

# Official Tournament Rules

## Call of Duty 4

### MML 8

#### **Tournament Overview:**

Event: Million Man LAN 8

Tourney Times: Saturday 12:00 Noon to midnight (to be confirmed and announced)

Location: Louisville, KY

Game Version: Call of Duty 4 – v1.7 – Hardcore – Search and Destroy (\*\* NO MOD\_WARFARE \*\*)

Note: a mod will be used to control perks, details TBA at the event.

Bracket Type: Round-Robin (if needed) + Single-elimination

Note: Round-Robin will be re-evaluated if a flood of teams sign up. Final decision will be made at event.

#### **Revision:**

1.1 MML8 (updated from Lanwar41 aka MML7)

1.0 Initial Version (adapted from LW31 MML5 BF2 Rules)

#### **General Notes:**

If changes are made to the rules after a team has signed up for a tournament, team captains will be notified via email. This tournament is being held in the "BYOC" section of the event. As such, it is a play-at-your-own-risk tournament. If any prospective player feels uncomfortable about participating in the tournament, it is their responsibility to decide whether or not to join the tournament. It is not the responsibility of the staff to accommodate every whim and preference of each individual participant.

#### **How to Register:**

You must first register for the event to obtain a seat. You can only register for the event on-line at the links above. After you have paid on-line, your seat will be turned red, you then will be able to register for the tournament.

- The morning of the event, if not before, the tournament roll-call time (RCT) will be posted and/or announced.

#### **Team Make Up:**

- Each team must have a team captain.
- Only the team captain can register a team, modify a team, or remove a team from the on-line tourney sign-ups.
- Team captains must ensure that all players on their team have read and follow these rules.
- Each team consists of five (5) players. Teams may play with as few as four (4) players.
- Each team may have two (2) alternates. Alternates may only enter the tournament between matches, not between games of a single match.
- The entire team roster must be picked in advance on-line before tourney sign-ups are closed.
- Players can sign up and play for only one team.
- Alternates can sign up and play for only one team.
- Teams must have a unique name.

#### **Match Procedure:**

All games will be played in HARDCORE Search and Destroy mode. The goal of Search and Destroy mode is for the assaulting team to destroy one of the defending teams objectives, conversely the defending team is trying to prevent such destruction. Either team can also win by eliminating all of the opposing players. If the assaulting team plants the bomb, but then has its last player(s) eliminated, the defending team must then defuse the bomb before it detonates to prevent the assaulting team from winning the game

posthumously. Each player has only one (1) "life" per game, once eliminated, that player is out until the next game. \*\*\* NOTE \*\*\* Team kills, suicides, and accidental deaths COUNT AGAINST YOU. A team will win each game by successfully accomplishing the appropriate goal according to pre-established in-game criteria. Game time will be set for a maximum time of three (3) minutes.

- Round-Robin: Each team will play a match against every other team. Matches in this round are played in a best of nine (9) games format to determine a winner. Each match will rotate between the necessary number of maps; see the maplist below for potential maps for this portion of the tournament. A coin toss will determine which team chooses their side for games 1 and 2. Teams will switch sides after every two (2) games. This pattern will continue until one team has won five (5) of the nine (9) games in the match. Each team's record at the end of the round-robin will determine their placement in the Single-elimination bracket, tie-breakers will be determined by individual match score. The best records will receive the best ranking and therefore will be more likely to receive a bye, if any are needed.
- Quarter-Finals: All matches in this round are played in a best of thirteen (13) games format. All games of a match will be played on the same map. The team with the higher bracket seed will get their choice of sides for games 1 and 2. Teams will switch sides after every two (2) games. This pattern will continue until one team has won seven (7) of the thirteen (13) games in the match.
- Semi-Finals: All matches in this round are played in a best of thirteen (13) games format. All games of a match will be played on the same map. The team with the higher bracket seed will get their choice of sides for games 1 and 2. Teams will switch sides after every two (2) games. This pattern will continue until one team has won seven (7) of the thirteen (13) games in the match.
- Finals: Winner of this round will be determined by playing a "Grand Match", a best of three (3) matches. The first match will be played on one team's map of choice, the second match will be played on the other team's map of choice. The third match (if needed), will be played on a pre-selected map of the Tournament Admin's choosing. The winner of two (2) of the three (3) matches will win the Grand Match and will be crowned the winner of the tournament. Each of the three (3) matches in this round will be in the typical best of thirteen (13) games format.
- Each team will be responsible for taking screenshots of the final scoreboard of each game.
- Everyone must use the default skins and models.

### **Tournament Procedure:**

- All players must arrive, check in, and have their system set up and ready to play before (RCT), Saturday afternoon.
- Team captains must report to the lobby at (RCT) for roll-call. Those who do not attend roll-call will be disqualified.
- The tournament structure will be set up by a random draw during or immediately following roll-call and will only include those teams who reported for roll-call. Matchup, server, and password announcements will be made once the tournament structure has been established; these announcements may require a follow-up meeting TBA.
- All players should be connected to the appropriate official tournament server before their match starts.
- Each team captain MUST REPORT to the Tournament Administrator on-time for each of their matches. You will have five (5) minutes to report. If after five (5) minutes the team captain has not reported to the Tournament Administrator, that team will be disqualified.
- Each team must have the minimum players connected to the appropriate server at the announced start time. A grace period of up to five (5) minutes from the match start time will be granted, as necessary, to accommodate late team members. The duration of this period is at the sole discretion of the Tournament Administrator.
- Team captains must report their win or loss to the Tournament Administrator after each match.
- Tournament games will not be discounted, delayed, replayed, or rescheduled due to problems arising from a player's computer system. If a player on your team is unable to play at the beginning of a match, an alternate can be substituted or the team can choose to play the entire match with

less people. Should a player be forced to leave the game FOR ANY REASON, only that player will be allowed to rejoin that particular match.

