

Navy MWR Call of Duty: Modern Warfare III Game Play Rules

These rules (these “Game Play Rules”) set forth the rules of game play for the NAVY MWR Call of Duty: Modern Warfare III (the “Tournament”). Please read the Game Play Rules carefully before submitting an entry or participating in the Tournament as these Game Play Rules contain important information about the rules and format of the Tournament.

1. Definitions

1.1. Disconnect - When a Player is disconnected from the Server due to network connectivity issues.

1.2. Disputes - A controversy and/or difference of opinion over which Teams or Players disagree or debate and present to an Official for a decision.

1.3. Disqualification - The removal of a Team or Player from the Tournament by an Official for violation of either the Official Rules or these Game Play Rules.

1.4. Forfeit - The act of voluntarily admitting a defeat during the Tournament, thereby surrendering victory of the Round, Match or Tournament (as applicable) to the opposition or having a victory or opportunity to play Round(s) or Match(es) revoked by an Official due to Player/Team violation of the Official Rules or Game Play Rules.

1.5. Handle - A Player or Team pseudonym used for identification of Players or Teams during the Tournament.

1.6. Maps - Call of Duty: Modern Warfare III virtual environment on which Teams compete.

1.7. Match – Best-of-three Call of Duty: Modern Warfare III maps played by two Teams. The Team to first win two maps will determine the winner of the Match.

1.8. Tournament Officials - The designated individual(s) presiding over the Tournament and responsible for enforcing the Official Rules and these Game Play Rules.

1.9. Penalty - A punishment enforced by the Official of a Player/Team for violating the Official Rules or Game Play Rules.

1.10. Player - Any participant who meets the eligibility requirements and properly registers for the Tournament

1.11. Team - A Team consists of at least 4 Players (one of which is the Team Captain).

1.12. Team Captain - The Team Captain serves as the primary contact for such a Team.

1.13. Warning - A verbal or written indication from an Official to a Player/Team that continued or subsequent actions could result in a Penalty.

2. Competitors & Team Assignments

2.1 Competitors: All players must be registered on the NavyMWR site (links can be found in the #welcome channel in our Discord)

- Create an account and join our Discord

2.2 Team Assignments: Competitors are welcome to form teams on their own or simply register alone. Tournament Officials will ultimately group competitors into groups of 4 players. Communication for this should be done in the tournament discord.

3. Tournament Format

The tournament format is as follows. 32 Teams of 4 players each will be formed in the Tournament. Those 32 teams will compete in a Single Elimination bracket, Best of 1 maps for the first 3 rounds. The Semi-Finals and Finals will consist of Best of 3 Maps. The final match in the bracket will be a match between the winner of Semi-Final 1 and the winner of Semi-Final 2. The winner of the final match will determine the tournament winner.

4. Score Reporting

Players and teams are responsible for submitting results after games. Officials will use these submitted results to confirm and update scores on the backend. In the case of any disagreements concerning score, players / teams should keep screenshots for Officials to settle the issue. **DO NOT MOVE ON WITHOUT SUBMITTING YOUR SCREENSHOT. EVEN A PICTURE FROM YOUR PHONE WILL DO.**

5. Match Scheduling

5.1 Tournament Play Schedule: Tournament Play Matches will begin on 7/4/24.. Matches in the Tournament Play will proceed ahead of schedule if the Teams are available and if so directed by an Official.

5.2 Match Delays: A Match may be delayed from starting only if so directed by an Official, or preceding Matches in the bracket are incomplete, or if a Team is encountering technical difficulties.

6. Team Identity and Conduct

6.1 Sportsmanship: All Teams will be required to uphold and observe a universal level of sportsmanship. Unsportsmanlike conduct includes, but is not limited to, racism, use of profanity, rude acts, vulgar acts, acts of belligerence, and disrespect of an Official.

Unsportsmanlike conduct may be Disputed and may be grounds for Team Disqualification by an Official. Rulings on unsportsmanlike actions are subject to the Official's interpretation and assessment of seriousness. If a Team is found in violation of this rule the following actions may happen:

Minor infractions as judged by an Official: Warning

Severe infractions or repeat minor infractions as judged by an Official: Disqualification

Any accusations of unsportsmanlike conduct by a Team or must be brought to the attention of the Official by filing a dispute following the Match in which the alleged action has occurred for investigation by a presiding Official.

6.2 Player Handles: Handles may not contain profanity, racism, sexism, references to illegal drugs, or general vulgarity. Players found with offensive Handles will be approached by an Official and asked to edit their Handle to something more appropriate.

6.3 Cheating: All forms of cheating in matches are forbidden and will be penalized by Officials. Players found cheating may be barred. By breaking any rule a player risks being completely excluded from all tournament proceedings. This may also include the entirety of their team.

