Intramural Sports Call of Duty: Modern Warfare RULES

DIVISIONS OF COMPETITION: Cross Platform (XBOX, PlayStation, PC)
*Divisions will be Open, meaning all students, faculty, and staff are eligible

FORMAT: During the regular season teams will play in a round robin tournament playing at least four games. The seeds will determine your spot in the playoff bracket. Games will be scheduled by the intramural sports office and must be completed with 72 hours of being assigned. You can then use the Score Reporting Form to notify the IM Sports office of the results.

Eligibility: Participants must be current Texas State University students, faculty or staff. Team’s participating illegally will be removed from the schedule and tournament and other members of the team may face further disciplinary action, up to and including suspension from intramural sports.

GENERAL PLAYING RULES:
1. Teams: Teams will consist of four players.
2. Gameplay:
   a. Teams of four will play against each other in a best 3 out of 5 series of games.
   b. The games should be played in this order
      1. Search and Destroy
      2. Domination
      3. Hardpoint
      4. Domination
      5. Search and Destroy
   c. The map’s will be chosen in an alternating format as follows:
      1. Home
      2. Away
      3. Random
      4. Home
      5. Away
   d. Maps CANNOT be repeated during the game.
   e. Settings for each individual game can be seen on the following pages.
3. Gambling:
   e. Players shall not bet on the outcome of a game.

SPORTSMANSHIP: Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. Texas State University Campus Recreation reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated. Teams, or players, who receive three ratings of C or below will be disqualified from further competition. A rating of F will require a meeting with the intramural sports staff prior to the next scheduled game. When reporting the score of the game teams will also give their opponent a sportsmanship rating based on the following criteria:

(A) - Exemplary Sportsmanship: game play was smooth with no issues. Players did not pause the game during a live ball and played the entire match. Talking between the opponents was cordial and not demeaning.
(B) - Above Average Sportsmanship: Game play was mostly smooth. There were minimal instances of “trash talk” and it did not become vulgar or extreme. Games were paused for extended periods of time.
(C) - Average Sportsmanship: An excessive amount of trash talking throughout the game. Poor connection or lagging by the opponent.
(D) - Poor Sportsmanship: Communication was aggressive and vulgar and borderline abusive. General unsportsmanlike gameplay.
(F) - Terrible Sportsmanship: team quit the match during the middle of the game, extremely abusive and vulgar communication.
INTRAMURAL Call of Duty: Modern Warfare RULES

1. Maps
   a. Search and Destroy
      i. Arklov Peak
      ii. Gun Runner
      iii. Piccadilly
      iv. Rammaza
      v. St. Petrograd
   b. Domination
      i. Gun Runner
      ii. Hackney Yard
      iii. St. Petrograd
   c. Hardpoint
      i. Azhir Cave
      ii. Gun Runner
      iii. Hackney Yard
      iv. Rammaza
      v. St. Petrograd

2. Team – All Rounds
   a. Spectating: Team Only
   b. 3rd Person Spectating: Disabled
   c. Killcam: Enabled
   d. Final Killcam: Final Kill
   e. Enable Mini Map: Yes
   f. Radar Always On: Disabled
   g. Weapon Pings on Minimap: Enabled
   h. Weapon Pings on Compass: Enabled
   i. Enemy on Compass: Enabled
   j. Wave Spawn Delay: None
   k. Suicide Spawn Delay: None
   l. Force Respawn: Enabled
   m. Team Assignment: Enabled
   n. Friendly Fire: Enabled
   o. Team Kill Punish Limit: Disabled

