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GAMELUX COMPO RULEBOOK



The Reality XII - Drachten

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1. GENERAL RULES

The rules in chapter 1 apply on all the competitions that are organized by Gamelux.

1. GENERAL

- 1.1.1** When definitions or terms in the rulebook are unclear, clarification can be gained from the headadmin.
- 1.1.2** The competitions which will be hosted by Gamelux can be found on the Gamelux website or on the intranet.
- 1.1.3** The competitions organized by Gamelux will be completely managed by the Gamelux crew on location.
- 1.1.4** The competitions are accesible for all the players which are at the LAN event. The procedure to sign up for a competition will be announced on the event itself.
- 1.1.5** The competition rules have been made by Gamelux. By signing up to one of our competitions you will automatically agree with everything written in this rulebook.
- 1.1.6** Gamelux remains the right to edit the rulebook at any moment before, during or after the competitions.
- 1.1.7** When a player has questions or uncertainties about Gamelux and/or one of her competitions, these questions may be asked to the Gamelux crew which is at the LAN event at any time.
- 1.1.8** Gamelux expects participants to immediately report any errors in this rulebook.
- 1.1.9** In case of a rule change, the head admin will announce this. It is the own responsibility of a team leader to stay up to date with these rule changes and to inform his team.
- 1.1.10** Changes in the organization will be announced by the head admin, of necessary.
- 1.1.11** Changes in the planning or competition schedule will be announced to the teams by the responsible admin for the game. The team leaders and players have the responsibility to keep themselves aware of any of these changes.
- 1.1.12** Rules which are made by the LAN organization will automatically apply on the Gamelux competitions.

1.2 CONDITIONS AND REGISTRATION

- 1.2.1** A participant must meet the following conditions to participate in one of the Gamelux competitions:
 - A participant must have paid for the event
 - A participant may only play in one team per competition
 - A participant must have the minimum age as required by the LAN organization
- 1.2.2** A participant can compete in multiple Gamelux competitions. The Gamelux organization will not pay attention to any possible overlap between several games, it is the players own responsibility.
- 1.2.3** A participant may only play in one team per competition.
- 1.2.4** A participant cannot change teams during the competition, unless a participant has not yet played a match for his current team. Permission must be asked from the competition admin.
- 1.2.5** A participant needs to be easily recognizable for admins, other players and spectators. This means that a participant will use the nickname which he used to register at the LAN organization.
- 1.2.6** A participant will respect and accept the following points:
 - Participants agree with decisions of the organization.
 - Participants agree not to make use of false or illegal procedures.

- Participants agree to act honestly and not use any form of violence.
 - Participants agree to fulfill their obligations within the limits of their capabilities.
- 1.2.7** Participants agree with the fact that they will not mislead Gamelux crew or the LAN organization.

1.2.8 A team must comply with the following rules to participate in a team competition:

- The team must be registered with the tournament organization.
- The team must consist of at least 5 approved participants.

1.2.9 The team needs to be easily recognizable for admins, other players and spectators. The team must make use of their clan tag during the matches and is obligated to make use of the same tag for all players during the competition.

1.2.10 When a team or participant decides to leave a competition, for whatever reason, the LAN organization will remain the rights to ban this player for future competitions in future events. This will be decided in cooperation between the tournament and LAN organizations.

1.2.11 A team leader is obligated to report changes of the formation of the team or the team itself to the admin.

1.2.12 The team leader (or participant in a 1on1 competition) is responsible for:

- All the members of the team.
- Making sure the team is on time.
- Making sure the matches will be played according to schedule.
- Making sure he is aware of any changes made in the schedule or rules.

1.2.13 A competition admin is responsible for:

- The competition schedule.
- Enforcing the rulebook.
- The competition servers.
- Keeping track of the results and current rankings.

