

GEFORCE[®]

LAN

Call of Duty 4: Modern Warfare

5v5 RULES

Revised: 7/31/2008

Definitions:

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| Game Mode: | Search and Destroy (S&D) |
| Regulation Play: | Consists of two 12 round halves. Regulation play ends when one team wins 13 total rounds |
| Round: | One 2 minute cycle on a map |
| Half: | A half consists of twelve, 2 minute rounds |
| Half time: | The period in between halves in which teams swap sides |
| Match: | A full regulation play period + overtime period if necessary |
| Overtime: | Two 3 Round halves |
| Pro Mod: | Server side modification used to facilitate competitive play in CoD4. The latest stable version will be used. For more information on Pro Mod please see: http://files.filefront.com/promodfinalzip/;11077829;/fileinfo.html |

Game Format:

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|---------------------|---|
| Competition Method: | 5 vs. 5 |
| Competition Format: | Search and Destroy |
| Players: | 10 |
| Round Limit: | 24 rounds, with each team playing 12 rounds on each side |
| Victory Condition: | The first team to win 13 total rounds |
| Overtime: | This will occur if there is a tie in total rounds after the 2 halves are completed. Each team will play 3 rounds on each side. The winning team will be the team that wins 4 rounds first. This will repeat until the tie is broken at the end of an overtime period. |

Map Pool:

mp_citystreet
mp_crossfire
mp_crash
mp_backlot
mp_strike
mp_vacant

*The map pool is subject to change based on Call of Duty 4 patches, releases, and updates

Class and Side Selection:

- Participating teams will use only melee attacks for one round. The victor receives first half side choice. This round is only for side selection and does not count towards the total match score.
- Class Restrictions – Heavy Gunner class is disabled. Sniper class is restricted to 1 per team.
- Weapons Restrictions – Skorpion SMG is disabled. Sniper rifles will have the increased damage dvar enabled.

Setup and Configuration:

- Non-standard game settings or third party applications that affect game play are not permitted. Teams found using either will be penalized at the administrators' discretion.
- Players may configure drivers as needed for peripherals, but should contact a tournament administrator if the drivers are not already present on the computer. Copying files of any sort to computers is strictly prohibited prior to obtaining approval from an admin. Accessing or altering the system, provided hardware, or other operating system settings is strictly prohibited.
- Server will be running the latest version of Pro Mod with the latest Crossfire rules set.

In-Game Messaging and Communication:

- Competitors are not allowed to use global in-game chat in an abusive, offensive, vulgar or spamming manner at any point during a match. This includes pre-match, intermission and post-match periods as well.
- When a match is live, only team captains are allowed to use global in-game messages between rounds or at half time. Other players must use team-only in-game messages.
- Teams/Players may not leave the tournament area until a winner is determined.
- Violators of these rules are subject to penalties at the administrators' discretion, which may include player suspension(s) or forfeiture of the match.
- All match disputes must be filed by a team captain during regulation play, or within 5 minutes after the match's conclusion

Exploits / Glitches:

The use exploits or glitches will not be tolerated. If participants have questions about whether something is legitimate please discuss this with tournament administrators to ensure it is legal.

Unintentional Issues:

Server Crash: The server machine crashes/freezes/etc. causing the match server to stop responding

Solution: An administrator will restart the server, stop the tournament clock, and play will continue from the point of disruption. Points will be added to the amounts totaled before the crash, and the tournament clock will be restarted once the game is live again.

Client Crash: A player's computer crashes/freezes/etc. causing the participant to be unable to continue play

Solution: Play will be paused until the client can reconnect.

Rule Changes:

The Administrators reserve the right to modify the rules as needed. This includes changes due to software updates or releases, event organizer decisions and all other changes deemed necessary to run a successful tournament. Teams are responsible to check the rules on a regular basis and prior to the event to ensure they are in complete compliance. Teams must understand that rules listed are guidelines to ensure fair and competitive play and are subject to interpretation by the administrators based on the spirit of the game. Due to future patches pending for CoD4, details will be added to these rules leading up to the event as updates on Perks and Class restrictions become available.

Community Feedback:

We appreciate and encourage community feedback. If you wish to make inquires or provide constructive feedback concerning GeForce LAN at NVISION tournament rules, please use the BYOC & Tournaments Support system once you've registered. Instructions on how to access this system are emailed to all online registrants and can be found in the BYOC FAQ section.