

# Crossfire Intel Challenge 7

## Call of Duty 4 Rules

(used the-experience.dk rules as a basis)

*Call of Duty 4 at Crossfire Intel Challenge 7 will have a total prize purse of 9.000 € in cash and the tournament will consist of 48 teams.*

### **1. Admins**

The lead admin of Call of Duty 4 at the Crossfire Intel Challenge 7 will be Bo "Kleineman" Kleinhesselink. He has a group of 3 Game Admins around him. They go by the names Robert "Morg" Black, Jerome "Karko" Abbadie" and Graham "Messioso" Pitt. Main admin of all tournaments at Crossfire Intel Challenge 7 will be Stuart "Tossot" Saw, who has the final say on all disputes.

Decisions made by the admins are not disputable.

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

2.1 The software used is Call of Duty 4

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



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### 3. Rules

3.1 the tournament will be played with the Promod ruleset. The version of the software will be Promod Live v2.04 (or the latest one).

- 2 smg limit
- 1 sniper limit with AWP fix
- 1 shotgun limit
- No lmg
- 5 second bomb plant time
- 7 second bomb defuse time
- 45 seconds bomb timer
- 1:45 minute round time

3.2 Each groupmatch will consist of one map. Map selection will be made on a "Selection by elimination" system, which we call "Veto". Prior to each groupmatch the team captain of the facing teams meets up with one of the admins. A coin toss is made, loser gets to remove a map first from the map list, then the other team removes a map etc. until one map is left - that map will be played.

### 4. Veto

- 1) Coin toss
- 2) Loser of coin toss removes a map
- 3) Winner of coin toss removes a map
- 4) Loser of coin toss removes a map
- 5) Winner of coin toss removes a map
- 6) Remaining map is played

It is not allowed to remove the same maps in two following matches. E.g. Team 1 removes map A + B in first match. In second match Team 1 is only allowed to remove map A or B + another map. In Third match Team 1 is once more allowed to remove map A + B.

### 5. Map pool

mp\_backlot  
mp\_crash  
mp\_crossfire  
mp\_district  
mp\_strike



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### ***6. Match and warm up***

- 6.1 Every match has 15 minutes of warm up time followed by 45 minutes of match time. The warm up time can be used to warm up ingame or to install config files and drivers. No player will be granted more time than the 15 minutes set aside for preparation.
- 6.2 The winner of a knife round selects sides.
- 6.3 All matches are played using lan\_MR12 (Max Round 12).
- 6.4 Each team has 1 (one) timeout per side
- 6.5 Tactical time outs are allowed, but will replace a technical timeout (e.g. a player crashes, drops etc.)
- 6.6 A timeout is a total of 5 (five) minutes.

### ***7. Computer and player failures***

Players are responsible for any software or hardware that is not installed/provided by Crossfire Intel Challenge 7.

### ***8. Server, network or electrical failure***

- 8.1 If server, network or electrical failure occurs the match is to be resumed and each team keeps the amount of points they had won.
- 8.2 A failure happening during the first round leads to restart of the entire match.
- 8.3 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.)

### ***9. Fair-play***

- 9.1 It is forbidden to insult, abuse or manhandle a player or an admin, or do damage to others property.
- 9.2 It is forbidden to do damage the property of WZZRD and partners of Crossfire Intel Challenge 7.
- 9.3 The notion of fair-play is up to the referee's assessment.
- 9.4 Lack of fair play can lead to penalties.

In order to secure a pleasant course of game, we encourage all players to show a sportsmanlike and fair conduct.



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### ***10. Penalties and disqualification***

10.1 If rules are broken,admins can in unison with the tournament admin apply penalties according to their judgement.

10.2 Penalties that can be applied are the following;

- warning
- 3 round loss or more
- default loss
- banning a player/team from the tournament
- disqualification of a player/team from the entire tournament

10.3 Disqualifications are applied by the tournament admin and the event manager of Crossfire Intel Challenge 7 in unison. And will void all rights for the entire team to participate further in the tournament, and also to use the facilities provided by Crossfire Intel Challenge 7.