- Substitution of a regular team member for a team alternate is allowed before a match at the discretion of the team. Substitution of a regular team member for a team alternate is not allowed once a match has started. Players experiencing problems with their system during a match are allowed to withdraw from the match or use a substitute system to continue.
- We will make attempts to accommodate players playing in more than one tournament. If a player has two different tournament matches at the same time, their team must use an alternate, play at a disadvantage, or forfeit out of the tournament.
- Any complaints with the match must be voiced calmly and professionally to the Tournament Administrator IMMEDIATELY. If you don't voice it then, you will have missed your chance to notify the tournament staff. All complaints will be ruled upon by the Tournament Administrator promptly. The Tournament Administrator's decision is final.
- Any team, team member, team alternate, team fan, team groupie, etc. caught cheating or even pretending to cheat will result in that team being disqualified.
- Match times will only be moved because of an internal problem with the tournament. We will not move your match time because you forgot to use the bathroom ahead of time, or because you need to go to McDonalds because your mommy forgot to spoon feed you that morning.
- All necessary patches (See game version above) must be installed on each player's machine before the tourney. See the Tournament Administrator no later than roll call if one of your teammates is not running the current version. Lack of proper updates, patches, or versions constitutes a personal problem and will not delay a game, a match, or the tournament.

#### **Miscellaneous:**

- By playing in this tournament all players agree to abide by the published rules.
- Each player gives full rights for Lanwar, Inc. and its sponsors to use the player's name, likeness, photographs, video, or electronic communication for all advertising or promotion purposes without the consent of the player.
- This tournament is on a BYOC network. You must bring your own computer, monitor, mouse, keyboard, 10/100 Ethernet card, 25+ft Ethernet cable, power strip AND HEADPHONES.
- All team players must be polite to the other teams, spectators, sponsors, press and the Lanwar Volunteer Staff. BE WARNED: Lanwar has a zero tolerance for inappropriate behavior. If a player on any team acts inappropriately, their team will be warned. If it happens again, your team will be disqualified from the tournament. If it happens a third time, your team will be escorted out of the event and the entire team will be banned from all future events without a refund. If you have a complaint about the tournament staff or any other problem, take your complaint directly and politely to Burden.
- All players must be available for post tournament awards ceremonies, photographs, interviews, etc.
- The projector volume will be on during the tournament. It will be kept at a medium level. If you are concerned about the volume of the projector and how it will affect your teams play, then you MUST get high quality CLOSED EAR headphones. The projector volume will not be adjusted down.
- When polled... 80% of Lanwar attendees preferred the projector sound level at a medium or higher level.
- No alcohol or drugs.
- No smoking.
- No vulgar apparel.
- You must sign an Event Registration form and be registered for and checked-in to the event to participate in the tournament.

#### **Cheating and "Exploiting":**

- Any attempt to gain an unfair advantage is cheating. This includes modifying the game files, running memory resident cheats, or anything else beyond the normal scope of the game.

“Exploiting” refers to utilizing a bug in the game itself to gain an advantage. This may take the form of setting a variable to a value that gives an unexpected result, using a “hole” in the map to gain access to an area that was not expected etc. Anything beyond what the programmers intended is considered a bug, and using a bug to gain an advantage is considered an exploit.

- Because of the difficulty of defining what is a bug, is it being exploited, that something is just “a little odd”, or is it something that has been accepted by the community as part of the game (such as bunny-hopping in the Quake series of games). Any team that intends to use anything that MAY be considered an exploit must verify that it is acceptable with a Tournament Administrator BEFORE the match commences. Basically, if your team uses a tactic that might be considered “shady”, “gray” or “questionable”... you're better off to not use it, but you are welcome to privately ask the Tournament Administrator about it and its legality.

**How to get yourself kicked out of the tournament:** (and possibly banned from future events)

- Supply false information about yourself, your team, etc.
- Attempt to tamper with the tournament, tournament servers, tournament games, network, power or any other component of the Lanwar event or tourney.
- Use any vulgar language or inappropriate behavior.
- Have anyone play on your team that was not registered for the tourney.
- All rules of conduct also apply to chatting through the game console.
- Throwing a match, halting play without cause, or showing a flagrant lack of effort can be construed as a violation of player conduct, and result in match forfeit by the Tournament Administrator.

**MML8 Tournament Map List:**

Round 1 Round-Robin: District or Strike

Round 2 Quarter-Finals: Backlot or Vacant

Round 3 Semi-Finals: Ambush or Crash

Round 4 Finals: (2of3) Each Team Chooses a Map, Tie-Breaker Map - Pipeline

**Complete Map List:** (for reference)

ambush, backlot, bloc, bog, broadcast, chinatown, creek, killhouse, countdown, crash, crossfire, district, downpour, overgrown, pipeline, shipment, showdown, strike, vacant, networks

**Tournament Administrator:**

Mathis Sneed (Platypi ¥ JurassicFido)

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**Event Organizer:** (the boss)

Troy Schwartz (Burden)

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