1.2.14 The competition has full possibilities, responsibilities and rights regarding his competition.

1.3 VIOLATIONS

1.3.1 A participant can be warned or punished for violating one of the following points:

- Refusing to follow the instructions of the admins or the organization.
- Being too late for a competition.
- Making use of offensive words or actions
- Being guilty of inappropriate behavior towards others
- Violating the rulebook
- Another action which the admin deems as a violation

1.3.2 A participant can be removed from the competition for violating one of the following points:

- Having one or more warnings
- Being guilty of violence
- Making use of unfair or illegal actions
- Misleading or insulting a crew member
- Not being available to play their matches according to schedules
- Violation of the rulebook or one of its rules
- Another action which the admin deems as a violation

1.3.3 When a participant gets sent away during a match, his team will lose the current match.

1.3.4 In agreement with the headadmin, a participant may be banished from events, websites or tournaments in which Gamelux is involved for multiple years.

1.3.5 When a team is sent away, they will lose all their matches, including the ones that were already played.

1.3.6 When violating the rules, a competition-admin can reduce ingame rounds with a certain amount. The competition-admin can also decide to have a side, map or a total match replayed.

1.3.7 When leaving the competition or missing 2 matches, the competition-admin may decide to remove the team from the competition and to banish it for the next event.

1.3.8 In case of technical issues, a participant may be replaced by another participant, providing he meets all of the above requirements.

1.4 STRUCTURE

1.4.1 The structure of a competition will be announced at the event itself.

1.4.2 A competition-admin is allowed to change the structure during the competition.

1.4.3 Gameservers will be provided by the organization. It is not allowed to play on your own servers, unless the competition-admin explicitly consents.

1.4.4 It is not allowed to change players during a match, unless the competition-admin consents

1.4.5 In case of a draw in the group stage, the following order will determine the final ranking:

1. Points amassed between the participants themselves ('Mini-League')

2. Round/map-difference between the participants ('Mini-League')

3. Number of won maps/rounds between the participants ('Mini-League')

4. Overall Round/Map Difference

5. Overall number of maps won.

6. When a participant is in a lower ranking than the others in the mini league you start

over again without the team in question, and rank the teams until you have a clear

ranking in-between the teams. If after all 5 points the teams are indistinguishable, a

match or mini league between the teams have to be played.

2. COUNTER-STRIKE 1.6

The Counter-Strike 1.6 competition will be held on the steam version, if there are problems the admin will give a non steam version of the game.

2.1 GENERAL

2.1.1 This chapter will be for Counter-strike 1.6 .

2.1.2 It's allowed to use custom configs.

2.1.3 Every participant is responsible for the recording of his own demo, unless there is a HLTV recording.

2.1.4 All cvars who start with following letters are disallowed:

- r_

- s_

- gl_

It is also disallowed to change cvars such as:

- textgamma

- timerefresh

- topcolor

- gl_ztrick

- lambert

- lightgamma

- max_smokepuffs

- nosound

- d_spriteskip

- bottomcolor

- fakelag

- fakeloss

- fastsprites

- ambient_level

- cl_bob

- cl_bobcycle

- cl_bobup

- cl_fixtimerate

- cl_gaitestimation

- cl_gg

- cl_resend

- cl_solid_players

- ex_extrapmax

- ex_maxerrordistance

- ex_maxspeed

- ambient_fade

- default_fov

2.1.5 The server settings cannot be modified by users, always ask an compo admin

2.1.6 The following settings will be used in case of an overtime:

- mp_startmoney 16000

- mp_maxrounds 3

2.1.7 The following maps will be played in the tournament:

- de_dust2

- de_inferno

- de_nuke
- de_train
- de_tuscan

2.1.8 The use of the tactical shield is not allowed.

2.1.9 The use of 16bit settings is strictly not allowed.

2.1.10 It's not allowed to have custom sounds, skins, models and cvars.

2.1.11 The use of illegal scripts is not allowed (bunnyhop, no walls etc). Only buyscripts are allowed.

2.1.12 The use of custom maps or textures is not allowed.

2.1.13 It's not allowed to flash under non realistic places like: boxes walls etc. It is allowed to flash over walls boxes ect.

