

Crossfire Challenge 5 Tournament Rules

1. General

- 1.1. Crossfire Challenge 5 (CC5) is a local area network (LAN) tournament running from 09:00 on Friday 12th December 2008 to 18:00 on Sunday 14th December 2008, at WZZRD gaming cafe in Enschede, Netherlands. By competing in the tournament, teams and players accept these rules in full.
- 1.2. Teams which violate these rules will be sanctioned, and may be removed from the tournament without compensation. Such removal may also void any potential winnings for teams so removed.
- 1.3. There will be two main tournaments at CC5: Enemy Territory (ET) and Call of Duty 4 (CoD). There are game admins for each game. The admin for the ET tournament is Anaconda (Han Flamez), while the admins for the CoD tournament are Morg (Robert Black) and Kleineman (Bo Kleinhesselink).
- 1.4. Minor sanctions and disputes will be resolved by the game admins, as listed in rule 1.3. major sanctions and disputes will be resolved by the LAN management team of Adacore (Adam Oddy), Cash (Remao Tummers) and TospoT (Stuart Saw). The admins' decision on any sanction or dispute is final.
- 1.5. Abusive or offensive behaviour towards the CC5 or WZZRD staff, tournament admins, opponents or spectators at any time during the tournament is unacceptable and will be punished.
 - 1.5.1. Any violent behaviour at the event will result in immediate automatic expulsion from the venue for all involved parties and may result in teams being ejected from the tournaments.
- 1.6. Damage or theft of property at CC5 will not be tolerated and will result in severe sanctions for the parties involved.
- 1.7. The clan leader or team captain is responsible for his team and all the players in that team. It is recommended that the team captain is fluent in English or Dutch, as he will be required to communicate with the tournament admins.
 - 1.7.1. The team captain must have read and understood the rules.
 - 1.7.2. The team captain is responsible for ensuring his team and players adhere to the rules fully. Ignorance of the rules is not an excuse for rule violations.

1.7.3. The team captain may choose at any time to nominate another player in or manager of his team as team captain for any reason. Such nominations must be reported by the team captain to the tournament admins.

1.7.4. All official communication between a competing team and the tournament admins must be conducted by the team captain.

1.8. Clarification of any point in the rules is available from the tournament management team at any time during the tournament.

1.9. Any abuse or misconduct not included in these rules will still result in sanctions from the tournament management. Knowingly abusing a flaw or error in these rules is also punishable.

2. Prizes

2.1. The CoD tournament has a prize fund of €7000. Prize allocation is as follows:

1st Place €3500

2nd Place €2250

3rd Place €1250

2.2. The ET tournament has a prize fund of €5500. Prize allocation is as follows:

1st Place €2500

2nd Place €1750

3rd Place €1250

3. Tournament Structure and Schedule

3.1. The CoD4 tournament will consist of an initial group stage of two (2) groups of six (6) teams, in which every team in a group plays every other team in that group once, followed by a single elimination playoff stage. The top four teams from each group will progress to the playoff stage.

3.2. The ET tournament will consist of an initial group stage of six (6) groups of either three (3) or four (4) teams, in which every team in a group plays every other team in that group once. The top team from each group will progress to a double elimination playoff stage, while the second place team from each group will play in a second group stage consisting of two (2) groups of three (3) teams. The top team from each of these groups will also progress to the playoff stage. The third and fourth place teams in groups will proceed to a single elimination losers tournament.

- 3.3. Group rankings in both ET and CoD groups will be determined by the seeding tournaments prior to the event.
- 3.4. Games may be scheduled to be played between 09:00 and 02:00 local time on Friday 12th December, between 09:00 and 02:00 local time on Saturday 13th December and between 10:00 and 16:00 on Sunday 14th December.
- 3.4.1. Each match will be scheduled for a specific start time and must be played at that time, in accordance with rule 5.13.
- 3.5. The schedule for the tournament will be posted by 18:00 Monday 8th December, but may be subject to change at any time.
- 3.5.1. Games may be rescheduled to a later time, delayed, postponed or cancelled at any time by the tournament admins without prior notice.
- 3.5.2. Games may be rescheduled to an earlier time (brought forward) until one (1) hour before the match start time by the tournament admins without prior notice. Games will not be rescheduled to an earlier time in the same day if either of the teams has not yet played a game on that day without the consent of both team captains.
- 3.5.3. Where possible the tournament admins will notify any teams involved in a rescheduled game of the new match start time at least one (1) hour before either the new or old starting time, whichever is earlier.
- 3.5.4. In the event a game is cancelled, the tournament admins will notify the teams involved as quickly as reasonably possible.
- 3.6. Teams will be seeded as a result of their performance in the pre-event seeding tournaments.

