



CALL OF DUTY: BLACK OPS 3

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RULES

1. The tournament will be a double-elimination, bracket style tournament.
2. The game is Call of Duty: Black Ops 3 and will be played on the PlayStation 4.
3. Players under 18 will need to have a parent/guardian sign a minor release form during check-in.
4. Teams will randomly be placed in the bracket. Brackets will be available after check-in at the event.
5. Players may not register for multiple game divisions.
6. Players must bring a wired PS4 controller.
7. No batteries are allowed in PS4 controllers. Players must use micro USB charging cables to connect the controllers. Micro USB charging cables will not be provided, so plan to supply your own for every match.
8. Examples of legal controllers players may use are: Scuf, Razer or the standard PS4 controller.
9. Absolutely no modified controllers are allowed. Controllers may be inspected to verify that the controller has not been modified in a way that violates tournament rules. If a player is caught using a modified controller, their team will forfeit all future matches.
10. Teams may change their rosters until they check-in at the event. Once checked-in, teams will not be allowed to change rosters during the event. If a player must leave the event and is unable to return for any reason, their team will forfeit all future matches.
11. Players must use the same Player Name/GT each round during the event.
12. Teams that try to manipulate the bracket in any way will forfeit all of their remaining matches and be eliminated from the tournament.
13. Teams/Players that wish to use headsets/mixamps may do so. Players are responsible for hooking up any cords they need to and will only have the 5 minute check-in period before a series available to do so. If a team cannot hook everything up in that 5 minute period, they will not be allowed to use their headset/mixamps. Players may not use wireless headsets.
14. Players cannot use a headset, mixamp or audio setup that requires a power outlet, but may use USB power if there is an available USB port on the console.
15. Players may not unplug anything from the PS4 or TV without a tournament staff members' permission. They may use available USB ports or bring a USB splitter to increase the number of USB ports on the PS4.
16. The order of game types each round is based on MLG CWL standards. Prior to any team playing the round, the Bracket Manager reserves the right to change the game types being played for that round.
17. Teams must report to their station within 10 minutes of being announced. If a team fails to report within 10 minutes from being announced, they will forfeit the first game of the match. If a team fails to arrive within 15 minutes, they will forfeit the match. All members of a team must be present to not forfeit the game/match.
18. Teams may not start a game without a tournament staff member's permission. Doing so may result in the game being restarted, regardless of the status of the game.

19. Competitors will be responsible to make sure that all controller settings are correct prior to the start of the match. Games will not be paused or restarted due to a competitor's controller settings being incorrect.
20. A single coach is permitted, but teams may not communicate with spectators during a match. The coach may be required to purchase a Spectator Pass.
21. Teams may not excessively taunt other teams/competitors. Doing so may result in loss of the team's next host or possibly forfeiting the current game.
22. Spectators may not taunt or communicate with either team during a match. If they do, they will be asked to leave the station. If they continue to break this rule over the course of the tournament, they will be removed from the respective tournament area and not allowed back for the rest of the event.
23. Threatening or attempting to harm another competitor or spectator (asking them to step outside, throwing controllers, etc.) WILL NOT BE TOLERATED. Doing so will result in your team being eliminated from the tournament and you being removed from the venue for the remainder of the tournament.
24. Absolutely no weapons allowed. All bags will be subject to search by on-site security staff.
25. In the case of equipment failure (TV/PS4 losing power, turning off, etc.) the game will be restarted unless a team has mathematically won the game based on time remaining.
26. Players are responsible for their equipment during the course of the event.
27. Scores and match results will be recorded by tournament staff.
28. If a player or team feels that the settings in the game are incorrect or the other team is violating tournament rules, they must submit their complaint to a tournament staff member immediately. Finishing the game/match before making their complaint may result in the results being finalized.
29. If a player or team wishes to dispute the ruling by a tournament staff, they must file their dispute with the Tournament Director before the start of the next game. If a team does not bring up their dispute until after a match or game has completed, the results may not be changed.
30. By participating, all participants and winner(s) grant WV Gaming Championship exclusive permission to use their names, characters, photographs, voices, and likenesses in connection with promotion of this and other events and waive any claims to royalties or remuneration for such use.
31. All registered participants release, discharge, and hold harmless WV Gaming Championship, all associated organizations, the venue, and all sponsors, employees, staff, volunteers, agents and representatives from any and all liability for any events or consequences whatsoever and in any manner arising from participation at this event, including but not limited to personal injuries.
32. By participating in WV Gaming Championship, all players consent to use of his or her name, photograph and/or likeness, address, voice, and statements made by the player, in any and all media now known or hereafter developed (including without limitation print, broadcast, and Internet), for all tournament or business purposes including marketing, advertising and promotional activities without additional compensation, notice, or approval, unless prohibited by law.
33. The Tournament Director may change these rules as needed. Rule changes will be posted and communicated to competitors. The Tournament Director has final say in any and all disputes.