2.1.14 It's not allowed to use programs that makes the game easier.

2.1.15 It's not allowed to:

- Silent plant
- To walk in walls (called map swimming)
- To hide in objects/walls
- To boost through objects
- To use +jump on your mouse wheel

2.1.16 It's allowed to :

- To defuse through boxes, roofs & floors, even if you don't see the bomb.
- Highplant
- Boost, except for the forbidden places. Read bellow

2.1.17 On dust2, participants can do the so called 'CPL-boost' on B but cannot spot long by jumping the ledge.

2.1.18 The use of following custom models is allowed:

- Counter-Strike CZ Models
- High FPS Models v1.03 (Ballhead)
- High FPS Player Models (Blockhead)
- High FPS Weapon models

2.2 MATCHES

2.2.1 There are two types of game methods:

- Group games
- Bracket games

2.2.2 Teams will hear from the compo admin what their game method is:

- All participants need to arrange their own matches, with problems doing so they can consult the compo admin.
- All participants are fully informed about the schedule of the matches they have to play before the start of the competition.

2.2.3 If the opponent team isn't online on the scheduled time contact the compo-admin. He will give the forfeit if needed.

2.2.4 Matches will be played on the schedule, teams need to be informed of the information of their matches. This is your own responsibility.

2.2.5 On the start of the match a team needs at least 4 players on the server

2.2.6 It's not allowed to leave the game during the match, only if you crashed or the game admin allowed you to!

2.2.7 Teams/Players are permitted to be 15 minutes over the scheduled time!

2.2.8 If the game has technical problems like crashes power failure etc the following things will be done:

- If the problem is during the first round off the round can be replayed.
- If the problem is after the first round, scores will be held and the game will be continue.
- There is no money arrangement for crashes.

2.2.9 On a disconnect or what so ever the player needs to connect within 10 minutes, its allowed to use the 10 minutes pause that every team have in the game.

2.2.10 By technical failure, the player can be changed with another of the team.

2.3 TOURNAMENT STRUCTURE

2.3.1 The structure will be announced on the website that will be given during the event.

2.3.2 The standard game is 30 rounds (15 rounds CT 15 rounds T)

2.3.3 On every start of the match there is a knife round, the winner may choose the side to begin on.

2.3.4 The Compo-Admin will give the schedule and maps that will be played, there can't be an draw, Check overtime rule!

2.3.5 During the bracket games, all matches are played best of three. Maps will be selected by the teams

2.3.6 On overtime the teams will switch directly from sides. The overtime rule will be activated

2.3.7 The knife round is permitted on every map start:

- It's not allowed to buy guns/grenades
- It's not allowed to shoot only knife is allowed
- It's not allowed to boost
- It's only allowed to be on places where your opponent can reach you
- It's not allowed to play hide and seek
- It's not allowed to camp on stairs.

2.4 IRC

Each team is expected to have at least one player on IRC. The IRC server will be announced on the event itself. The channel for the CS 1.6 competition will be #compo.gamelux.cs. IRC enables everyone to achieve quick information exchange between the teams and the admin.

3. COUNTER-STRIKE SOURCE

The Counterstrike Source competition will be held on the steam version, if there are problems the admin will give a non steam version of the game.

3.1 GENERAL

3.1.1 This chapter will be for Counter-strike: Source

3.1.2 It's allowed to use costum configs

3.1.3 Every participant is responsible for his own demo!

3.1.4 On the server is the latest version of zBlock and ESLPLUGIN installed.

3.1.5 The server settings cannot be modified by users, always ask an compo admin.

3.1.6 The following settings will be used in case of an overtime

- mp-startmoney 10000
- mp-maxrounds 3

3.1.7 The following maps will be played in the tournament

- de_dust2
- de_inferno
- de_nuke
- de_train
- de_season
- de_contra
- de_tuscan

3.1.8 It's not allowed to have custom sounds, skins, models and cvars.

3.1.9 The use of illegal scripts is not allowed (bunnyhop, no walls etc)

3.1.10 The use of custom maps or textures is not allowed.

3.1.11 It's not allowed to flash under or through non realistic places like: boxes walls etc. It is allowed to flash over walls boxes ect.

3.1.12 It's not allowed to use programs that makes the game easier

3.1.13 It's not allowed to:

- To walk in walls (called map swimming)
- To abuse the chat function

- Use direct-X 95

3.1.14 It is allowed:

- To boost.
- To use +jump on your mousewheel
- To rebuy.

3.1.15 The use of external programs to make the game easier isn't allowed

3.1.16 It's also forbidden to use the following settings:

1. All commands that are noted as 'cheat cvar' by the game.
2. It's forbidden to bind all commands starting with 'snd_' to a button.