4. CoD Match Rules

- 4.1. Matches will be played 5 on 5.
- 4.2. All tournaments will be played with the Promod ruleset, which was also used in the Seeding Tournament.
- Three (3) SMG limit
 - One (1) sniper limit with AWP fix
 - One (1) shotgun limit
 - No LMG
 - Five (5) second bomb plant time

- Seven (7) second bomb defuse time
- Forty-five (45) second bomb timer
- One minute and forty-five second (1:45) round time

4.3. Each match in group stage will consist of one map. Map selection will be made on a “selection by elimination” system, which we call “veto”. Prior to each map the team captain of the opposing teams meet with either Morg or Kleineman. A coin toss is made, with the loser removing a map from the map list first; the other team then removes a map, &c. until one map remains, and that map will be played.

4.3.1. Veto System

- 1) Coin toss
- 2) Loser of coin toss removes a map
- 3) Winner of coin toss removes a map
- 4) Loser of coin toss removes a map
- 5) Winner of coin toss removes a map
- 6) Remaining map is played

4.3.2. Teams are not permitted to remove the same two maps in consecutive group matches. e.g. If Team A removes maps X and Y in their first match, they may only remove map X or map Y plus one other map. In their third match Team A would again be allowed to remove both maps X and Y.

4.4. Each match in the playoff stage will be played in best of three (BO3) maps format. Each team in a match will pick one map. Teams will not be permitted to pick the same map in two consecutive playoff games. If required, a decider map will be selected using the veto system.

4.5. Map Pool

- mp_backlot
- mp_crash
- mp_crossfire
- mp_district
- mp_strike

4.6. Match and warm up

4.6.1. Every match has 15 minutes of warm up time followed by 45 minutes of match time. The warm up time can be used to warm up ingame or to install config files and drivers. No players will be granted more time than that scheduled for warm up for preparation.

4.6.1.1. Only in case of setup problems, match times can be postponed if and only if the player who is facing installation difficulties reports such problems within the FIRST 15 minutes of *setup*. Any problem unreported or reported after the initial 15 minutes is at the account and responsibility of the player and will NOT result in postponement of the match.

4.6.2. The winner of a knife round selects sides.

4.6.3. All matches are played using max rounds 12 (MR12).

4.6.4. Each team has one (1) timeout per match, which can be taken for any reason. This can be a tactical timeout, but in this case further timeouts for technical issues will not be permitted.

4.6.5. A timeout is a total of five (5) minutes.

4.7. Computer hardware and software

4.7.1. Players are responsible for any software or hardware that is not installed or provided by Crossfire Challenge 5.

4.8. Server, network or electrical failure

4.8.1. In the event of technical failure the match is to be resumed as soon as possible, with each team keeping the points they had won when the fault occurred.

4.8.2. A failure occurring in the first round of a match leads to a restart of the entire match.

4.8.3. A player or team causing intentional failures will forfeit the match and may be sanctioned, up to and including removal from the tournament per rule 1.2.

4.9. Penalties

4.9.1. Possible penalties in the event of rule violation by teams in the Call of Duty 4 include, but are not limited to:

- Warning
- 3 round (or more) deduction
- Forfeit loss of map

- Forfeit loss of match
- Disqualification of a player or team from the tournament per rule rule 1.2.
- Banning of a player or team from the event and venue.

4.10. Group points system

4.10.1. Teams will receive three (3) points for a match win, one (1) point for a tied match and no (0) points for a match loss.

