

Call of Duty: Modern Warfare

General Rules

- Team captains must submit results by the deadline
- Games will be played online in private matches.
- Teams will play in a best of 3 match
- Opponents are responsible for scheduling a time to play and submitting results to the Competitive Sports staff.

Teams

- This league will be in a team format. Teams may have up to 6 players on their roster.

Equipment

- Participants are required to have their own equipment (console, controller, & game)

Gameplay

- Search and Destroy
 - The default *Search and Destroy* settings shall be used:
 - Matches will be best of three
 - Teams must win 6 rounds to win the game
 - Round time limit: 2 minutes, 30 seconds
 - Arm time: 5 seconds
 - Defuse time: 5 seconds
 - Fuse time: 45 seconds
 - Respawn: Disabled
 - Halftime/Overtime: After every 3rd round
- Team Deathmatch
 - The default *Team Deathmatch* setting shall be used:
 - Matches will be best of 3
 - First team to 75 wins the game
 - Round time limit: 10 minutes
 - Respawn: Enabled
 - Friendly fire: Disabled
- Regardless of any agreement between players, games will be played by the rules above unless changes are made by the Coordinator for Competitive Sports

Additional Rules

- If a glitch/freeze occurs in the system the game will be completely restarted with settings remaining the same (i.e. teams).
- Any attempt to make the game glitch/freeze will result in an automatic forfeit from the game. (Throwing controller, excessively pausing and starting the game, etc.)