3.2 MATCHES

3.2.1 There are two types of game methods:

- Group games
- Bracket games

3.2.2 Teams will hear from the compo admin what their game method is:

- Participants need to arrange their own match, with problems go to the Compo-admin
- The Compo-admin will setup an schedule. Every team needs to be on the server 15 minutes before the match, Including warmed up!

3.2.3 If the opponent team isn't online on the scheduled time contact the compo-admin. He will give the forfeit if needed.

3.2.4 Matches will be played on the schedule, teams need to be informed of the information of their matches. This is your own responsibility.

3.2.5 On the start of the match a team needs at least 4 players on the server

3.2.6 It's not allowed to leave the game during the match, only if you crashed or the game admin allowed you to!

3.2.7 Teams/Players are permitted to be 15 minutes over the scheduled time!

3.2.8 If the game has technical problems like crashes power failure etc the following things will be done:

- If the problem is during the first round off the round can be replayed.
- If the problem is after the first round, scores will be held and the game will be continue.
- There is no money arrangement for crashes.

3.2.9 On a disconnect or what so ever the player needs to connect within 10 minutes, its allowed to use the 10 minutes pause that every team have in the game.

3.2.10 By technical failure, the player can be changed with another of the team.

3.3 TOURNAMENT STRUCTURE

3.4.1 The structure will be announced on the website that will be given during the event.

3.3.2 The standard game is 30 rounds (15 rounds CT 15 rounds T)

3.3.3 On every start of the match there is a knife round, the winner may choose the side to begin on.

3.3.4 The Compo-Admin will give the schedule and maps that will be played, there can't be an draw, Check overtime rule!

3.3.5 The final is 2 maps, the team out of the loser bracket may choose the first map. The team out of the loser bracket needs to win 2 maps. The team out of the upper bracket needs to win 1 map.

3.3.6 Every side is max 15 rounds. On draw use the Overtime rules

3.3.7 On overtime the teams will switch directly from sides. The overtime rule will be activated.

3.3.8 It's only allowed to have 5 players of your team on the server, only SourceTV from the Event is allowed to be in spectator slot.

3.3.9 The knife round is permitted on every map start:

- It's not allowed to buy guns/grenades.
- It's not allowed to shoot only knife is allowed
- It's not allowed to boost
- It's only allowed to be on places where your opponent can reach you
- It's not allowed to play hide and seek
- It's not allowed to camp on stairs.

3.4 IRC

Each team is expected to have at least one player on IRC. The IRC server will be announced on the event itself. The channel for the CSS competition will be #compo.gamelux.css. IRC enables everyone to achieve quick information exchange between the teams and the admin.

5. STARCRAFT 2

5.1 SERVER & MAP LIST

All matches will be played on the European server of Blizzard StarCraft II

The map list will be as followed:

- MLG Xel'Naga Caverns
- ESL Neo enigma
- MLG The Shattered Temple
- MLG Shakuras Plateau
- GSL Terminus SE
- Tal'Darim Altar LE
- MLG shipyard

5.2 THE MATCH

5.2.1 Format: During the group stages and the first few matches in the bracket BO3 will be played. The consolation final and the grand final will be played BO5.

5.2.2 Map voting: Players will start voting maps before the match starts, using the 'ABBAAB' system. After each player eliminates 3 maps, player A picks the first map after that loser picks.

5.2.3 Replays: Save your replays during the whole tournament, players and admins could ask for it.

5.2.4 Observers: Observers are aloud unless 1 of the players refuse to play with an observer. Each player is in his right to play without observers. Admins, shout casters and streamers (WTV) are always allowed to observe.

5.2.4 Admin: The admin has the final say in any case. Agreements between teams about the rules, maps and playtimes can be ignored. For questions or remarks always visit the compo admin first. Problems caused by special circumstances that are not clearly in the rules, the admin will decide what will happen. Conflicts which arise from this must be resolved in presence of an admin.

5.2.5 Technical problems caused by outsiders: In case of technical problems occurring which are not caused by the team such as a power shortage, problems with switches, etc. the game will be replayed. This is not the case for noise such as intercom announcements etc!

