

UMG SSM RULES 2017

Call of Duty: IW

The rules below apply to competitors in all games, in addition to the Tournament Rules posted under each game's specific section. P5S Reserves the right to remove any person from the venue without refund for any reason. These rules may be changed or updated at anytime please check back often!

What to Bring

- 3.5 Astro Mixamp Capable Headset
- USB Cable and Playstation 4 Controller
- Coaches should bring their own mixamp

Directory

- **Event Rules: (1.)**
- **Player Conduct: (2.)**
- **Penalties: (3.)**
- **No Shows: (4.)**
- **Game Rules: (5.)**
- **Equipment Rules: (6.)**
- **Settings: (7.)**
 - **Restricted**

Teams will be seeded into the open bracket in the following manner - Full Pro League Team Rosters from CWL, Random. The top 4 from the winners bracket and the top 4 from the losers bracket will be placed into Pool Play. Should pro league teams register the open bracket number slots will be reduced. The 4 teams from winners will be seeding according to record, the 4 teams from losers will be seeded 5 -8 in pool play according to record. Pool play will be best of 5 and Series. All 8 teams will be seeded into championship bracket best record from series wins from the pool will be placed into a double elimination best of 5 championship bracket. In the event of a tie the best game win loss record will advance if there is still a tie one full Search and Destroy match will be played to determine the spot (higher seed will host) Pools will be released directly following the open bracket! Seeds for the Champ bracket will be Series wins > Game wins to loss ratio> Coin toss in the event of a further tie.

Pool A

Pool B

Open Winners	Open Winners
Open Winners	Open Winners

Open Losers	Open Losers
Open Losers	Open Losers

Championship Bracket - Double Elimination!

Event Rules: (1.)

1. Players must leave end game stats up on the monitor until the station official says otherwise.
2. All competitors on main stage must use a headset. Players on mainstage must use the headsets provided. All headsets provided by UMG must be returned to the station official.
3. Trying to manipulate the bracket in the 2v2 or 4v4 competitions will result in the player/team being eliminated from the tournament.
4. Players must play the game types & maps in the order that they are listed on the round by round tournament page.
5. Rounds will be best-of-5 series.
6. All loser bracket re-matches will be played as a new match and not as a continuation of any previous match.
7. *The higher seeded team (closest to 0) will be assigned "Red Team (Team A)" and will choose to host either 1 or 2 games prior to the match beginning. The team that hosts one game decides which game they will host. In case of a rematch, the team that hosted two games will host one game in the second series. For best of 5 matches, the higher seeded team will choose to host 2 or 3 games. The team that hosts 3 games will choose one game to host. The team hosting 2 games will choose the 2 games they wish to host, and the remaining 2 games will be hosted by the team hosting 3 games. This process will then reverse in the event of a second best of 5 series. Same for 2nd best of 5 in Grand Finals.*
8. Games may only be started with permission of an official. Games started without permission will be disregarded and replayed.
9. Teams may not replace a player or coach after they register and check in. Players should plan on being present for the entire tournament. If a player must leave the event for any reason, their team will forfeit any future matches.
10. Any competitor with a complaint or concern regarding any form of cheating must bring it to the official's attention by saying "I HAVE A DISPUTE" before the next game. This includes game

bugs that may have affected the match result. Players may request that a dispute be escalated to the Tournament Director if they feel the official made an incorrect ruling.

