

Ipowergames 2008 Grand Final Call of Duty 4 Regulations

Table of Contents

ARTICLE 1 – GENERAL INFORMATION	2
ARTICLE 2 – COMPETITION STRUCTURE.....	2
ARTICLE 3 – GAME SETTINGS	3
ARTICLE 4 - ELIGIBILITY	4
ARTICLE 5 - RESPONSIBILITIES	5
ARTICLE 6 – TOURNAMENT PROCEDURE	5

ARTICLE 1 – GENERAL INFORMATION

1.01 The Ipowergames 2008 uses the game Call of Duty 4 in 5 versus 5 in-game players.

1.02 The Ipowergames 2008 Grand Final is a tournament which takes place from July 4th to July 6th at Paris, France.

1.03 The rules and regulations of Call of Duty 4 discipline are decided and written by the Regulation Committee (RC) of Games Services. This committee reserves the right to modify the rules and regulations from time to time without notice. It is encouraged to review these rules and regulations from time to time in order to be apprised of any changes.

1.04 By attending this competition, players agree, without limitation or qualification, to be bound by, and to comply with, these rules and regulations. Players agree that the application of these rules and regulations is at the sole discretion of the tournament officials, and that any decision from tournament officials will supersede these rules and regulations.

ARTICLE 2 – COMPETITION STRUCTURE

TOURNAMENT FORMAT

2.01 The tournament uses the following format:

- Step 1: Group stage – 2 groups of 4, two first from each group are qualified for the next step.
- Step 2: Single elimination bracket – 4 participants.

2.02 For step 2 the structure is a group stage organized in 2 groups of 4 participants. In each group, participants meet each others in single-game match (see Rule 2.04). Each match result awards “group points” (hereafter referred as points) as follows: 3 for a win, 1 for a draw, 0 for a defeat. At the end of the group, the following criteria apply orderly to determine the distinct position of each participant:

- a) Higher number of points obtained in all the group matches;
- b) Higher number of points obtained in the group matches played among the remaining tied participants;
- c) Higher score difference obtained in the match played among the remaining tied participants;
- d) Higher score difference obtained in the group matches played among the remaining tied participants;
- e) Higher number of points obtained in tie-breaker matches played among the remaining tied participants (tie-breaker matches are organized specifically for the occasion);
- f) Higher score difference obtained in the tie-breaker matches;
- g) Steps E and F are applied again until no participants are tied anymore.

The 2 first participants in each group qualify for the next step of the tournament.

Note: Tie-breaker matches may be skipped if the distinction of participants does not imply any further involvement of the participants in the competition (i.e. if they are both eliminated, they may remain tied in the group stage)

2.03 For step 2 the structure is made of a single elimination bracket of 4 participants. In each match, participants play each others in single-game match (see Rule 2.04). The winner of a match advances in the next round of the bracket. An extra match may be played between the losers of the semi-finals in order to establish the 3rd and 4th place.

MATCH FORMAT

2.04 A “single-game match” is played in a single game and opposes two teams of five players. A game is played on one map in two half-times of 12 in-game rounds. For each half-time, teams play alternatively “Enemies” and “Marines”, and score one point by winning one in-game round. The winner of a game is the team that has won the most points at the end of the two half-times. The winner of a match is the team that has won one game.

During group stage the game is not stopped when one of the teams obtains 13 points. It is instead continued until all 24 rounds are played.

During single or double elimination bracket if both teams are tied at the end of the two half-times, overtimes are played until a winner is declared. Such overtimes are composed of 2 half-times of 3 in-game rounds and use.

2.05 A tie-breaker match is played as a “single-game match”.

ARTICLE 3 – GAME SETTINGS

3.01 The discipline uses « Call of Duty 4 PC » video game with the mod « Search and Destroy » and with the latest patch available.

3.02 The discipline uses latest version of mod PAM4 with “Ipowergames” game settings, players and servers must have it installed.

You can download the Ipowergames PAM4 mode for your server and players at: <http://www.ipowergames.net/files/ipower.zip>

3.03 Only graphics modifications under in-game options are authorized. Defaults players models' must be used.

3.04 The following server settings will be used:

- scr_sd_bombtimer "45"
 - scr_sd_defusetime "7"
 - scr_sd_multibomb "0"
 - scr_sd_numlives "1"
 - scr_sd_planttime "5"
 - scr_sd_playerrespawndelay "0"
 - scr_sd_roundlimit "24"
 - scr_sd_roundswitch "12"
 - scr_sd_scorelimit "24"
 - scr_sd_timelimit "1.75"
 - scr_sd_waverespawndelay "0"
-
- perk_allow_specialty_armorvest "0"
 - perk_armorVest "75"
 - perk_allow_specialty_bulletdamage "1"
 - perk_bulletDamage "40"
 - perk_allow_specialty_explosivedamage "0"
 - perk_explosiveDamage "25"
 - perk_allow_c4_mp "0"
 - perk_allow_claymore_mp "0"
 - perk_allow_rpg_mp "0"
 - perk_allow_specialty_bulletaccuracy "0"
 - perk_allow_specialty_extraammo "1"

