



Call of Duty: WWII

1st Place: \$1,000.00 + 10th Anniversary Trophy

2nd Place: \$500.00

Team Passes Available at: <https://lanfest.intel.com/events/gfg2018/register>

The Gamers for Giving 2018 Call of Duty: WWII tournament will be played on the PS4. The tournament will be open to teams who have purchased a Call of Duty WWII Team Pass.

The tournament will be a double elimination tournament (teams must lose two matches to be eliminated). Each match will be based on a 'best of three games' format. The first team to win 2 of 3 games will move on through the tournament. The team that loses its match will be placed in the loser's bracket, or will face elimination if already in the loser's bracket.

Players must bring their own PS4 controller with the wired Micro USB Cable. All controllers will need to be used in the WIRED mode. Wireless controllers are not allowed.

PS4 consoles, Astro MixAmps, and BenQ monitors will be provided at the event. The entire tournament will be full screen. Players will be able to create custom classes prior to their match.

The tournament will span across both Saturday and Sunday. Check-in will begin at 10:00 AM on Saturday, April 28th. Once checked in, we will have warm-up time allotted for teams who would like to play matches before the tournament begins promptly at 1:30 PM. Play on Saturday will end at the

discretion of the moderators (likely between 8 PM – 11 PM eastern). The tournament will resume on Sunday at 10:00 AM.

In the event of a technical failure such as a power outage, internet outage, or server connectivity malfunction beyond our control, the tournament shall be postponed or canceled at the discretion of tournament moderators.

This ruleset will reflect the current competitive settings.

Restricted Items

Turrets

Players will not be allowed to utilize Turrets to kill another player.

Turrets provide players the ability to disregard their weapon choice and earn kills in engagements they may not have otherwise been prepared for. The development team at Sledgehammer Games is working on implementing an option to disable turrets.

Incendiary Shells

Players will not be allowed to utilize Incendiary Shells to kill another player.

Shotguns are currently in a good place—with the “Rifleman” trait being restricted, players will only be able to create a shotgun class that caters to close range combat. However, the incendiary shells provide damage over time, providing players with kills they would not normally earn with a shotgun.

Restricted Weapons

- Lewis
- MG 15
- Bren
- MG 42

Restricted Attachments

- High Caliber
- Rapid Fire

Restricted Scorestreaks

- Recon Aircraft
- Counter Recon Aircraft
- Care Package
- Emergency Airdrop
- Paratroopers

Restricted Basic Trainings

- Espionage
- Launched
- Requisitions
- Instincts

- Rifleman
- Lookout
- Ordnance
- Concussed
- Bang

Restricted Equipment

- S-Mine 44
- Satchel Charge

Map Vetoes – LAN ONLY

Map vetoes will only occur at Global Open Events, CWL Sanctioned Events, CWL Pro League, Last Chance Qualifiers, and the CWL Championship. **The map vetoes are not applicable to online GameBattles ladders or tournaments.**

Map Pick and Ban Process: At the start of each match, players will decide which maps they will be competing on through this process. The higher seeded team will choose to act as team A or B. After the higher seed selects which team to act as, the veto process will begin in this order: HP, SnD, followed by CTF/Gridiron.

Higher seed Team must choose to act as Team A or Team B.

Team A vetoes one Hardpoint Map.

Team B vetoes one Hardpoint Map.

Team A chooses which remaining Hardpoint Map will be used for Game 1.

Team B chooses which sides they will be on for Game 1.

Remaining Map will be used for Game 4.

Team A chooses which side they will be on for Game 4.

Team B vetoes one Search and Destroy Map.

Team A vetoes one Search and Destroy Map.

Team B chooses which remaining Search and Destroy Map will be used for Game 2.

Team A chooses which side they will be start on for Game 2.

Remaining Map will be used for Game 5.

Team B choose which side they will be start on for Game 5.

Team A vetoes one Capture the Flag/Gridiron Map.

Team B vetoes one Capture the Flag/Gridiron Map.

Remaining Map will be used for Game 3.

Team A chooses which side they will start on for Game 3.

Map & Modes

CWL competition will consist of four gametypes to start. Players will compete in Hardpoint, Search & Destroy, Capture the Flag, and Gridiron. Game #3 will alternate between CTF and Gridiron each round. This will allow the community to test both gametypes.

We recognize 3 gametypes are ideal for the community to provide enough map variety, while ensuring players can practice and master the game. Prior to the first official CWL Game Settings we will eliminate **EITHER** Capture the Flag or Gridiron from the map rotation.

The first version of the Map & Mode combinations is below. Players are encouraged to share their feedback, especially surrounding their preference of Gridiron vs Capture the Flag, Search and Destroy on USS Texas, and Capture the Flag on Ardennes Forest.

- **Hardpoint**
 - Ardennes Forest
 - Gibraltar
 - London Docks
 - Saint Marie Du Mont
- **Search and Destroy**
 - Ardennes Forest
 - Gibraltar
 - London Docks
 - Saint Marie Du Mont
 - USS Texas
- **Capture the Flag**
 - Ardennes Forest
 - Flak Tower
 - London Docks
 - Saint Marie Du Mont
- **Gridiron**
 - Flak Tower
 - London Docks
 - Saint Marie Du Mont

Game Mode Rules

Players must select “esports Modes”. The settings below will then be automatically applied.