GAME RULES

1. All matches will have a neutral host.
2. Players must use the provided profiles. Up to 5 minutes will be given for all players to customize classes.
3. No warm-up or practice games are permitted once the match's first game has begun.
4. Players who move outside of the normal boundaries of a map may forfeit the game. Moving outside of the normal boundaries of a map includes, but is not limited to, part of the character's body passing through what should be a non-permeable surface or object, and moving into any area from which your character registers shots on an opponent who is not able to register shots on your character.
5. Players may not look at an opposing player's monitor or any projected screen.
6. If a game ends in a tie, it must be replayed. Capture the Flag and Uplink games must get through overtime before a tie can be declared.

GAME TYPES

Capture the Flag - Breach
Capture the Flag - Evac
Capture the Flag - Fringe
Capture the Flag - Stronghold

Hardpoint - Breach
Hardpoint - Evac
Hardpoint - Fringe
Hardpoint - Stronghold

Search and Destroy - Breach
Search and Destroy - Evac
Search and Destroy - Fringe
Search and Destroy - Hunted
Search and Destroy - Infection
Search and Destroy - Redwood
Search and Destroy - Stronghold

Uplink - Breach
Uplink - Evac
Uplink - Fringe
Uplink - Infection

CWL SETTINGS

Item Restrictions

Weapons - All Blackmarket Weapons | All Secondary Launchers | 48 Dredge | 205 Brecci
Perks - Awareness | Ghost | Sixth Sense | Tracker
Score Streaks - UAV | Counter UAV | Care Package | H.A.T.R.
Specialist - H.I.V.E. | Kinetic Armor | Rejack | Vision Pulse
Attachments - Dual Wield | High Caliber | Rapid Fire
Equipment - C4 | Tripmines | Shock Charges

Competitive Settings - All Game Modes

Ban/Protect Voting = Enabled
Ban/Protect Time = 30 Seconds
Create a Class Edit Time = 90 Seconds
Scorestreak Edit Time = 20 Seconds
Votes Per Player = 1 Vote
Specialist Draft = Enabled
Draft Time = 20 Seconds

Global Settings - All Game Modes:

Team Assignment = Host Select
Team Change In-Game = Disabled
CODcasting = Enabled
3rd Person Spectating = Disabled
Dynamic Map Elements = Disabled
Revenge Voice = Disabled
Battle Chatter = Disabled
Announcer = Enabled

General Settings - All Game Modes:

Pre-Match Timer = 15 Seconds
Pre-Round Timer = 5 Seconds
Mini-map = Normal
Explosive Delay = Disabled
Killcam = Enabled
Scorestreak Delay = 15 Seconds
Score Multiplier = 1

Advanced Settings

Pre-Stage = 3 Seconds
In-Between = 3 Seconds
Post-Stage = 3 Seconds
Edit Create a Class = Always
Edit Scorestreaks = Always
Player Select Order = Random
Post-Stage Shuffle = None

Spawn Settings - All Game Modes:

Capture the Flag Respawn Delay = 5 Seconds
Hardpoint Respawn Delay = Disabled
Search and Destroy Respawn Delay = Disabled
Uplink Respawn Delay = 5 Seconds
Incremental Spawn Delay = Disabled
Force Respawn = Enabled
Wave Spawn Delay = Disabled
Suicide Penalty = Disabled
Team Killed Penalty = Disabled