4.10.1.1. Rounds count as “goals scored” for and against.

4.10.1.2. A no show results in seven (7) rounds credited to the winner and no (0) rounds for the loser.

4.10.2. If two or more teams are tied equal on points on completion of the group matches, the following criteria are applied to determine the rankings:

- 1) Higher number of points obtained in the head to head group match played between the tied teams.
- 2) Superior round difference from all the group matches played by the tied teams.
- 3) Higher number of rounds scored in all the group matches played by the teams in question.
- 4) Drawing of lots.

4.10.3. There is no overtime in group play, which means matches may result in a tie. In the playoff stage OT MR3 will be used on the decider map only, using the same map.

4.11. Reporting of results

4.11.1. All results must be reported to the game admins immediately after the match. The result must be submitted on an official CC5 result submission slip and countersigned by the team captain of each team and the game admin.

4.11.2. Teams may challenge results for up to 30 minutes after the match is finished. After this period no challenges will be considered by the tournament staff except at their discretion.

4.12. Players may bring their own mouse, keyboard and headset, as well as drivers and config files &c. All PCs will be open for configuration by players. Alteration of BIOS and chipset settings is strictly forbidden.

- 4.12.1. Any unnecessary alterations should be avoided.
- 4.12.2. All changes to PCs other than standard driver and config installation may only be made after permission is given by the admins.
- 4.12.3. Any alterations to PC settings that result in technical problems for CC5 hardware may result in sanctions for those responsible.
- 4.12.4. No 3rd party program (*e.g. Powerstrip, Rivertuner etc.*) or scripts/configging (*e.g. nadescripts, macros etc. including configs that change commands/rates. These commands range from set nade binds to gain the longest throw to scripting a superior firing rate of semi-automatic weapons. This also includes multi-command binds such as bind MOUSE2 "toggleleads; +attack on scroll wheel".*) are allowed during matches.
- 4.12.5. Clipping is not allowed. Clipping is when a player can manipulate him/herself so that he or she can see over (or through) particular walls. The admins have full discretion to determine if clipping was involved. Violations of this rule will result in sanctions.
- 4.12.6. Players are allowed to edit their mp_config file in their player directory. Players are not allowed to have any other configuration files inside this directory. Any other configuration files found will be considered a violation of the rules and will be sanctioned.
- 4.13. A team is allowed to have 7 players (including staff) on their roster, all those playing in the tournament must have paid the entry fee. The roster is locked during the entire tournament. Tournament admin can decide to make exceptions on roster changes depending on the basis of the request (*e.g. a player is injured etc.*).
- 4.13.1. Replacements must not occur during a match. An admin has to be notified by the team manager or captain prior to the substitution.
- 4.13.2. A player cannot participate in more than one (1) team during the tournament.

5. ET Match Rules

- 5.1. Matches will be played in a best of three (3) map format. Map wins count for 2 ranking points for the winner and 0 points for the loser, while tied maps count 1 point for each team.
- 5.2. Matches will be played in stopwatch mode.
 - 5.2.1. Matches will be played in the ABBA format, with team A attacking first on the first map, then defending while team B attempts to beat the time set (if any). The teams will then be swapped for the second

map, with team B attacking first and team A defending, then swapped again for the third map (if required), with team A attacking first again.

5.2.1.1. In the first group stage the team attacking first on the first map will be the team seeded higher in the tournament. In the second group stage and playoffs, the attacking team will be chosen at random by a coin toss.

5.2.2. In the group stages the first two maps will be preselected by the tournament admins and released with the schedule. Decider maps will be decided by elimination from the pool of maps, excluding those already played in that match.

5.2.3. In the playoff stage each team will select one map, giving their selection to the tournament admins at least 10 minutes prior to the match start time. Decider maps will be decided by elimination.

5.2.3.1. If both teams select the same map, the second map will be chosen by elimination.

5.2.3.2. Teams may not select a map they have chosen in their previous two (2) playoff matches.

5.2.3.2.1. For the grand final, teams will be allowed to select maps from the entire map pool. If a second grand final is played, teams must select from the maps that were not played in the first grand final match.