11. Excessive taunting or use of vulgar language directed towards other competitors, spectators, or tournament staff will result in a warning. After 3 warnings during a single event, the competitor and their team will be ejected from the venue and future matches will be forfeit.
12. Any form of threatening behavior, physical or verbal, will result in elimination and removal of the entire team from tournament and venue. All future matches will be forfeit.
13. Certain situations may call for the Tournament Director's ruling. All of the Tournament Director's rulings are final.
14. All Player and Coach apparel must be approved by UMG. UMG reserves the right to require the removal of unapproved apparel as well as the right, in extreme cases, to disqualify a Team for wearing unapproved apparel.
15. UMG reserves the right to have up to 30 days to pay all parties their due prize.
16. Between Games, Teams may ask their official for permission to speak with an advisor(s). If granted, such discussions may not last longer than 2 minutes. Bathroom breaks may be requested, but are limited to two minutes if granted by the official. This will be strictly enforced. Teams may forfeit a match or be forced to play shorthanded if not back by the set time. Teams will be allowed after game 1 and game 4 of their series.
17. Players and Teams participating are prohibited from promoting or conducting any act of collusion or match fixing. Any attempts, agreements, offers or attempts to influence the outcome of a Game or Match will result in penalties against any teams involved.
18. Any sign of cheating may result in a Forfeit of the Game and/or disqualification from the Tournament.
19. In the case of a Console/Monitor/Network malfunction, the Round/Game may be restarted from the beginning, determined by the Floor Manager or designated representative. Players are responsible for ensuring proper function of their headset prior to the start of all Games. Games will not be restarted due to a headset malfunction unless called for by the Tournament Director.
20. Teams must have at least three Players present in order to start a Game. A Team will Forfeit Game 1 if they don't have at least three Players present by 5 minutes after a Match's scheduled start time (Grace Period). If a Team forfeited Game 1, they will Forfeit the Match if they don't have at least three Players present by 15 minutes after the Match's scheduled start time. Teams that played a previous Game(s) in a Match will Forfeit a Game 2, 3, etc. if they don't have at least three Players present by five minutes after the conclusion of the previous Game (Grace Period). Teams with three Players present will be forced to start a Game at the end of a Grace Period. Players are permitted to join Games that are in progress, but Players are not permitted to add a Character to a Game for a Player who is absent. Bots are not permitted in any Game. If Teams that are scheduled to play each other both Forfeit a Game or Match, the higher seeded Team will be awarded the Game/Match win. If a Match can't begin at its scheduled start time, the Grace Period will begin at the conclusion of the Station's preceding Match.

Player Conduct: (2.)

1. Players are expected to conduct themselves professionally throughout the entirety of the Event, including, interviews, and the Finals. Warnings or penalties may be issued for any of the following:
 - a. Profanity
 - b. Racism
 - c. Harassment
 - d. Threats or implied violence towards any player or member of Event Staff
 - e. Punctuality
 - f. Refusal to follow Event Staff instructions
 - g. Criminal Activity
 - h. Violation of Event rules

Unless expressly stated otherwise, offenses and infringements of these Player Conduct rules are punishable, whether or not they were committed intentionally. Attempting to commit any offenses or infringements is also punishable.

Penalties (3.)

1.1. Warnings and Penalties Warning and Penalty system. All warnings and penalties are given to the team, not the individual player (example: 1 player Team A warned 3 times is the same as 3 players on Team B each being warned once (3 total warnings). Depending on the severity of the action or conduct by a player. Multiple warnings may be handed out for a single infraction, up to and including by passing warnings and resulting in an immediate penalty.

1.2. Examples below:

- Profane words or phrases
- Controversial religious topics
- Threats/implied violence
- Destroying tournament equipment
- Punctuality
- Not following tournament staff instructions
- Going into replays

After a maximum of three (3) warnings, a penalty is enforced. Penalties may range from forfeiting the next game, forfeiting the next match, to reduction of prize money earned by the team. Teams may also be warned or incur a penalty for repeated warnings in regards to the same rule. Penalties may also be combined with other penalties (ex: team forfeits the next game AND forfeits 1% of prize money earned).

2. Note: All percentages are cumulative. When a percentage is taken from prize money or a player's earnings, it will be taken from the total sum of earnings awarded that Event.

3. Note: Offenses include but are not limited to those listed under rules 1., 2., 4., 5., 6., and the following:

- 1.1. Posting confidential conversations, ie tickets, emails, etc.
- 1.2. Leaving match early
- 1.3. Match Delays

- 1.4. Misconduct
- 1.5. Cheating
- 1.6. Ringer/Faker
- 1.7. Playing w/ wrong gameaccount
- 1.8. Deception

No Shows: (4.)

1. Teams must report to their assigned station within 10 minutes after matches are announced. If the FULL team does not report within 10 minutes, they will forfeit the first game. Teams then have another 10 minutes to report to their station after forfeiting the first game. If a team does not report within the additional 10 minutes (20 minutes after their match was announced) they will forfeit the series. If neither team shows up to the station, a winner will be determined randomly and advanced through the bracket.
2. Teams are allowed 5 minutes between games to discuss strategy and get ready to start the second game. If a team is not back after 5 minutes, the game will be started. If it is a kill dependent game mode, the team that does not have their full roster present will forfeit that game. If both teams are not present both teams will forfeit the game to be played, potentially earning one team a win for the match.

