

# **Frag LAN Call of Duty 4 Rules**

## **1. Admins**

The admins of Call of Duty 4 at the Frag LAN Tournament will be

- David Allen (Head Admin, Overseeing Group 1)
- (Group 2 Admin)
- (Group 3 Admin)
- (Group 4 Admin)

Decisions made by the admins are not disputable and supersede any rules within this rule-set.

## **2. General rules and regulations**

**2.1:** A match will consist of 24 rounds, which will consist of 2 halves of 12 rounds. If the teams are tied then they will continue to play overtime until the winner of the match is decided. Overtime will consist of 2 halves of 3 rounds a half.

**2.2:** It is a 5 (five) player team tournament

**2.3:** Each team must present 1 (one) representative. He/she is responsible for his/her team and will be, responsible of all communication with the admin and referees.

**2.4:** Each team member must use the exact same team abbreviation (clan tag).

**2.5:** Each team member must use their normal nickname.

**2.6:** Each team member attending the tournament must have read and accepted these regulations. Ignoring it can't be a reason put forward in case of an issue.

## **3. Rules**

**3.1:** The tournament will be played with the Promod rule set. The version of the software will be Promod Live v2.11 (or the latest one available).

**3.2:** Tournament style will be grouping. Groups will be made at random. Top 2 teams of each group move to next round when the group stages are finished, in this final "playoffs" single elimination is used. Groups will have to be full of at least 4 to 5 teams, and next matches are set up as e.g. 5 groups group 1 1<sup>st</sup> vs group 2 2<sup>nd</sup> group 3 1<sup>st</sup> vs group 4 2<sup>nd</sup> group 5 1<sup>st</sup> vs group 1 2<sup>nd</sup> etc.

**3.3:** Each first group stage match will consist of one map. Map and Side selection will be made on a "Selection by elimination" system, prior to each group match the team captain of the facing teams meets up with one of the admins. A coin toss is made; the winner of the coin toss may elect to remove a map first or to pick a side (Attack or Defence). Sides are picked after the map to be played has been determined.

## **4. Official Maps**

- Backlot
- Crash
- CrossFire
- District
- Strike

## **5. Match and warm up**

**5.1:** Every match has a scheduled warm up time setup before the day's rounds starts. The warm up time can be used to warm up in game or to install config files and drivers. No player will be granted more time than the scheduled time set aside for preparation. Latest punk buster and promod version will be added to the frag server, available VIA FTP and file shares

**5.2:** All matches are played using MR24 (Max Round 24).

**5.3:** Each team has 1 (one) timeout per half.

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

**5.5:** A timeout is a total of 5 (five) minutes.

## **6. Computer and player failures**

**6.1:** Players are responsible for any software or hardware as this is a Bring Your Own Computer final.

**6.2:** If server, network or electrical failure occurs the match is to be resumed and each team keeps the amount of points they had won.

**6.3:** A failure happening during the first round leads to restart of the entire match.

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

## **7. Scheduled Time**

**7.1:** The schedule time must be honoured by both teams. Teams have a maximum of 15 minutes after the scheduled match time to field the required amount of players to start the match. If a team fails to field the required amount of players within 15 minutes of the start time will have the option to either forfeit the match or play with the number of players you have available, IE 4 v 5.

## **8. Fair-play**

**8.1:** It is forbidden to insult, abuse a player or a F.R.A.G Admin.

**8.2:** It is forbidden to damage to property.

**8.3:** The notion of fair-play is up to the referee's assessment.

**8.4:** Lack of fair play can lead to penalties.

**8.5:** The use of global chat is forbidden during the course of play. Only team captains or managers may make use of global chat

## **9. Penalties and disqualification**

**9.1:** If rules are broken, the F.R.A.G Admins can in unison with the tournament admin apply penalties according to their judgement.