5.2.4. In the event a match has a tied scoreline after three maps in a group stage, the result will be entered as a tie (3-3 score).

5.2.5. In the event a match has a tied scoreline after three maps in a knockout stage, subsequent decider maps will be played until a winner is determined.

5.2.6. If there is insufficient time to complete a match, the tournament admins may at any time declare one team the winner, if that team holds a clear advantage in that match. It is the responsibility of the tournament admins to decide whether a team holds a clear advantage. This rule will only be used as an emergency measure.

5.3. Group Rankings

5.3.1. In a group system, clans are ranked by their win-loss record. If two or more teams have an equal win-loss record, the outcome of the match(es) between the tied teams determines the rank. If a tie still exists, the net rounds in the matches between the tied teams will be used to break ties. In the case that a tie still exists, the net round difference of the teams will be used to break ties. If the teams remain tied after these tiebreakers have been applied the tournament admins will decide

between: (a) A one (1) map tiebreaker match or matches between the tied teams; (b) A coin/dice toss to break the tie.

5.4. The map list for the tournament (map timelimits in square brackets []) is:

- SW_Goldrush_TE [15 minutes]
- Supply [15 minutes]
- Radar [12 minutes]
- Frostbite [10 minutes]
- Adlernest [10 minutes]
- Bremen_b2 [15 minutes]
- SW_Delivery_TE [12 minutes]

5.5. Matches will be played 6 on 6. Playing with fewer than six players in any match is only permitted with permission from the tournament admins.

5.6. All matches must be played on an official CC5 ET Tournament server.

5.7. All matches will be played using EPro 3.2.6 and the official CC5 ET config.

5.8. A maximum of one (1) soldier is allowed on each team at any time.

5.8.1. The mortar is not allowed for soldiers.

5.8.2. The MG42 is not allowed for soldiers.

5.9. A maximum of one riflegrenade is allowed on each team at any time. This does not limit the number of engineers using a rifle, only the number of engineers using a riflegrenade.

5.10. The following tactics are considered illegal:

- Intentionally blocking the exit from a spawnpoint with a team-kill or self-kill followed by a revive of the killed player.
- Intentionally blocking any hinged door.
- Using any method to deliberately cause lag, teleport or simulated packet loss.
- Bug exploitation of any kind.

- 5.11. All players must record full ineyes demos of all their matches. These demos may be requested after the match by tournament admins, and failure to supply demos for a game may result in a forfeit loss in that game or other sanction.
- 5.12. Spectators are not allowed on the match server. Only tournament admins, shoutcasters and ETTV servers may be in spectator mode during a match.
- 5.13. Teams will be assigned PCs to play on for each game and must set up at these PCs as soon as they are available.
- 5.14. Matches will begin at the start time listed in the schedule. Matches that do not begin at this time may be force started by the tournament admins.
 - 5.14.1. Teams are guaranteed a minimum of 30 minutes combined setup and warmup time prior to the match start time. If teams are unable to begin setup 30 minutes before the scheduled match start time due to tournament delays, the start time will be moved back to allow them 30 minutes if setup is required, or at least 10 minutes of warmup if it is not. It is highly recommended that teams treat this as 15 minutes setup and 15 minutes warmup time to ensure they are ready to play on time.
 - 5.14.1.1. Only in case of setup problems, match times can be postponed if and only if the player who is facing installation difficulties reports such problems within the FIRST 15 minutes of setup. Any problem unreported or reported after the initial 15 minutes is at the account and responsibility of the player and will NOT result in postponement of the match.
 - 5.14.2. No allowance will be made for late arrival or slow setup.
 - 5.14.3. Matches will begin at the listed start time irrespective of the number of players from each team on present on the server and ready to play. If a team has no players present on a server at the listed start time, their opponent will be given a forfeit win on the first map. In the case where neither team is present on the server, the first map will be declared a forfeit draw. If a team has no players present on a server 30 minutes after the listed start time, the second map will also be declared forfeit.
 - 5.14.3.1. If the result is declared a forfeit draw and this results in a tie in a group, the tie will be resolved with a coin toss.
 - 5.14.4. The first round of the second map and the second round of any map in a match must be started immediately following the previous round and may be force started by the tournament admins.