Game Rules:

1. Players are not allowed to go outside the normal boundaries of the map. Tournament Director will determine what qualifies as map boundaries and will make all final calls on map boundaries.
2. Players may change their name to their username. Players are not allowed to have clan tags in there ingame names.
3. In the event of equipment or game failure, the following rules will be used when restarting a game. Tournament director will make all final calls and decisions on match restart. Players should always continue playing unless told otherwise by a tournament official.
4. The hosting Team is responsible for setting up each Game with the correct UMG SSM \$10k - Call of Duty IW Game Types, Settings & Restrictions. The correct Settings & Restrictions are on all profiles with "eSports Mode" enabled for every game type. Starting a Game with an incorrect Game Type, Setting, or Restriction may result in a Forfeit of the Game.
5. Players will have five minutes before the start of a Match and two minutes in between each Game to adjust their Classes and Options, and ensure their headset is functioning properly. Five minute time limits will begin after all Players are seated. Two minute time limits will begin at the conclusion of the preceding Game.
6. No warm-up or practice Games are permitted once the Match's first Game has begun.
7. If a Game ends in a tie, it must be replayed. When a Game is replayed, the Host is not changed.
8. If a Player finds that their Character hasn't respawned after the proper amount of time (Spawn Glitch), they should notify a Tournament Official immediately. If the Tournament Official is able to

confirm that the Spawn Glitch has occurred, the Game will be ended and the Floor Manager will determine whether the Round/Game should be restarted, the Game win should be awarded to a Team, or the conditions under which the Round/Game should be resumed.

9. If a Player finds that the Uplink Satellite hasn't reset after 15 seconds of being unreachable (Satellite Glitch), they should notify a Tournament Official immediately. If the Tournament Official is able to confirm that the Satellite Glitch occurred, the Game will be ended and the Floor Manager will determine whether the Round/Game should be restarted, the Game win should be awarded to a Team, or the conditions under which the Round/Game should be resumed.
10. When Rounds/Games are restarted, Players may not alter their Classes. Breaking this rule may result in a Forfeit of the Game.
11. Teams must use Full Screen (1 Player per Monitor) for all Games.
12. For all Main Stage Games, the higher seeded Team must occupy the Red Side (left side from the audience perspective) and the lower seeded Team must occupy the Blue Side.

Game Types & Hosting

1. Game Types & Hosting
2. UMG will set the Game Types for all Matches.
3. All Host Choices must be made prior to the start of a Match.
4. For all Open Bracket Matches, the higher seeded Team must choose to act as Team A or Team B. Team A must first choose one Game Type that they will host. Team B will be set to host the other two Game Types. The highest Seed is 1.
5. The Team that doesn't Host a Game must choose to play as Atlas or Sentinel for that Game.
6. All Championship Bracket Matches on Main Stage will have a Neutral Host.

Equipment Rules: (6.)

1. Players must provide their own controller, micro USB cable, headset. Players must use the console and monitor provided by UMG. PlayStation 4 is the official console for the Tournament.
2. All Player equipment is subject to approval. UMG reserves the right to deny the use of anything suspected of providing an unfair competitive advantage.
3. Players may not use a Turbo controller or a Button Macro controller. Turbo controllers allow Players to press a button that results in their Character performing a set of actions that would normally require the Player to press the same button multiple times. Button Macro controllers allow Players to press a button that results in their Character performing a set of actions that would normally require the Player to press multiple buttons.
4. Players may not use a controller that has been modified in such a way that it alters their Character's abilities and/or in-game mechanics. Players are allowed to make cosmetic changes to their controller.

5. Players must maintain a wired connection with their PlayStation 4. No Wireless play is allowed. All players must plug into the Kronos Max at all times.
6. Players may not use a Keyboard or a Mouse.
7. Headsets must utilize a standard 3.5mm stereo headset jack. Players may not use a Wireless headset or a headset that requires an outlet for power. Coaches are permitted to connect/wear a headset while their team is playing. Coaches must provide their own mixamps.
8. Players competing on the Main Stage must wear the provided headset on mainstage but may use their personal on other stations.
9. Players may not eject a disc from a console without a Tournament Official's permission.
10. Teams that break an Equipment Rule #3-9 will be given a Warning. After the first Warning, each subsequent Warning that a Team receives will result in a Forfeit of the Game.
11. Individuals found removing a disc from a console may be disqualified from the Tournament and/or ejected from the venue.

Settings (7.)

