

BYOC'09 Game Rules

Call Of Duty 4: Modern Warfare

Platform: PC

General

- Competition Method: 4 vs. 4
- Game Type: Search & Destroy
- Game Mode : Promod
- Version: Latest
- Rounds: 20 rounds for regulation
- Max Rounds Format: 10 rounds as offense & 10 rounds as defence per team. Up to 6 rounds of overtime.
- Victory Condition: The first team to win 11 rounds in regulation or the team that wins 4 in overtime.
- At the end of each match, players must maintain the final screens and receive confirmation from the admin

Game Setting

- Round Time: 2 minutes
- Strategy Time: 10 Seconds
- Punkbuster: Required
- Spectator Mode: Team Only
- Friendly Fire: On
- Kill Cam: Off
- Multi-Bomb: 1
- Health: 115

Map Selection

- City Streets
- Crash
- Pipeline
- Blacklot
- Strike
- Crossfire

The map selection may be changed prior to the tournament. Players will be informed of any such changes as soon as possible.

Side Selection

- By coin toss, winner will have first choice of either being on offense or defense to start the game. At half time, teams will switch sides.
- Half time will be a maximum of two minutes, at which point both teams must be ready
- In the event of overtime, teams will remain on the same side that they played

- Any dispute as to GUID or game settings must be made BEFORE the match goes live; any dispute regarding GUIDs or game settings will not be valid after the match is finished

Penalty for unfair play

- Unfair play
 1. Use of any cheat program
 2. Intentional disconnection
 3. Use of any settings exceeding the standard and permitted settings
 4. Any unnecessary chatting during the match.
 5. If a referee decides that external conditions (Press, Team Leader, Player, Spectator, etc) are giving or have given an unfair advantage to a player, the player may be given a warning or lose by default at the admin sole discretion.
- Upon discovery of any player committing any violations regarded as unfair play, that player will be disqualified from the tournament.
- During the course of any match, the operations staff and/or referee may determine other actions to embody unfair play at any time.

The management reserves the right to modify/alter any changes in official rules at its discretion.

Technical Issues

- In the event of a system crash or other technical problem such as, but not limited to, a CD error – the admin must be notified immediately. The match will commence from the score before the technical issue occurred.

Any attempt to deliberately crash a system, TV, network or any other tournament infrastructure will result in an immediate disqualification from the tournament and removal from the facility.