5.3 COMPO ADMINISTRATION

The competitions will be arranged on the Gamelux compo system. This can be found at <http://compo.gamelux.nl>. On this location you will be able to find the latest results and rankings. This page is on a web server and can also be accessed outside of the LAN.

The official coverage will be found on www.gamelux.nl and perhaps <http://compo.gamelux.nl>.

5.4 IRC

Each players is expected to be on IRC. The IRC server will be announced on the event itself. The channel for the Starcraft2 competition will be #compo.gamelux.sc2. IRC enables everyone to achieve quick information exchange between the teams and the admin.

6. CALL OF DUTY – BLACK OPS

6.1 WEAPONS AND MAP LIST

During the competition we will connect with the function 'private matches'.

The map list will be as followed:

- Array
- Crisis
- Hanoi
- Havoc
- Firingrange
- Mountain
- Russianbase
- Cracked
- Duga
- Cairo
- Cosmodrom
- Radiation
- Villa

Forbidden Weapons, Nades and Attachments:

- All perks, attachments and kill streaks are strictly forbidden
- All primary weapons are allowed except: Dragunov, PSG1 and WA2000 Sniper Rifles.
- As secondary weapons are only pistols allowed nothing else.
- Its only allowed to play with smoke- flash and the normal grenade.

6.2 SERVERS

There are no servers available for COD Black Ops at this time, you should host a 'private match' to start the match.

6.3 THE MATCH

6.3.1 Use of lan_mr12: During the match we will make use of lan_mr12, this means that there will be 12 rounds on each side over two different maps (2 maps = 4 sides). The team that will reach 25 rounds the first has won the match and this also means the match has ended. To decide which side will be played the teams must play a knife round, in which only knives may be used. You are in no case allowed to shoot the opponent during a knife round and this will lead to losing the knife round.

6.3.2 Match schedule: On the LAN itself a schedule will be made on when the matches must be played. The teamleaders are responsible for contacting their opponent and making sure the match will be played on time. If this rule cannot be followed or it is impossible to contact your opponent or to play the match on time, please inform the admin.

6.3.3 Map choice: During the whole tournament every team can choose their own map. The team who named first can choose the first map that would be played. After this map (2x12 rounds) the other team can choose their map.

6.3.4 Players: Every match must be played 5 against 5. The five players in each team must also be registered on the website for the same team. Using substitutes is only allowed in case they have not yet

played in the same competition for another team. When a player of one of the teams gets serious hardware problems visit the admin so a solution can be found in agreement with you and your opponent.

6.3.5 Requesting timeouts: Every team has the possibility to request a time-out of 5 minutes each side. If one of the players will get severe connection/hardware problems they can request a longer timeout. In this case the round will be finished after which a fast_restart has to be made. The player then has the opportunity to resolve the problems. In case this is expected to take longer than 15 minutes please contact the compo admin. Teams may also pause 5 minutes when switching sides.

6.3.6 Draw: In case of a draw in the group stages 24-24 will be the definite score. When a draw occurs during the playoffs an overtime must be played. This means a mr_3 will be played. The first team to reach 4 rounds has won the match. In case of the overtime being a draw, another one will be played. It is not needed to knife for side again.

6.3.7 After the match: After the match the admin, if he spectated the match, will deal with the result. If no admin has spectated the match you can submit the scores to the admin on IRC, or just walk by the admin off course! De scores won't be filled in unless both teams agree, so also if you lose have the decency to confirm the score. When there is a disagreement the admin will take a look at the end-game screenshots and/or the demos, so don't forget to make those!

6.3.8 Final: The final will be played on two maps. The teams may each chose one map. These maps will be played on lan_mr12. The map that will be played first is the map from the lower bracket finalist. To decide which team picks their map first, a kniferound will have to be played. The team from the winners bracket has a 6-0 advantage in rounds, this means they have to win only one of the maps and the lower bracket finalist has to win both maps.

6.3.9 Admin:The admin has the final say in any case. Agreements between teams about the rules, maps and playtimes can be ignored. For questions or remarks always visit the compo admin first. Problems caused by special circumstances that are not clearly in the rules, the admin will decide what will happen. Conflicts which arise from this must be resolved in presence of an admin.