- perk_allow_specialty_bulletpenetration "0"
- perk_allow_specialty_detectexplosive "0"
- perk_allow_specialty_fastreload "0"
- perk_allow_specialty_gpsjammer "0"
- perk_allow_specialty_grenadepulldeath "0"
- perk_allow_specialty_holdbreath "0"
- perk_allow_specialty_longersprint "0"
- perk_allow_specialty_parabolic "0"
- perk_allow_specialty_pistoldeath "0"
- perk_allow_specialty_quieter "0"
- perk_allow_specialty_rof "0"
- perk_allow_specialty_specialgrenade "0"
- perk_allow_specialty_fraggrenade "0"

3.5 The following maps may be used for the tournament:

- mp_backlot
- mp_crash
- mp_crossfire
- mp_citystreets
- mp_strike

ARTICLE 4 - ELIGIBILITY

IPOWERGAMES 2008 GRAND FINAL

4.01 A team member is eligible to participate in the Ipowergames 2008 Grand Final provided he fulfills all the following conditions:

- He must be duly registered by the tournament organization.
- He must be at least 16 years old on the first day of the Ipowergames 2008 Grand Final. Member that are not 18 years old or more must provide a parental authorization (see Appendix A: www.ipowergames.net/files/Parental_Permission_Form.doc).

4.02 A team is eligible to participate in the Ipowergames 2008 Grand Final provided it fulfills all the following conditions:

- The team must be duly registered by the tournament organization.
- The team may not have participated in more than one final's final.
- The team must be composed of five (5) eligible members (See Rule 4.01).
- The team's nationality must fit the preliminary's country (see rule 4.04)
- The team must have the nationality represented during the final.
- The team must have qualified or obtained an auto-berth for the grand final.

TEAM MEMBER REPLACEMENT

4.03 If a member of a qualified team can't participate in the Ipowergames 2008 Grand Final he can be replaced by another player. If more than two players can't participate in the Ipowergames 2008 Grand Final the team will be disqualified and the second best ranked team from national final will be instead qualified for Ipowergames 2008 Grand Final.

TEAM NATIONALITY

4.04 In order to participate in the preliminary of a country, teams must have the “nationality” of the preliminary’s country. A team’s nationality is determined by the relative majority of the players’ nationality with a relative majority composed of three or more players. This provides the following possible nationality compositions: 5/0, 4/1, 3/2 or 3/1/1.

ARTICLE 5 - RESPONSIBILITIES

5.01 Players agree to comply with the following rules:

- Discrimination leading to unfair treatment of any individual is strictly prohibited.
- Players agree to comply with these rules and regulations.
- Players agree to accept the decisions of tournament officials.
- Players agree to not use any unlawful or unfair proceedings.
- Players agree to respect the spirit of fair play and non violence.
- Players agree to fulfill their commitment within the limit of their means.

5.02 Players agree to not mislead or dupe tournament officials by any means.

5.03 Players agree to not interfere or communicate with other competitors playing an official match.

ARTICLE 6 – TOURNAMENT PROCEDURE

NOTIFICATION

6.01 The notification indicates the time and the place at which the players are requested to be present in order to play their official matches. This notification schedule is described in the tournament schedule and is provided at the beginning of the tournament. Players are advised to be present and ready a few minutes before the schedule to avoid any unpredictable delay.

6.02 Players must be present in the tournament area with their whole team at their notification schedule in order to start a *match session*. A *match session* includes the players’ setup and one or more matches as defined in the tournament schedule. Once their match session is finished, players must leave the tournament area.

6.03 Players have to accept the particular stage conditions defined by the organization including but not limited to special lights, cardio-frequency meters, the wearing of specific shirts, the use of proper language in game, and the use of special headphones. Specific accessories are provided by the organization.

SETUP AND WARM-UP

6.04 Players must play on the computer designated by the tournament officials.

6.05 Players are expected to bring their own following accessories:

- Mouse (optional)
- Keyboard (optional)
- Mouse pad (optional)
- Headphones

6.06 Players are responsible of the good installation and functioning of their accessories. This includes providing and installing the adequate drivers when necessary, and providing the adequate type of cables or adapters when necessary. Tournament officials may possibly help the players with technical issues but may not delay the tournament schedule for such reasons.

6.07 Players may not bring, install or use any external software or hardware that inter-acts in-game, any form of modification that would alter the game or allow a player to execute automatically more than one in-game action, or any configuration file, unless expressly authorized by a tournament official.

6.08 Players may not change any settings on the hardware, operating system, TV screen or monitor unless expressly authorized by a tournament official.

6.09 Players have 45 minutes, from their notification schedule, to complete their setup and warm-up, and be ready to play their designated match.

BEFORE THE MATCH

6.10 Matches are played according to the tournament structure and the schedule provided by the tournament officials. Participants are encouraged to keep themselves informed about the schedule in order to avoid any delay or default loss.

6.11 At the starting time of the match teams must have at least four players present and ready to start a match. A team with less than four players present and ready at the starting time of the match will lose the match by forfeit.

