. All teams must be able to provide screenshots of the final score.

7.10 Pointsystem group play:

3 points for a win

1 point for a tie

0 points for a loss

The "No Show" is 7 points for the winner and 0 points for the loser.

7.11 If two or more teams are equal on points on completion of the group matches, the following criteria are applied to determine the rankings:

- Rounds won and rounds lost difference.
- Higher number of rounds scored in the group matches played amongst the teams in question.
- If the teams are still on a draw after these countings, and in the match played amongst they tied, the coin toss system will be used.

7.12 All the players will have to register the match with the system/record nomeremo.

7.13 In the Championship Final, both the Teams will have to choose a map. The first map to be played is the map chosen by the Team coming from the Winner Bracket. If this Team wins the map, it will be the Champion of The Gameland 2008. If the Team loses the chosen map, the match will continue on the map chosen by the other Team (the one coming from the Loser Bracket).

The Team that will win this last map will be Champion of The Gameland 2008. In case of a draw after these 2 maps are played, the MR3 system will be used on the same map until a Team will win four out of six rounds.

8. PENALTIES AND DISQUALIFICATION

8.1 A player or team causing intentional failures are banned from the match with red card(*e.g. deliberate restart of the PC, deliberate disconnecting from the game etc.*)

8.2 It is forbidden to insult, abuse or manhandle a player or an admin, or do damage to others property.

8.3 It is forbidden to damage the property of Gameland, of Auditorium Parco della Musica and our partners.

8.4 The notion of fair-play is up to the referee's assessment.

8.5 Lack of fair play can lead to penalties.

8.6 If rules are broken, referees can in unison with the tournament admin apply penalties according to their judgement.

8.7 Penalties that can be applied are the following;

- warning
- 3 round loss or more
- default loss
- banning a player/team from the Arena
- disqualification of a player/team from the entire tournament

9. DRIVERS, CONFIG AND PROGRAMS

9.1 The players may use their mouse, keyboard and headsets. They may also use their drivers and the config file.

9.2 No 3rd party program or scripts/configging (e.g. *Powerstrip, Rivertuner etc.*) or scripts/configging (e.g. *nadescripts, macros etc. including configs that change commands/rates. These commands range from set nade binds to gain the longest throw to scripting a superior firing rate of semi-automatic weapons. This also includes multi-command binds such as bind MOUSE2 "toggleads; + attack on scroll wheel".*) are allowed during matches. The only allowed programmes will be pre-installed by The Gameland.

9.3 Teamspeak and Ventrilo will be pre-installed on the PCs. There will be a channel for each match.

10 CHEATING

10.1 If a player gets caught while cheating, his whole team will be instantly red-carded: the team will lose the current match and will be banned from The Gameland.

10.2 Clipping and bugs are not allowed for any reason. The admins have full discretion to determine if clipping or bugging was involved. Violations and lack of fair play will be sanctioned.

11 ROSTER

11.1 Each team can be made of either 6 players (or 5+1) or 5 players. Only 5 players will play one match. With the check-in procedure inside The Gameland, we will register all the players' names into our managing software.

11.2 The Check-in must be done in the 2 hours before the first match that the team will have to play.

11.3 Changing team after the tournament has started is not allowed.

11.4 The participation in two different teams is not allowed.

12 NOTIFY

The rules are subject to change.