3. Gameplay – All Rounds
   a. Spawn Camera: Disabled
   b. Hardcore Mode: Disabled
   c. Spawn Ammo Mags: 3 (Normal)
   d. Realism Mode: Disabled
   e. Headshots Only: Disabled
   f. Health Steal: Disabled
   g. Cranked Timer: Disabled
   h. Perks: Enabled
   i. Killstreaks: Enabled
   j. Round Retain Streaks: Enabled
   k. Retain Streaks on Death: Enabled
   l. Equipment Delay: Disabled
   m. Equipment Protection: 7.5 Seconds
   n. Battle Chatter: Disabled
   o. Announcer Dialogue: Enabled
4. Search and Destroy Settings
   a. General
      i. Round Time Limit: 2 Minutes
      ii. Round Win Limit: 6 Rounds
      iii. Win by Two Rule: Disabled
      iv. Win By Two Rounds: N/A
      v. Round Switch: Every Round
      vi. Match Start Time: 15 Seconds
      vii. Round Start Time: 10 Seconds
      viii. Skip Infil: Enabled
      ix. Practice Round: Disabled
      x. Respawn Delay: None
   b. Advanced Settings
      i. Bomb Timer: 45 Seconds
      ii. Plant Time: 5 Seconds
      iii. Defuse Time: 7.5 Seconds
      iv. Multi Bomb: Disabled
      v. Silent Plant: Enabled
      vi. Reset Plant/Defuse Progress: Enabled
   c. Player Settings
      i. Number of Lives: 1 Life
      ii. Max Health: 100 (Normal)
      iii. Health Regeneration: Normal
      iv. Tactical Sprint: Enabled
      v. Allow Revives: Disabled
      vi. Show Enemy Death Location: Disabled
      vii. Downed Health: N/A
      viii. Downed Revive Health: N/A
      ix. Downed Bleedout Timer: N/A
      x. Downed Revive Time: N/A
      xi. Downed Give Up Time: N/A
      xii. Weapon Mounting: Disabled

5. Domination
   a. General
      i. Round Limit: 2 Rounds
      ii. Round Switch: Every Round
      iii. Round Time Limit: 6 Minutes
      iv. Round Score Limit: Unlimited
      v. Match Start Time: 15 Seconds
      vi. Round Start Time: 10 Seconds
      vii. Skip Infil: Enabled
      viii. Input Swap Allowed: Disabled
      ix. Respawn Delay: 5 Seconds
   b. Advanced Settings
      i. Points Per Kill: 0 Points
      ii. Points Per Death: 0 Points
      iii. Headshot Bonus: 0 Points
      iv. Killstreak Kill Bonus Points: 0 Points
      v. Time to Capture Zone: 10 Seconds
      vi. Zones Required to Score: 1 Zone
      vii. Points Per Zone: 1 Point
      viii. Objective Scaler: x4
      ix. Flags Enable Kill Scoring: Disabled
      x. Starting Flags Captured: Disabled
   c. Player Settings
      i. Number of Lives: Unlimited
      ii. Max Health: 100 (Normal)
      iii. Health Regeneration: Normal
      iv. Tactical Sprint: Enabled
      v. Allow Revives: Disabled
vi. Show Enemy Death Location: Disabled
vii. Downed Health: N/A
viii. Downed Revive Timer: N/A
ix. Downed Bleedout Timer: N/A
x. Downed Revive Timer: N/A
xi. Downed Give Up Time: N/A
xii. Weapon Mounting: Disabled

6. Hardpoint
   a. General
      i. Time Limit: 5 Minutes
      ii. Score Limit: 250 Points
      iii. Match Start Time: 15 Seconds
      iv. Skip Infil: Disabled
      v. Respawn Delay: 2.5 Seconds
   b. Advanced Settings
      i. Points Per Kill: 0 Points
         ii. Points Per Death: 0 Points
         iii. Headshot Bonus Points: 0 Points
         iv. Killstreak Kill Bonus Points: 0 Points
         v. Time to Capture Zone: Instant
         vi. Zone Lifetime: 1 Point
         vii. Initial Activation Delay Time: 15 Seconds
         viii. Activation Delay Time: Disabled
         ix. Location Order: Linear
         x. Scoring: Constant
         xi. Pause Time: Enabled
         xii. Capture Team Spawn Delay: Disabled
   c. Player Settings
      i. Number of Lives: Unlimited
         ii. Max Health: 100 (Normal)
         iii. Health Regeneration: Normal
         iv. Tactical Sprint: Enabled
         v. Allows Revives: Disabled
         vi. Show Enemy Death Location: Disabled
         vii. Downed Health: N/A
         viii. Downed Revive Health: N/A
         ix. Downed Bleedout Timer: N/A
         x. Downed Revive Time: N/A
         xi. Downed Give Up Time: N/A
         xii. Weapon Mounting: Disabled