7. Match Hosting Information and Requirements

7.1 Hosting Matches: For each Match, responsibility for formation of a match lobby will be granted to the higher seeded team. If a connection cannot be established, a different Player should attempt to host.

7.2 Side Selection: The higher seeded team will select either SPECGRU or KORTAC before the start of each Match. This side choice will apply to all Games within the Match series.

7.3 Player Disconnects & Game Restarts:

A Game Restart is defined as the decision by the Officials, at its sole discretion, to begin gameplay from a previous point in the Game. Situations in which the Officials may deem a Game Restart to be appropriate include but are not limited to a critical malfunction of Provided Equipment or the occurrence of a Major Bug.

Games that have been interrupted to a point where the Officials has deemed continuation of gameplay to be untenable or a threat to the integrity of the match will be restarted. Games in which a restart has been deemed warranted shall resume from a point determined by the Officials in their sole discretion.

- I. **Disconnections.** If a Player disconnects within the first thirty (30) seconds and/or before the first kill, the game should be ended. All players must leave the game and restart the game. If a player disconnects after the first thirty seconds (30) and/or the first kill, the game must be continued, and the disconnected Player should rejoin the game. If the team with the disconnected Player leaves the lobby, their team may forfeit the round/game in question.

8. Game Environment Requirements

The game environment consists of any and all files used to control or play the game. The use of any third-party application and/or program to influence or manipulate the game environment is strictly prohibited, including the use of third-party tools, graphics, textures, models, sounds, HUDs, pointers, or any other alterations that could be perceived as providing an unfair competitive advantage. Any violations that are deemed by an Official to potentially provide a competitive advantage will result in a Disqualification of offending Players.

9. Game Play

Unless otherwise specified in the Game Play Rules, all Games will be played using the in-game "CDL" settings for all 4v4 game modes. All games will be played on the latest patch of the game on tournament days.

9.1 Gametypes & Map Rotations:

Gametypes and map rotations are subject to change*

The following gametype rotations are in effect for each bracket round:

- Round 1 (Best of 1)
 - Game 1
 - Game Mode: Hardpoint
 - Map: Vista
- Round 2 (Best of 1)
 - Game 1:
 - Game Mode: Hardpoint
 - Map: Rio
- Round 3 (Best of 1) (if needed)
 - Game 1:
 - Game Mode: Hardpoint
 - Map: 6 Star
- Semi-Finals: (Best of 3)

- Game 1
 - Game Mode: Hardpoint
 - Map: Mercado Sub Base
- Game 2
 - Game Mode: Control
 - Map: Highrise
- Game 3:
 - Game Mode: Search and Destroy
 - Map: Invasion
- Finals: (Best of 3)
 - Game 1
 - Game Mode: Hardpoint
 - Map: Karachi
 - Game 2
 - Game Mode: Control
 - Map: Highrise
 - Game 3
 - Game Mode: Search and Destroy
 - Map: 6 Star

It is the responsibility of both Teams to verify that the Match settings are correct prior to starting a Match. Once a Match has begun, Teams may not restart or replay due to incorrect Match Settings, unless both Teams mutually agree to do so.

Restricted Items - Current Restrictions are in place from the list below also listed on [CDL](#)

- **Primary Weapons**
 - WWII Weapons
 - All
 - Assault Rifles
 - Holger 556
 - Battle Rifles (All)
 - BAS-B
 - SIDEWINDER
 - MTZ-762
 - Shotguns (All)
 - LOCKWOOD 680
 - HAYMAKER
 - RIVETER
 - Marksman Rifles (All)
 - M1 Garand
 - SVT-40
 - G-43
 - KVD ENFORCER
 - MCW 6.8
 - DM56
 - MTZ INTERCEPTER
 - LMGs (All)
 - PULEMYOT 76
 - DG-58 LSW
 - HOLGER 26
- **Secondary Weapons**
 - WWII Weapons All

- Launchers (All)
 - RGL-80
- **Attachments**
 - Silencers (All)
 - Suppressors (All)
 - WWII Weapons (All)
 - Lasers (All)
 - Optic
 - Thermal (All)
 - Night Vision (All)
 - Ammunition
 - Low Grain (All)
 - Round Nose (All)
 - Mono (All)
 - Spire Point Rounds (All)
 - Hardened (All)
 - Underbarrels
 - Burrow 500 Drill Charge
- **Tactical**
 - Shock Stick
 - Decoy Grenade
 - Stim
 - Snapshot Grenade
 - Tear Gas
 - Flash Grenade
 - EMD Grenade
- **LETHAL**
 - Proximity Mine
 - Molotov Cocktail
 - C4
 - Claymore
 - Thermite
 - Throwing Knife
 - Drill Charge
 - Thermobaric Grenade
 - Throwing Star
 - Breacher Drone
- **Vests**
 - Engineer Vest
 - Demolition Vest
 - CCT Comms Vest
 - Overkill Vest
- **Gloves**
 - Scavenger Gloves
- **GEAR**
 - Control Comlink
 - Bone Conduction
 - Blacklight Flashlight
 - L/R Detector
 - Threat Identification System
 - Data Jacker
 - Signal Jammer
 - Hijacked IFF Strobe
 - Ghost T/V Camo

