

# **XboxGaming.co.za Call of Duty: World at War 'Search & Destroy' Tournament**

## **Participants:**

All participants must be 18 years of age or older. XboxGaming.co.za reserve the right to request identification at any point during the tournament. Failure to provide this information will result in an immediate disqualification. If you are under of the age of 18 and would still like to participate, we will accept a signed form of consent by a parent / legal guardian. Please contact us on [tournaments@xboxgaming.co.za](mailto:tournaments@xboxgaming.co.za).

Due to the nature of this tournament, please make sure you have sufficient bandwidth, and that you have an Xbox Live Gold account which will not expire for the duration of the tournament.

All entrants in this tournament must reside in the Republic of South Africa.

## **Match Rules:**

- Game: **Call of Duty World at War** (Xbox 360)
- Game Type/Mode: **Search & Destroy**
- **5 vs 5** (a team must have 5 players in the lobby to play the match)
- 3 maps to be played per match
- Hardcore mode: **Enabled**
- Spectating: **Disabled**
- Radar Always On: No
- Friendly fire: Enabled
- Number of Lives: 1 Life
- Max Health: Miniscule
- Health Regeneration: Normal
- Allow Killcam: Disabled
- Allow Sprint: Enabled
- Headshots only: Disabled
- Allow Perks: Enabled
- Allow Air support: Enabled
- Players wearing Crocs: **Disallowed**
- Vehicles: **Disabled**
  
- Round Length: 2.5 min
- Bomb Timer: 45 sec
- Plant Time: 5 sec
- Defuse Time: 5 sec
- Multi bomb: Disabled
- Score Limit: 4
- Round Switch: **Every 3 Rounds**

## **Party Privacy:**

- **Invite Only**

## **Perks and Weapons:**

- All perks and weapons allowed except Rifle Mounted Grenades.

Maps:

- All maps are allowed **except Dome**.

### **Communication:**

Players are only allowed to communicate using the in-game voice chat. Xbox Live Private Chats, Parties or external means of communication between players are not allowed. A team will forfeit all points for a match if any of the team's players are found in violation of this rule!

### **Hosting, Match Times and Teams:**

Teams will be responsible to organize their matches. A tournament roster will be made available but the time and date of the matches is up to the team captains. All scores must be submitted via the website by the designated times. So please **SCHEDULE YOUR MATCHES WELL AHEAD OF TIME!**

You can use <http://www.GamerLobby.net> to help you with match scheduling and creation.

For each match there will be a Home Team and an Away Team assigned. The Home team is responsible to host the lobby, invite the other team's captain and host the game. The Away team may offer to host if it provides a better gameplay experience. Please ensure before the scheduled game that a capable host, player with a 4Mbit DSL line or better, will be available. If not, please contact a staff member of the XboxGaming.co.za website.

A match consists of 3 maps. Each team will have a choice of 1 map per match, with the third map chosen for each round by XboxGaming.co.za. When playing your chosen map, you will also have the choice of which side to play. e.g. Imperial Army, Marine Raiders, Wehrmacht and Red Army. The same map cannot be played more than once per match. For the 3rd map, the Home team will be Marine Raiders/Red Army, and the Away team will be Imperial Army/Wehrmacht.

Both teams, in their full capacity, must be in the lobby and ready to play at the arranged time. If you are the captain of the Home Team, you will be responsible to invite the opposing team's captain to the lobby. If you are the captain of the Away Team, it will be your responsibility to invite the rest of your team into the lobby once you have received an invite from the Home Team.

Spectating is not permitted, except in the case of a XboxGaming.co.za staff referee.

Each team will consist of 5 players and 2 optional reserves. A match must be played with 5 players in each team, no less! Teams are allowed to rotate their available players, which includes reserves, between maps. However, this must be done in a timely manner. You may only use players registered with your team in the current tournament.

If a player drops or times-out during a game, he/she is only allowed back once the map is over. A lag test is recommended pre-match to confirm both teams are happy with latency.

### **Forfeits and Scoring:**

Teams get 1 point for a win and 0 points for a loss (per map).

You will be required to submit the actual scores per map. Example: 4-3, 2-4, 4-1 for your 3 games.

This is a fallback in case of a tie; the team with the highest map-wins will move above the team with whom they are tied on point standings. Team Captains must submit their scores via the XboxGaming.co.za website before the end of each stage. Failure to do so by the given deadline will result in 0 points for each match omitted.

A team can only claim a forfeit victory when either **ALL** of the conditions below are met:

- 1) 15min has passed since the scheduled match time, and either you as the Host team captain have not received a response to your invites from the Away team (confirming your lobby is joinable). Or as the Away team, have not received an invite. Invites can take the form as either game invite or Xbox Live message.
- 2) If you are the Away captain, you must then try to initiate contact via a friends request or Xbox Live message to the Home teams captain. As the Home captain, you must send at least one invite to any of the opposing team's registered players who are online (if any).
- 3) After an additional 15min, if there is still no reply from the opposing captain, you may claim a forfeit. In this case, the team captain must submit their scores as 4-0, 4-0, 4-0.

**OR** a team can claim a forfeit victory when **ANY** of the conditions below are met:

- 1) If the opposing team does not have at least 5 registered players for the match.
- 2) A team fails to play a match which has been assigned to them by the XboxGaming.co.za staff. Matches will be assigned a set date and time if you have failed to setup and play your allocated matches before a given deadline.

### **Cheating:**

Cheating will **not be tolerated** and teams found doing so will be disqualified. Glitching/jumping without the use of external programs/applications is not considered cheating. However, going outside the intended boundaries of the map/playing area will be considered as cheating.

If you wish to report a case of cheating you must be able to **provide visual proof** of such an event. This can be done by taking a photograph, screen capture or video recording.

### **Terms and Conditions of Entrants:**

XboxGaming.co.za will be entitled to publish each winner's name in any advertising, promotional or public relations material, the nature and manner of such releases to be determined within the sole discretion of XboxGaming.co.za.

In the event of a dispute, the decision of XboxGaming.co.za will be final and binding on all aspects of the tournament and no correspondence will be entered into.

XboxGaming.co.za, its members, employees and sponsors assume no liability whatsoever for any direct or indirect loss or damage arising from an entrant's participation in the tournament or for any loss or damage, howsoever arising.

XboxGaming.co.za and their sponsors reserve the right to substitute any prize with another prize of similar commercial value.

Revision: 10:22PM 2009/02/08