6.3.10 Draw in group stage: When a equal score occurs at the end of a group stage the final rankings will be decided by the round ratio. When for example two teams ended up at the second place in a group with two wins and a tie, the amount of won rounds will have the amount of rounds lost deducted and the one with the highest ratio will go through to the playoffs..

6.3.11 Demos: Recording demos during a match is mandatory. To do this you type /record in your console before the match starts. In case of a conflict between teams the admin might request these demo's to evaluate the situation.

6.4 VIOLATIONS

6.4.1 Boosting: Using other players to reach places you can't go on your own is not allowed.

6.4.2 Scripts/binds: Using multiple commands in a script or bind, to get an advantage over your opponent, is not allowed. In general all binds that give an unfair advantage over other players are not allowed. Allowed binds are:

- Namebinds
- Demoscripts
- Screenshotscripts (pb_plist only)
- Servercontrol-Scripts
- Weapon/-menu/-select-Scripts (includes all grenades)
- Saybinds
- Filmtweaks (automatically enabled in the new promod)

- Scoreboard team rename
- Scoreboard colour and size changes
- Volume binds/toggles
- Thirdperson binds
- Toggle FPS (range is 60 <-> 250 FPS)
- vstr binds (provided these don't give any advantage)

6.4.3 Modellen/skins: The models and skins in the game must be completely default. If not the whole team can be disqualified from the competition by the admin.

6.4.4 Configs & Bug abuse: Off course it is allowed to modify your config to your own preferences, as long as it stays within the usual limits and does not offer unfair advantages. Making use of bugs during the game such as boosting is not allowed. If this bug abuse is detected your opponent will win the round. This kind of decisions can off course not always be made during the match so finish the match and afterward you can watch the demo's to see if this was really the case. Also cheating is off course not allowed.

6.4.5 Technical problems caused by outsiders: In case of technical problems occurring which are not caused by the team such as a power shortage, problems with switches, etc. the round will be replayed. This is not the case for noise such as intercom announcements etc!

6.5 COMPO ADMINISTRATION

The competitions will be arranged on the Gamelux compo system. This can be found at <http://compo.gamelux.nl>. On this location you will be able to find the latest results and rankings. This page is on a web server and can also be accessed outside of the LAN.

The official coverage will be found on www.gamelux.nl and perhaps <http://compo.gamelux.nl>.

6.6 IRC

Each team is expected to have at least one player on IRC. The IRC server will be announced on the event itself. The channel for the Call of Duty Black Ops competition will be #compo.gamelux.cod7. IRC enables everyone to achieve quick information exchange between the teams and the admin.

7. CALL OF DUTY – MODERN WARFARE 2

7.1 WEAPONS AND MAP LIST

During the competition we will connect with the function 'private matches'.

The map list will be as followed:

Afghan	Favela
Estate	Invasion
Karachi	Highrise
Quarry	Scrapyard
Skidrow	Rundown
Sub Base	Terminal

The weapon list will be as followed:

Assault Rifles		
M4A1	Famas	Scar-H
Tar-21	Fal	M16A4
ACR	F2000	AK47

Submachine Guns		
MP5K	UMP45	Vector

Mini Uzi		
Sniper & Secondary		
Intervention (1 per team)	USP45	.44 Magnum
M9	Desert Eagle	

Attachments and Equipment		
Silencer	Extra Mag	FMJ
Frag-Grenade	Flash 2x	Smoke 2x

7.2 SERVERS

There are no servers available for COD Modern Warfare 2 at this time, you should host a 'private match' to start the match.

Read more on : i3D.net Game Forums <http://forum.i3d.net/showthread.php?t=147244> Server settings

Round Length: 2,5 minutes Bomb Timer: 45 seconds Plant Time: 5 seconds Defuse Time: 7,5 seconds Multi Bomb: Disabled Score Limit: 12 Points	Number of Lives: 1 Life Respawn Delay: None Max Health: Normal Health Regeneration: Normal KillCam: Disabled
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Round Switch: Never	
Spectating: Team Only Wave Spawn Delay: None Force Respawn: Enabled Friendly Fire: Enabled	Headshot Only: Disabled Perks: Disabled Killstreak Rewards: Disabled Hardcore Mode: Disabled 3rd Person: Disabled

7.3 THE MATCH

7.3.1 Use of LAN_mr12: During the match we will make use of lan_mr12, this means that there will be 12 rounds on each side over two different maps (2 maps = 4 sides). The team that will reach 25 rounds the first has won the match and this also means the match has ended. To decide which side will be played the teams must play a knife round, in which only knives may be used. You are in no case allowed to shoot the opponent during a knife round and this will lead to losing the knife round.