- **Field Upgrades**
 - Tactical Camera
 - Inflatable Decoy
 - DDOS
 - Deployable Cover
 - Munitions Box
 - Loadout Drop
 - Portable Rada
 - Tactical Insertion
 - Recon Drone
 - Smoke Airdrop
 - Suppression Mine
 - Anti-Armor Rounds
 - Heartbeat Senso
 - Comm Scrambler
 - Med Box
 - A.C.S.
- **Streaks**
 - UAV
 - Mosquito Drone
 - Sam Turret
 - Bomb Drone
 - Care Package
 - Guardian-SC
 - Counter UAV
 - Cluster Mine
 - Precision Airstrike
 - SAE
 - Mortar Strike
 - Overwatch Helo
 - Juggernaut Recon
 - Wheelson-HS
 - VTOL Jet
 - Emergency Airdrop
 - Advanced UAV
 - Chopper Gunner

9.2 Victory Conditions: This section defines the specific parameters and objectives that must be attained in any of the official competition game modes in order to achieve victory for any specific Game Program. For the avoidance of doubt, the final scoreboard for each round will be the primary source of truth for determining which team wins or losses

1) **Search and Destroy**

To satisfy the Game Win Condition for Search and Destroy, Teams must:

- a) Being the first team to win Six rounds

2) **Hardpoint**

To satisfy the Game Win Condition for Hardpoint, Teams must:

- a) Reach two hundred and fifty (250) points before the enemy Team

3) **Control**

To satisfy the Game Win Condition for Control, Teams must:

- a) Win by eliminating all 30 lives of the other team.

- b) Be the first team to win three rounds.

9.3 Item Limitations: All in-game skins/cosmetics are permitted. Items that are introduced into the game after the Tournament has started are allowed to be used during official Tournament Matches.

9.4 Minimum Players: No Match may start with less than four Players per Team, which is the required minimum number of Players. If Players leave after the Match has begun, the Team may continue to play without them.

9.5 Roster Changes: No rosters changes are permitted after tournament play has begun unless it has been approved by an Official. To have a roster change done, you must consult an Official to determine if a change will be allowed. The Official's decision regarding such change will be final and non-negotiable.

9.6 Game Chat: Game chat is permitted as long as it is done in a sportsmanlike manner. All chat should nonetheless be kept to a minimum. Chat violations winter under unsportsmanlike conduct and may be disputed, resulting in an Official enforcing a Penalty.

9.7 Outside Voice Applications: Teams are permitted to use the Tournament Discord as a voice application.

10. Game Exploits and Violations

It is illegal to intentionally utilize any game exploits for the purpose of generating a competitive advantage. Officials have discretion to determine the intention and extent of the violation and Penalty.

10.1 Hacking: Hacking in any form is considered a violation of these Game Play Rules and will result in immediate Player Disqualification. Hacking includes but is not limited to map hacks, unit hacks, or any third party program not deemed legal by an Official.

11. Dispute Rights, Requirements, and Guidelines

11.1 Dispute Process: A Team has the right to Dispute any opposing Team they feel is in violation of these Game Play Rules. Disputes must be filed by consulting an Official immediately following the conclusion of a Match. A Team who is Disputed has the right to subsequently file a Dispute against the other Team as well. All Disputes must be filed within 5 minutes following the completion of the Match. A Match must be

reported regardless of whether a Dispute is being filed. If a Dispute is filed too late, the Dispute may be disregarded.

11.2 Evidence Requests: If a Dispute has been filed, Officials may ask Teams/Players involved in the Dispute to request additional evidence, which may include screenshots, logs, and/or replays. If so, the Teams/Players will then be required to promptly begin submitting all requested evidence to the Official in charge of the Dispute.

11.3 Discussion of Disputes: Disputes should only be handled in private between the Officials and those Teams/Players directly involved. Raising a Dispute as a public matter for the purpose of appealing, criticizing, or complaining about the verdict may result in Team/Player Disqualification and/or Match Forfeit, depending on severity and malicious intent as determined by the Official.

12. Exploitation of Rules

If a Player attempts to manipulate or exploit these Game Play Rules in any way other than for its intended use, Officials reserve the right to make a final ruling on the rule in question for the given Match and/or Dispute.