- 5.14.5. Teams are permitted a five (5) minute break between the second and third maps, if a third map is to be played. After five minutes, the match may be force started by the tournament admins.
- 5.14.6. Matches may not begin before the tournament admins are ready.
- 5.15. Teams are permitted two (2) pauses per map in each match, each pause having a maximum duration of two (2) minutes. Pauses may be taken for any reason.
- 5.15.1. Any attempts to pause the game more than twice in a map in a given match will result in an immediate unpaue by the tournament admins and a possible sanction for the team which paused.
- 5.15.2. Teams are not permitted to unpaue a match without consent from the other team in that match.
- 5.16. Excessive use (“spam”) of global voice chat (vsay commands) or global written chat (say commands) in game is not allowed.
- 5.17. Teams must remove their equipment and vacate PCs as soon as their match is complete to allow the next team to set up, unless they have consecutive matches, in which case teams may be asked to remain in place.
- 5.18. If a match is unexpectedly interrupted (for example, by a server crash, power failure or other technical fault), and cannot be continued, the round in progress will be replayed.
- 5.19. Rule Violations and Penalties
- 5.19.1. Possible penalties in the event of rule violation by teams in the Enemy Territory tournament include, but are not limited to:
- Warning
 - Forfeit loss of round
 - Forfeit loss of map
 - Forfeit loss of match
 - Disqualification of a player or team from the tournament per rule 1.2.
 - Banning of a player or team from the event and venue.

5.19.2. A rule violation by any player in a team may lead the tournament admins to sanction the entire team, even if the rest of the team was not aware of the violation.

5.20. Reporting of results

5.20.1. All results must be reported to the game admins immediately after the match. The result must be submitted on an official CC5 result submission slip and countersigned by the team captain of each team and the game admin.

5.20.2. Teams may challenge results for up to 30 minutes after the match is finished. After this period no challenges will be considered by the tournament staff except at their discretion.

5.21. Players may bring their own mouse, keyboard and headset, as well as drivers and config files &c. All PCs will be open for configuration by players. Alteration of BIOS and chipset settings is strictly forbidden.

5.21.1. Any unnecessary alterations should be avoided.

5.21.2. All changes to PCs other than standard driver and config installation may only be made after permission is given by the admins.

5.21.3. Any alterations to PC settings that result in technical problems for CC5 hardware may result in sanctions for those responsible.

6. Teams and Players

6.1. Only players registered for a team in the tournament may play for that team.

6.2. Players registered for a team in the tournament may not play for any other team in the same tournament.

6.3. All players for a team must be clearly identifiable in game with a uniform tag for that team and a separate, noticeably different nickname for each player.

6.3.1. Players may not significantly change their nickname during the tournament. Any nickname they use during the tournament must always correspond obviously visibly to their original nickname.

6.3.2. Teams are permitted to change their tags between matches, but are not allowed to change their tags during a match.

6.3.3. Duplicating (exactly or approximately) the tags used by another team in the tournament is not permitted.

- 6.3.4. Team tags and player nicknames may not be offensive. Tournament admins reserve the right to reject any tag or nickname they deem inappropriate.

7. Cheating

- 7.1. All programs or files, be they changed game files or new files, that change the game or add to its functionality, or that interact with the game in any way, are strictly forbidden. Modified versions of the game's resource files are always forbidden, regardless of what they do. The use of any forbidden program or file by any team member during a match leads to a forfeit loss for that team, and may result in disqualification from the tournament.
- 7.2. Programs that do not interact with the game in any way are allowed, even if they can be used and operated simultaneously with the game. Voice communication programs are examples of such programs.

8. Other

- 8.1. Crossfire reserves the right to change these rules at any time.
- 8.2. Crossfire reserves the right to broadcast any match. Teams may not refuse such broadcasts.
- 8.3. In any situation not covered by these rules, the tournament admins will make a decision. The tournament admins' decision is final.

Note: "Team A" and "Team B" are purely illustrative terms and are not intended to indicate specific teams competing in the tournament.