7.3.2 Match schedule: On the LAN itself a schedule will be made on when the matches must be played. The team leaders are responsible for contacting their opponent and making sure the match will be played on time. If this rule cannot be followed or it is impossible to contact your opponent or to play the match on time, please inform the admin.

7.3.3 Map choice: During the whole tournament every team can choose their own map. The team who named first can choose the first map that would be played. After this map (2x12 rounds) the other team can choose their map.

7.3.4 Players: Every match must be played 5 against 5. The five players in each team must also be registered on the website for the same team. Using substitutes is only allowed in case they have not yet played in the same competition for another team. When a player of one of the teams gets serious hardware problems visit the admin so a solution can be found in agreement with you and your opponent.

7.3.5 Requesting timeouts: Every team has the possibility to request a time-out of 5 minutes each side. If one of the players will get severe connection/hardware problems they can request a longer timeout. In this case the round will be finished after which a fast_restart has to be made. The player then has the opportunity to resolve the problems. In case this is expected to take longer than 15 minutes please contact the compo admin. Teams may also pause 5 minutes when switching sides.

7.3.6 Draw: In case of a draw in the group stages 24-24 will be the definite score. When a draw occurs during the playoffs an overtime must be played. This means a mr_3 will be played. The first team to reach 4 rounds has won the match. In case of the overtime being a draw, another one will be played. It is not needed to knife for side again.

7.3.7 After the match: After the match the admin, if he spectated the match, will deal with the result. If no admin has spectated the match you can submit the scores to the admin on IRC, or just walk by the admin of course! De scores won't be filled in unless both teams agree, so also if you lose have the decency to confirm the score. When there is a disagreement the admin will take a look at the end-game screen shots and/or the demos, so don't forget to make those!

7.3.8 Final: The final will be played on two maps. The teams may each chose one map. These maps will be played on LAN_mr12. The map that will be played first is the map from the lower bracket finalist. To decide which team picks their map first, a knife round will have to be played. The team from the winners bracket

has a 6-0 advantage in rounds, this means they have to win only one of the maps and the lower bracket finalist has to win both maps.

7.3.9 Admin: The admin has the final say in any case. Agreements between teams about the rules, maps and play times can be ignored. For questions or remarks always visit the compo admin first. Problems caused by special circumstances that are not clearly in the rules, the admin will decide what will happen. Conflicts which arise from this must be resolved in presence of an admin.

7.3.10 Draw in group stage: When a equal score occurs at the end of a group stage the final rankings will be decided by the round ratio. When for example two teams ended up at the second place in a group with two wins and a tie, the amount of won rounds will have the amount of rounds lost deducted and the one with the highest ratio will go through to the playoffs..

7.3.11 Demos: Recording demos during a match is mandatory. To do this you type /record in your console before the match starts. In case of a conflict between teams the admin might request these demo's to evaluate the situation.

7.4 VIOLATIONS

7.4.1 Boosting: Using other players to reach places you can't go on your own is not allowed.

7.4.2 Scripts/binds: Using multiple commands in a script or bind, to get an advantage over your opponent, is not allowed. In general all binds that give an unfair advantage over other players are not allowed. Allowed binds are:

- Namebinds
- Demoscripts
- Screenshotscripts (pb_plist only)
- Servercontrol-Scripts
- Weapon/-menu/-select-Scripts (includes all grenades)
- Saybinds
- Filmtweaks (automatically enabled in the new promod)
- Scoreboard team rename
- Scoreboard colour and size changes
- Volume binds/toggles
- Third person binds
- Toggle FPS (range is 60 <-> 250 FPS)
- vstr binds (provided these don't give any advantage)

7.4.3 Modellen/skins: The models and skins in the game must be completely default. If not the whole team can be disqualified from the competition by the admin.