Health & Damage Settings - All Game Modes:

Health = 100%
Health Regeneration = Normal
Friendly Fire = Enabled
Teamkill Kick Limit = Disabled
Headshots Only = Disabled
Hit Indicator = Enabled

Capture the Flag Settings

Win Rule = Total Flag Captures
Time Limit = 5 Minutes
Capture Limit = Unlimited
Round Limit = 2 Rounds
Wound Win Limit = 2 Rounds
Enemy Carrier = Delayed
Auto Return Time = 15 Seconds
Capture Condition = Flag At Base
Pickup Time = Instant
Return Time = Instant

Hardpoint Settings

Time Limit = 5 Minutes
Score Limit = 250 Points
Lifetime = 1 Minute
Capture Time = Disabled
Activation Delay Time = Disabled
Locations = Linear Order
Scoring = Constant
Pause Time = Enabled

Search and Destroy Settings

Time Limit = 1.5 Minutes
Round Win Limit = 6 Rounds
Bomb Timer = 45 Seconds
Plant Time = 5 Seconds
Defuse Time = 7.5 Seconds
Multi Bomb = Disabled
Switch Sides = Every Round
Silent Plant = Enabled
Dog Tags = Disabled
Number of Lives Per Player = 1

Uplink Settings

Round Time Limit = 5 Minutes
Round Score Limit = 10 Points
Round Limit = 2 Rounds
Carrier Armor = Normal
Carry Score = 2 Points
Throw Score = 1 Point
Enemy Carrier = Delayed
Reset Time = 15 Seconds

ORDER

Winners Round 1 (BO3)

Game 1 - Hardpoint - Stronghold
Game 2 - Search and Destroy - Fringe
Game 3 - Capture the Flag - Breach

Winners Round 2 (BO3)

Game 1 - Hardpoint - Evac
Game 2 - Search and Destroy - Infection
Game 3 - Uplink - Fringe

Winners Round 3 (BO3)

Game 1 - Hardpoint - Breach
Game 2 - Search and Destroy - Hunted
Game 3 - Capture the Flag - Evac

Winners Round 4 (BO3)

Game 1 - Hardpoint - Fringe
Game 2 - Search and Destroy - Breach
Game 3 - Uplink - Infection

Finals Match (BO5 - Repeat if Necessary)

Game 1 - Hardpoint - Stronghold
Game 2 - Search and Destroy - Redwood
Game 3 - Uplink - Breach
Game 4 - Capture the Flag - Fringe
Game 5 - Search and Destroy - Stronghold

Losers Round 1 (BO3)

Game 1 - Hardpoint - Evac
Game 2 - Search and Destroy - Hunted
Game 3 - Capture the Flag - Stronghold

Losers Round 2 (BO3)

Game 1 - Hardpoint - Fringe
Game 2 - Search and Destroy - Evac
Game 3 - Uplink - Infection

Losers Round 3 (BO3)

Game 1 - Hardpoint - Stronghold
Game 2 - Search and Destroy - Breach
Game 3 - Capture the Flag - Evac

Losers Round 4 (BO3)

Game 1 - Hardpoint - Breach
Game 2 - Search and Destroy - Fringe
Game 3 - Uplink - Evac

Losers Round 5 (BO3)

Game 1 - Hardpoint - Fringe
Game 2 - Search and Destroy - Redwood
Game 3 - Capture the Flag - Breach

Losers Finals (BO3)

Game 1 - Hardpoint - Breach
Game 2 - Search and Destroy - Evac
Game 3 - Uplink - Fringe

SCHEDULE

Below is a general schedule for each round. Please note that these are all estimated times and subject to change. Please stay in the venue to avoid disqualifications (See Rule 17).

9:00AM - 10:45AM	Check-In & Warm Up
11:00AM	Winners Round 1
12:00PM	Winners Round 2
12:45PM	Losers Round 1
1:15PM	Losers Round 2
2:00PM	Winners & Losers Round 3
2:45PM	Winners Round 4 & Losers Round 4
3:30PM	Losers Round 5
4:15PM	Losers Finals
5:00PM	Winners Finals
6:00PM	Finals Rematch (if necessary)