6.12 All players must play with the same nickname and club tag as the one mentioned for their registration toward the tournament organization.

6.13 Before the start of a match each team must introduce his team captain to the tournament referee. It must be one of his 5 players. The team captain must remain the same person during the entire tournament. The team captain is the person in charge of his team toward the tournament officials. He has to do the map and side choice before a match, official complaint or any other problems to tournament officials.

6.14 For a match in “single-game match” the map choice must respect the following procedure:

- Team A removes one of the 5 maps
- Team B removes one of the 4 remaining maps
- Team B removes one of the 3 remaining maps
- Team A removes one of the 2 remaining maps

The match is played on the map which wasn't removed by the teams. The team A and team B are determined by a coin toss. The side is also chosen by the coin toss, the team which won it can choose his side. For overtime the team which ended as “Enemies” during the regular match has to start as “Enemies” again.

DURING THE MATCH

6.15 An official match may only be started and played when a referee has given the signal to start it. Any match started without approval of a referee will be considered as a non-official match. When a match involves the players to be ready, players have one (1) minute after the signal to be ready and start the match.

6.16 During an official match, players can only communicate with people involved in the match even when there are pauses or dead in the game. People involved in the match are the players of his team and the tournament officials.

6.17 Players are not expected to leave an official game in progress unless it is authorized by the match format or it has been expressly authorized by the tournament officials.

6.18 If a match is involuntary interrupted (player crash, server crash, network cuts ...) the tournament officials may decide to replay the match according to the following rules:

- If the problem took place before the end of the first round for a player still alive in-game, the whole half-time will be replayed.
- If the problem took place after the end of the first round, the half-time will be continued with the number of remaining rounds, and the scores of the interrupted half-time will be added to the new half-time.

6.19 If one of the players crashed or is disconnected, he must come back as quickly as possible. A team may “pause” the game at the end of current round to allow the player to come back. A team can’t “pause” the game during the current round unless it has been expressly authorized by the tournament officials.

6.20 Between two half-time of a game players are not expected to leave their place unless it has been expressly authorized by the tournament officials. They have **5** minutes before the second half-time start. If overtime is needed for a game players are authorized to leave their computer and they have 10 minutes before the overtime start.

AFTER THE MATCH

6.21 When a team estimates being a victim of rules violations during a match, players are compelled not to stop the game by any means and to properly finish it. Once the match is over, the team captain may officially ask for an investigation to tournament officials. It is strongly advised to provide valuable information that may help the tournament director in his investigation. Unjustified and repetitive use of this right may be sanctioned.

6.22 For a match both team captains have to report the match score to the tournament officials and sign the report match paper. After signing the report match paper a team can’t comeback on the score and ask for a complaint.

ARTICLE 7 – RULES VIOLATIONS

DEFINITIONS

7.01 Each match is controlled by a referee who has full authority to enforce the regulations in connection with the match to which he has been appointed. The referee has the authority to give warnings to a player. (See 7.06)

7.02 The tournament is controlled by a tournament director who has full authority to enforce the regulations in connection with the tournament and all matches played in the tournament. The tournament director assigns the referees to each match, has the authority to give warnings, to send off a player, and to take part in the study of the infringement for additional sanctions. (See 7.04 and 7.05)

7.03 Tournament officials are the referees, the tournament director and the competition manager of the Ipowergames 2008.

PARTICULARS RULES VIOLATIONS

7.04 The following actions are strictly prohibited during a game and will result in warning or sanction:

- The use of console is forbidden except for the record of a demo or a screenshots.
- Any form of script is forbidden.
- Any CFG modification is forbidden.
- The use of external software which allows to modify graphics card settings under a match is forbidden.
- Using bugs which change the game principle is illegal.
- Moving through walls, floors and roofs is strictly forbidden. This also includes skywalking.

- Using bugs on map to accede to an area which isn't accessible in a normal way is forbidden.
- The use of bind on the wheel mouse button for a weapon is forbidden.
- Each team must have a maximum of one player with Sniper and one player with LMG.

WARNINGS AND SANCTIONS

7.06 A team may be cautioned and receive a warning if one of his players commits any of the following offences:

- refuses to follow tournament officials instructions
- arrives late at his convocation schedule
- shows dissent by word or action
- uses insulting language and/or gestures
- is guilty of unsporting behavior

7.07 A team may be cautioned and be sent off if one of his players commits any of the following offences:

- receives more than one warning
- is guilty of violent conduct
- uses any unlawful or unfair proceedings
- mislead or dupe any tournament official
- is not present at his match schedule
- violates a rule of this regulation

7.08 A team sent off immediately loses its current match, or next if not playing, by default loss.

7.09 After study of the infringement by the competition manager and the tournament director, a sent-off team may be subject to additional sanctions such as multiple default loss, disqualification of the team, and banishment of next year's competition.

7.10 A disqualified team will automatically lose all his next matches by default and loses all rights and prizes that would have been awarded. In a group stage, the previous matches' results within the group are cancelled and are also lost by default. All points won or lost are backwardly re-distributed.