### ***11. Pointsystem group play***

3 points for a win

1 point for a tie

0 points for a loss

11.1 Rounds counts as "goal score" for and against

11.2 No show = 7 rounds to the winner and 0 rounds to the loser

### ***12. 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.

- a) Higher number of points obtained in the group matches played amongst the teams in question.
- b) Superior round difference from the group matches played amongst the teams in question.
- c) Higher number of rounds scored in the group matches played amongst the teams in question.
- d) Drawing of lots



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### ***13. Match overtime***

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

### ***14. Reporting the result***

All results must be reported to the respective admin in charge right after the match. All teams must be able to provide screenshots of the score.

### ***15. Gear, drivers and configs***

Players are allowed to bring their own mouse, headset and keyboard, as well as drivers and config files etc. All PC's will be open for configuration, but drivers need to be uninstalled when leaving your computer. Same goes for changed Windows settings. The PC should be as clean as possible.



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### 16. Cheating

16.1 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 provided by Crossfire Intel Challenge 7. Any trace of scripts found in a mp\_config will be considered a violation of the rules and will be sanctioned according to 11.2.

16.2 If a player is caught cheating the entire team will be instantly banned from Crossfire Intel Challenge 7.

16.3 Clipping/selfspeccing is not allowed. Clipping/selfspeccing is when a player can manipulate him/herself so that he or she can see over (or through) particular walls. The admins have full discretion to determine if clipping/selfspeccing was involved. Violations will be sanctioned according to 11.2.

16.4 Game exploits such as boosting and bouncing are allowed to a certain degree.

*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 11.2.

*Bouncing:* only allowed to bounce to placer which you can reach without bounces aswell. Bouncing to roofs and balconies which are unreachable in a normal way is prohibited and will be sanctioned according to 11.2.

16.5 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 11.2.

### 17. Voice communication

Ventrilo 2.1.4, Mumble and TeamSpeak 3 servers will be provided by Crossfire Intel Challenge 7.

### 18. Roster

18.1 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.).

18.2 Replacements must not occur during a match. A referee has to be notified by the team manager or captain prior to the substitution.

18.3 A player can't participate in more than 1 (one) team during the tournament



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### ***19. The tournament***

The prize purse of the tournament is 9.000 €

The tournament will consist of 8 groups of 6 teams (48 teams), followed by a Single Elimination Best Of 3 playoff. Top two in each group will advance to the playoffs. The rest of the teams are eliminated from the tournament.

Seeding will be made in 6 layers:

Layer 1: 8 teams

Layer 2: 8 teams

Layer 3: 8 teams

Layer 4: 8 teams

Layer 5: 8 teams

Layer 6: 8 teams

Groups will be made according to seeds before the event and will be announced on [www.crossfire.nu](http://www.crossfire.nu)  
Due to some late arrivals and such we might not be able to fully follow the Seeds. We will ofcourse try our best to keep the groups balanced.

The Playoffs will be done in Single Elimination Best Of 3 format. We will VETO before the match which 3 maps will be played. A TIED score is not possible in the playoffs. MR3 overtime will be used to determine the winner of the map. This is how the VETO system looks for the playoffs.

- 1) Coin toss
- 2) Loser of coin toss picks their map
- 3) Winner of coin toss picks their map
- 4) Loser of coin toss removes a map
- 5) Winner of coin toss removes a map
- 6) Remaining map is played as the 3rd map.

A team can't remove the same map twice in a row. For example team 1 removes map A first round. They are not allowed to remove map A in the second round. In the third round they are allowed to remove map A again.

#### Notification

These rules are the only rules to be used at Crossfire Intel Challenge 7 event organized by Crossfire, no other rules are valid than those officially announced here in this document.

The rules are subject to change.