Settings

Hardpoint:	Uplink:	Search and Destroy
Pre Match Countdown - 45	Pre Match Countdown - 45	Pre Match Countdown - 45
Loadout Phase Time - 60	Loadout Phase Time - 60	Loadout Phase Time - 60
Game	Game	Game
Time Limit: 5 Minutes	Round Time Limit: 5 Minutes	Round Length: 1.5 Minutes
Score Limit: 250 Points	Round Score Limit: Unlimited	Round Win Limit: 6 Rounds
Cod Caster: Enabled	Codcaster: Enabled	Win by Two Rule: Disabled
Advanced Game Mode Options	Advanced	Win By Two Max Rounds: 8 Rounds
Time to Capture Zone: Instant	Carry Score: 2 Points	Round Switch: Every Round
Zone Lifetime: 1 Minute	Throw Score: 1 Point	COD Caster: Enabled
Activation Delay Time: Disabled	Satellite Point: 1 Satellite	Advanced
Location Order: Linear	Practice Mode: Disabled	Bomb Timer: 45 Seconds
Scoring: Constant	Drone Reset Condition: Never	Plant Timer: 5 Seconds
Pause Time: Enabled	Drone Reset Timeout: Unlimited	Defuse Time: 7.5 Seconds
Capture Team Spawn Delay: Disabled	Idle Timeout: 15 Seconds	Multi Bomb: Disabled
	Explode On Timeout: Disabled	

Use HQ Rules: Disabled	Carrier Armour: x0.75	Silent Plant: Enabled
Player	Show Enemy Carrier: 3 Seconds	Player
Number of Lives: Unlimited	Player	Number of Lives: 1 Life
Max Health: Normal	Number of Lives: Unlimited	Max Health: Normal
Health Regeneration: Normal	Max Health: Normal	Health Regeneration: Normal
Team	Health Regeneration: Normal	Team
Spectating: Team Only	Team	Spectating: Team Only
3rd Person Spectating: Disabled	Spectating: Team Only	3rd Person Spectating: Disabled
Killcam: Enabled	3rd Person Spectating: Disabled	Killcam: Enabled
Radar Always On: No	Killcam: Enabled	Radar Always On: No
Respawn Delay: 2.5 Seconds	Radar Always On: No	Respawn Delay: None
Wave Spawn Delay: None	Respawn Delay: 5 Seconds	Wave Spawn Delay: None
Force Respawn: Enabled	Wave Spawn Delay: None	Force Respawn: Enabled
Friendly Fire: Enabled	Force Respawn: Enabled	Friendly Fire: Enabled
Team Kill Punish Limit: Disabled	Friendly Fire: Enabled	Team Kill Punish Limit: Disabled
Gameplay	Team Kill Punish Limit: Disabled	Gameplay
Hardcore Mode: Disabled	Gameplay	Hardcore Mode: Disabled
CWL Tuning: Disabled	Hardcore Mode: Disabled	CWL Tuning: Enabled
Headshots Only: Disabled	CWL Tuning: Enabled	Headshots Only: Disabled
Cranked Timer: Disabled	Headshots Only: Disabled	Cranked Timer: Disabled
Double Jump: Enabled	Cranked Timer: Disabled	Double Jump: Enabled
Wallrun: Enabled	Double Jump: Enabled	Wallrun: Enabled
Allow Payloads: Enabled	Wallrun: Enabled	Allow Payloads: Enabled
Payload Charge Rate: Disabled	Allow Payloads: Enabled	Payload Charge Rate: Disabled
Payload Score Modifier: x1.25	Payload Charge Rate: Disabled	Payload Score Modifier: x8
Perks: Enabled	Payload Score Modifier: Normal	Perks: Enabled
Scorestreaks: Enabled		Scorestreaks: Enabled

Persistent Streak: Disabled	Perks: Enabled Scorestreaks: Enabled Persistent Streaks: Disabled	Persistent Streaks: Disabled
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Maps and Game Modes:

Hardpoint - Breakout	S&D - Crusher	S&D - Frost
Hardpoint - Retaliation	S&D - Retaliation	S&D - Precinct
Hardpoint - Scorch	S&D - Scorch	S&D - Throwback
Hardpoint - Throwback	S&D - Throwback	

Restrictions

Payloads Reaper Micro Turret Phase Shift	Traits Ping Persistence Infusion Supercharge Perception Relay Market Target Heightened Senses Rushdown	Lethals Plasma Grenade Seeker Grenade Trip Mine Exploding Drone Black Hole Projector C4
Tacticals Personal Radar Dome Shield Cryo Mine Nano Shot	Perks Perk 1 Overclock Perk 2 Tracker Perk 3 Pinpoint	Attachments Fusion Mag Hollow Point/Faraday Slug Ram Servo Akimbo Auto Sear Tracking Chip