**9.2:** Penalties that can be applied are the following;

9.2.1. Warning.

9.2.2. Three round loss or more.

9.2.3. Default loss.

9.2.4. Banning a player/team from the tournament.

9.2.5. Disqualification of a player/team from the entire tournament.

**9.3:** Disqualifications are applied by the tournament admin and the event manager of F.R.A.G in unison. And will void all rights for the entire team to participate further in the tournament, and also use the facilities provided by F.R.A.G.

## **10. Point system group play**

**10.1:** 3 points for a win.

**10.2:** 1 point for a tie.

**10.3:** 0 points for a loss.

**10.4:** Rounds counts as "goal score" for and against.

**10.5:** No show = 7 rounds to the winner and 0 rounds to the loser.

## **11. Equality of points after the group matches**

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

**11.1:** Higher number of points obtained in the group matches played amongst the teams in Question.

**11.2:** Superior round difference from the group matches played amongst the teams in question.

**11.3:** Higher number of rounds scored in the group matches played amongst the teams in question.

**11.4:** Drawing of lots.

## **12. Match overtime**

There is no overtime in group play, which means matches can be drawn. In playoffs and second group stage MR3 will be used on the same map in the case of a tie.

## **13. Results and Replays**

All results must be reported to the respective F.R.A.G Admin in charge right after the match. All teams must be able to provide screenshots of the score. Both clan captains have to take a screenshot of the scores at half time and end of the match. All replays must be saved and given to the F.R.A.G Admins. If there is a dispute, your replay may be requested by a F.R.A.G Admin.

## **14. Cheating**

- 14.1:** All players are forced to record in-eyes demos. No 3rd party program (e.g. Powerstrip, Rivertuner etc.) or scripts / configging (e.g. nadescripts, weapon\_next, 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 not allowed during matches. The Only 3rd party programs allowed are voice communication programs as sanctioned under **section 15** of the F.R.A.G Call of Duty 4 Tournaments Rules. Any trace of scripts found in a mp\_config will be considered a violation of the Rules and will be sanctioned according to **Section 9**.
- 14.2:** If a player is caught cheating the entire team will be instantly banned from F.R.A.G Call of Duty 4 Tournaments.
- 14.3:** Clipping / selfspecing is not allowed. Clipping / selfspecing is when a player can manipulate him/herself so that he or she can see over (or through) particular walls. The F.R.A.G Admins have full discretion to determine if clipping / selfspecing was involved. Violations will be sanctioned according to **Section 9**.
- 14.4:** Game exploits such as boosting and bouncing are allowed to a certain degree. **Going to have to list exploits e.g. behind satellite, all the random places in city streets etc**
- 14.5:** Boosting: only allowed to boost players to spots where a player can get to by themselves. Boosting by shooting own players is not allowed and will be sanctioned according to **Section 9**.
- 14.6:** Bouncing: only allowed to bounce to placer which you can reach without bounces as well. Bouncing to roofs and balconies which are unreachable in a normal way is prohibited and will be sanctioned according to **Section 9**.
- 14.7:** Players are allowed to edit their mp\_config file in their player directory. Players are not allowed to have any other configuration files inside this directory. Any other configuration files found will be considered a violation of the rules and will be sanctioned according to **Section 9**.

## **15. Voice communication**

- 15.1:** TeamSpeak 2, TeamSpeak 3 and Mumble are all approved applications for voice communications in the cod4 tournament
- 15.2:** You may use your own server for voice communications, there will also be a F.R.A.G TeamSpeak 3 server running should you require a channel please contact one of the admins.

## **16. Roster**

- 16.1:** A team is allowed to have 5 players (not including staff) on their roster. The roster is locked during the entire tournament. Tournament admin can decide to make exceptions on roster changes depending on the basis of the request (e.g. a player is injured etc.).
- 16.2:** Replacements must not occur during a match. A referee has to be notified by the team manager or captain prior to the substitution.
- 16.3:** A player can't participate in more than 1 (one) team during the tournament.