Hardpoint

Game Rules

- Time Limit: 5 Minutes
- Score Limit: 250 Points
- Activation Delay: None
- Location Order: Normal
- CODCaster: Enabled

General Settings

- Pre-Match Timer: 15 Seconds
- Team Change In-Game: Enabled
- Spectating: Team Only
- Spectating POV: First Person Only
- Killcam: Enabled
- Mini-Map: Normal
- Battle Chatter: Disabled
- Announcer: Enabled

Spawn Settings

- Respawn Delay: None
- Force Respawn: Enabled
- Wave Spawn Delay: Disabled
- Suicide Penalty: 2.5 Seconds
- Team Kill Penalty: None

Health and Damage

- Hardcore Mode: Disabled
- Health: Normal
- Health Regeneration: Normal
- Friendly Fire: Enabled
- Number of Lives: Unlimited
- Teamkill Kick Limit: Unlimited
- Headshots Only: Disabled
- Explosive Delay: None
- Scorestreak Delay: 15 Seconds

Lobby Options

- Join-In-Progress: Allowed
- Intermission: Disabled

Capture the Flag

Game Rules

- Time Limit: 10 Minutes
- Capture Limit: Unlimited
- Winning Conditions: Flag Captures
- Auto Return Time: 30 Seconds
- Pickup Time: None
- Enemy Carrier: Delayed
- Extra Time: 1 Minute
- CODCaster: Enabled

General Settings

- Pre-Match Timer: 15 Seconds

- Pre-Round Timer: 5 Seconds
- Team Change In-Game: Enabled
- Spectating: Team Only
- Spectating POV: First Person Only
- Killcam: Enabled
- Mini-Map: Normal
- Battle Chatter: Disabled
- Announcer: Enabled

Spawn Settings

- Respawn Delay: 5 Seconds
- Force Respawn: Enabled
- Wave Spawn Delay: Disabled
- Suicide Penalty: None
- Team Kill Penalty: None

Health and Damage

- Hardcore Mode: Disabled
- Health: Normal
- Health Regeneration: Normal
- Friendly Fire: Enabled
- Number of Lives: Unlimited
- Teamkill Kick Limit: Unlimited
- Headshots Only: Disabled
- Explosive Delay: None
- Scorestreak Delay: 15 Seconds

Lobby Options

- Join-In-Progress: Allowed
- Intermission: Disabled

Search and Destroy

Game Rules

- Round Length: 1.5 Minutes
- Score Limit: 6 Points
- Bomb Timer: 45 Seconds
- Plant Time: 5 Seconds
- Defuse Time: 7.5 Seconds
- Multi Bomb: Disabled
- Switch Sides: Every Round
- Silent Plant: Disabled
- CODCaster: Enabled

General Settings

- Pre-Match Timer: 15 Seconds
- Pre-Round Timer: 5 Seconds
- Team Change In-Game: Enabled
- Spectating: Team Only
- Spectating POV: First Person Only
- Killcam: Enabled
- Mini-Map: Normal
- Battle Chatter: Disabled
- Announcer: Enabled

Spawn Settings

- Respawn Delay: None
- Force Respawn: Enabled
- Wave Spawn Delay: Disabled
- Suicide Penalty: None
- Team Kill Penalty: None

Health and Damage

- Hardcore Mode: Disabled
- Health: Normal
- Health Regeneration: Normal
- Friendly Fire: Enabled
- Number of Lives: 1 Life
- Teamkill Kick Limit: Unlimited
- Headshots Only: Disabled
- Explosive Delay: None
- Scorestreak Delay: 15 Seconds

Lobby Options

- Join-In-Progress: Allowed
- Intermission: Disabled

Gridiron

Game Rules

- Time Limit: 10 Minutes
- Score Limit: Unlimited
- Ball Count: 1
- Carrier Armor: Normal
- Carry Score: 7
- Throw Score: 3
- Reset Time: 15 Seconds
- CODCaster: Enabled

General Settings

- Pre-Match Timer: 15 Seconds
- Pre-Round Timer: 5 Seconds
- Team Change In-Game: Enabled
- Spectating: Team Only
- Spectating POV: First Person Only
- Killcam: Enabled
- Mini-Map: Normal
- Battle Chatter: Disabled
- Announcer: Enabled

Spawn Settings

- Respawn Delay: 5 Seconds
- Force Respawn: Enabled
- Wave Spawn Delay: Disabled
- Suicide Penalty: None
- Team Kill Penalty: None

Health and Damage

- Hardcore Mode: Disabled
- Health: Normal
- Health Regeneration: Normal
- Friendly Fire: Enabled
- Number of Lives: Unlimited
- Teamkill Kick Limit: Unlimited
- Headshots Only: Disabled
- Explosive Delay: None
- Scorestreak Delay: 15 Seconds

Lobby Options

- Join-In-Progress: Allowed
- Intermission: Disabled

Questions / Feedback:

To submit a suggestion for the COD WW2 tournament, email us via contact@gamersoutreach.org.