

Call of Duty 4: Modern Warfare RULES, REGULATIONS, SCHEDULE, GUIDELINES

General

- Competition Method: 5 vs. 5 (Team Play, 5 players per team)
- Game Mode: Team Deathmatch
- Time Length: 10 Minutes
- Score Limit: 1000 Points
- Number of Lives: Unlimited
- Respawn Delay: 3 Seconds
- Max Health: Normal
- Health Regeneration: Normal
- Allow KillCam: Disabled
- Allow Sprint: Enabled

Team Options

- Spectating: Team Only
- Wave Spawn Delay: None
- Force Respawn: Enabled
- Radar Always On: No
- Friendly Fire: Enabled

Gameplay Options

- Headshots Only: Disabled
- Allow Perks: Enabled
- Allow Air Support: Disabled
- Old School Mode: Disabled
- Hardcore Mode: Disabled

Official Maps:

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| <ul style="list-style-type: none">• Backlot• Bloc• Bog• Broadcast• Carentan• Cargoship | <ul style="list-style-type: none">• Citystreets• Convoy• Countdown• Crash• Creek• Crossfire | <ul style="list-style-type: none">• Farm• Overgrown• Pipeline• Showdown• Strike• Vacant |
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WCG will provide an official profile.

WCG may install third party program and/or join as an observer for tournament operations purposes, such as verifying match results or gathering match data.

Penalty for 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 referee's 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.

Reporting issues and details

- A participant has to report at the Venue with respect to the scheduled time table.
- No participant shall be allowed to participate if he/she does not report to the organizing authority within their reporting time
- A participant will be informed about the exact time of their match when they report.
- A participant might have to wait for a maximum of 2 hours before his/her round begins.
- If a participant is found missing before the round then the opponent shall be awarded a walkover to the next round.
- No participant shall be allowed to participate in a round after the round begins.
- Winners of Round 1 shall be informed about their next schedule at the venue after their match.

Schedule

First Round: 14th August, 2009 : 9:30AM

General Code of Conduct

1. Gamers must switch off their cell-phones, PDA, Other communication devices before each gameplay.
2. Games are played in PC keyboards; other controllers (Wheels/Joysticks/Gamepads) are allowed only after approval by the organizers.
3. Food and drinks is prohibited during gameplay (except for chewing gums and breath fresheners etc.).
4. Smoking is prohibited in the gaming zone.
5. Players must need written permission from F1 IT to promote any sponsor at the venue premises.
6. FI Management Ltd., holds the right to change any rules anytime.
7. AGAIN A REFEREE'S DECISION HAS TO BE ACCEPTED BY THE PARTICIPANTS AND NO ARGUMENTS SHALL BE ACCEPTED.
8. Only USB Pen-Drive is allowed for copying setup files of GamePads. (NO CD-ROM Drive available).

NOTE:-

- Use of any personal profile or game files is not allowed.
- Please bring your personal Headphones since NO HEADPHONES shall be provided during the event.
- ONLY USB Keyboards, Mouse or Gamepads shall be allowed to be connected.
- **NO PS2** Keyboards or Mouse shall be connected.