	Wildcards Overkill	Trojan
<p>Weapons</p> <p>Assault Rifles</p> <p style="padding-left: 40px;">M1</p> <p style="padding-left: 40px;">OSA</p> <p style="padding-left: 40px;">R-VN</p> <p>LMGs</p> <p style="padding-left: 40px;">R.A.W.</p> <p style="padding-left: 40px;">Mauler</p> <p style="padding-left: 40px;">Titan</p> <p>Shotguns</p> <p style="padding-left: 40px;">Reaver</p> <p>DCM-8</p> <p style="padding-left: 40px;">Banshee</p> <p style="padding-left: 40px;">Rack-9</p> <p style="padding-left: 40px;">S-Ravage</p> <p>Launchers</p> <p style="padding-left: 40px;">Spartan SA3</p> <p style="padding-left: 40px;">P-LAW</p> <p>Howitzer</p> <p>Sidearms</p> <p style="padding-left: 40px;">Hornet</p> <p style="padding-left: 40px;">UDM</p>	<p>Scorestreaks</p> <p>UAV</p> <p>Drone Package</p> <p>CUAV</p> <p>Vulture</p> <p>Shock Sentry</p> <p>Advanced UAV</p>	<p>Rig Restrictions</p> <p>Each Player on a Team must use a different combat rig.</p> <p>The Synaptic Combat Rig is banned</p>
<p>Weapons Variants</p> <p>Weapons can only be used in their base form. All weapons variants are restricted</p>	<p>Hybrid Weapons</p> <p>Players may still use these weapons contingent upon only using the default primary mode</p> <p>Type 2 - Assault Rifle Only</p> <p>RPR Evo - SMG Only</p>	

	EBR-800 - Sniper Rifle Only	
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2v2 Rules

Single Elimination Format Best of 3

Note: *Each player on a team must use a different combat rig. Having two players use the same combat rig will result in a forfeit of the map.*

Note: *Players may not switch combat rigs mid map, doing so will result in a forfeit of the map.*

GAME

Time Limit - 1.5 Minutes
Round Win Limit - 6 Rounds
Win By Two Rule - Disabled
Win By Two Max Rounds - 8
Round Switch - Every Round
Codcaster - Enabled
Kill Trade: Disabled

ADVANCED

Bomb Timer 45 Seconds
Plant Time - 5 Seconds
Defuse Time - 7.5 Seconds
Multi Bomb - Disabled
Silent Plant - Enabled

PLAYER

Numbers of Lives - 1 Life
Max Health - Normal
Health Regeneration - Normal

TEAM

Spectating - Team Only
3rd Person Spectating - Disabled
KillCam - Enabled
Radar Always On - No
Respawn Delay - None
Wave Respawn Delay - None
Force Respawn - Enabled
Friendly Fire - Enabled
Team Kill Punishment: Disabled

GAMEPLAY

Hardcore Mode - Disabled
Tactical Rules - Disabled
CWL Tuning - Enabled
Headshots Only - Disabled
Double Jump - Enabled
Wallrun - Enabled
Allow Payloads - Enabled
Payload Charge Rate -Disabled
Payload Score Modifier - x8
Perks - Enabled
Scorestreaks - Enabled
Persistent Streaks - Disabled

Maps

S&D - Crusher
S&D - Retaliation
S&D - Scorch
S&D - Throwback
S&D - Frost

RESTRICTED ITEMS

Note: *Each player on a team must use a different combat rig. Having two players use the same combat rig will result in a forfeit of the map.*

Note: *Players may not switch combat rigs mid map, doing so will result in a forfeit of the map.*

<p>Combat Rigs Synaptic</p> <p>Payloads Reapers Micro Turret Phase Shift</p>	<p>Traits Ping Persistence Infusion Supercharge Perception Relay Market Target Heightened Senses Rushdown</p>	<p>Lethals Seeker Grenade Plasma Grenade Trip Mine Exploding Drone Black Hole Projector C4</p>
<p>Tacticals Personal Radar Dome Shield Cryo Mine Nano Shot</p>	<p>Perks Overclock Tracket Pinpoint Overkill</p>	<p>Attachments Faraday Slug Fusion Mags Hollow Points Ram Servo Akimbo Auto Sear Tracking Chip</p>
<p>Weapons All Launchers All Weapon Variants All LMG's All Shotguns All DLC Weapons M1 Garand Oni Hailstorm Hornet R3K OSA</p>	<p>Scorestreaks UAV Drone Package CUAV Vulture Shock Sentry Advanced UAV</p>	<p>Weapon Specifications</p> <p><i>The Hybrid weapons listed below can only be used in the default (Primary Mode)</i></p> <p>Type 2 - Assault Rifle Only RPR Evo - SMG Only EBR-800 - Sniper Rifle Only</p>