7.4.4 Configs & Bug abuse: Off course it is allowed to modify your config to your own preferences, as long as it stays within the usual limits and does not offer unfair advantages. Making use of bugs during the game such as boosting is not allowed. If this buguse is detected your opponent will win the round. This kind of decisions can off course not always be made during the match so finish the match and afterwards you can watch the demo's to see if this was really the case. Also cheating is off course not allowed.

7.4.5 Technical problems caused by outsiders: In case of technical problems occurring which are not caused by the team such as a power shortage, problems with switches, etc. the round will be replayed. This is not the case for noise such as intercom announcements etc!

7.5 COMPO ADMINISTRATION

The competitions will be arranged on the Gamelux compo system. This can be found at <http://compo.gamelux.nl>. On this location you will be able to find the latest results and rankings. This page is on a web server and can also be accessed outside of the LAN.

The official coverage will be found on www.gamelux.nl and perhaps <http://compo.gamelux.nl>.

7.6 IRC

Each team is expected to have at least one player on IRC. The IRC server will be announced on the event itself. The channel for the Call of Duty Black Ops competition will be #compo.gamelux.cod7. IRC enables everyone to achieve quick information exchange between the teams and the admin.

8 QuakeLive

8.0.1 Gameaccounts

All the players must have a PRO or Premium QuakeLive account.

8.0.2 Default match time

By default all matches are scheduled for Thursday 20 CET, first day of the Playweek. Matches may be rescheduled, see #Scheduling for details.

8.0.3 Match Media

Both players must upload a screenshot and a demo of each map to the match page within 24 hours after the starting time. It is mandatory for all players to record demos, however they can only be demanded by an admin. We recommend setting Auto record action to Demo + SS in the advanced game settings. Incomplete, defective or manipulated demos will be treated as missing demos. The punishment for missing screenshots or demos is no more than 1 minor penalty per match.

8.2 Client settings

8.2.1 General

All programs or files that change or edit the game or add to its functionality, or that interact with the game in any way, are strictly forbidden. Only the use of custom HUD files are tolerated.

8.3 Server settings

8.3.1 Servers Settings

All matches must be played on private servers (at least 6 slots) using Duel game type with the following settings:

Advanced Configuration

* **Time Limit: 10 minutes**

* **Frag Limit: None**

* **Damage Through Floors: Off**

* **Powerups: Off**

* **Timeout Count: 3**

* **Timeout Length: 120**

Unranked Configuration

* **Instagib Mode: Off**

* **Ramp Jumping: Off**

* **Gravity: 800**

* **Weapon Switch Speed: Default**

* **Quad Damage Factor: Standard**

8.4 Maps

8.4.1 Map pool

* **Aerowalk**

* **Furious Heights**

- * **Blood Run**
- * **Hektik**
- * **Lost World**
- * **Toxicity**
- * **Vertical Vengeance**

8.4.2 Map choice

In a best-of-5 match, the maps are picked as following:

- * **The two players pummel with a stack of 100/100.**
- * **The winner removes a map.**
- * **The loser removes a map.**
- * **The winner picks the first map.**
- * **The loser picks the second map.**
- * **The loser picks the third map.**
- * **The winner picks the fourth map.**
- * **Last remaining map will be used as decider if needed.**

8.4.3 Spectators

No spectators are allowed on the server, except admins and authorized coverage partners. If both teams agree other spectators are allowed too, when admins and coverage partners are not impeded.

8.4.4 Match format

Groups and Playoffs

All group and playoff matches are played using the best out of 5 maps format.

8.5 In-game rules

8.5.1 Spectators

No spectators are allowed on the server, excepted for admins and authorized coverage partners. If both teams and the admin agree other spectators are allowed too, when coverage partners are not impeded.

8.5.2 Bug using

Using bugs is strictly forbidden. If a bug used is not explicitly mentioned in the rules, the admin can still decide to give out penalties.

8.5.3 Leaving server

All maps must be played to the full time limit. Intentionally leaving the server or ending the game before the time limit is reached will be punished with 1 minor penalty point.

8.5.4 Crash procedures

If the server crashes the match will be continued with the timelimit changed to the remaining time rounded up.