



ESWC
ELECTRONIC SPORTS WORLD CUP

Call Of Duty Black Ops 2 regulations

Chapter 1 - General information

1.01 Call Of Duty Black Ops 2 Regulations

Article 1 - Regulation Committee

The present Regulations are decided and written by the Regulation Committee (RC) of the Electronic Sports World Cup. The Regulation Committee is composed of one competitions director and a tournament director for each discipline. You can contact the Regulation Committee at:

- Sylvain Maillard / Competitions director / smaillard@eswc.com

Article 2 - Application

The present Call Of Duty Black Ops 2 Regulations applied on every official tournament of ESWC Season 2013. Official tournament includes national, regional and grand final tournaments. The tournament structure is at the sole discretion of the tournament organizer.

Article 3 - Updates

The Regulations Committee reserves the right to modify the present Call Of Duty Black Ops 2 Regulations from time to time without notice. It is encouraged to review these regulations from time to time in order to be apprised of any changes.

Chapter 2 - Call Of Duty Black Ops 2 rules

2.01 Game settings

Article 4 - Game version

The competition will use the latest available version of Call Of Duty Black Ops 2 on XBOX 360.

Article 5 - Game ruleset

Tournament will use the latest available version of Decerto ruleset.

Article 6 - General settings

The following settings apply on all three mods used during a match:

- Scorestreaks: Allowed
- Score Streak Delay: 15 seconds
- Explosion delay: 3 seconds
- Automatic team balance: Off
- Team Change In-Game: Not Allowed
- 3rd Person Spectating: Not Allowed
- Killcam: Yes
- Revenge Voice: No
- Hardcore: Off
- Battlechatter: Off
- Codcasting: Allowed
- Dynamic Map Elements: Off
- Friendly Fire: On
- Game Recording: On

Article 7 - Capture the flag settings

The following settings apply only on Capture the flag maps played during a match:

- Win Condition: Total Flag Captures
- Time Limit: 5 Minutes
- Capture Limit: 10 Flags
- Respawn Delay: 5 Seconds
- Force respawn: On
- Round Limit: 2 Rounds
- Enemy Carrier: Delayed

- Auto Return Time: 30 Seconds
- Pickup Time: Instant
- Return Time: Instant

If both team has the same score participant must overtime and not replay the map.

Article 8 - Search and destruction settings

The following settings apply only on Search and destruction maps played during a match:

- Time Limit: 1.5 Minutes
- Round Win Limit: 6 Rounds
- Bomb Timer: 45 Seconds
- Plant Time: 5 Seconds
- Defuse Time: 7.5 Seconds
- Switch Side: Every Round
- Multi bombes: Off
- Silent Plant: Yes

Article 9 - Hard point settings

Hard point maps played during a match use default settings of the game:

- Time Limit: 10 Minutes
- Score Limit: 250 Points
- Lifetime: 1 Minute
- Capture Time: None
- Location: Linear Order
- Scoring: Constant
- Force respawn: On
- Activation Delay Time: None

In case of tied the same map must be replayed.

Article 10 - Banned weapons

- SMAW
- RPG
- Assault Shield
- All Shotguns
- FAL OSW
- SMR

- Peacekeeper SMG
- All LMGs
- KAP 40

Article 11 - Banned attachments

- Launcher
- Akimbo
- Scanner EHF

Article 12 - Banned perks

- Ghost
- Hardline
- Awareness

Article 13 - Banned Lethal

- Bouncing Betty
- C4
- Claymores

Article 14 - Banned tactical

- Shock Charge
- Tactical Insertion

Article 15 - Banned scorestreaks

- UAV
- Counter-UAV
- Guardian
- Care Package
- Hunter Killer
- Sentry Gun
- Orbital VSAT

Article 16 - Prohibited in-game actions

The following actions are strictly prohibited during a game and will result in the forfeit of the current map played for the team involved:

- Using any form of glitch is strictly prohibited.

Article 17 - Maps list

The following maps will be used:

- Capture the flag: Standoff, Slums, Raid
- Hard point: Yemen, Raid, Slums, Standoff
- Search and destroy: Express, Meltdown, Raid, Standoff

2.02 Match formats

Article 18 - Best-of-three

A best-of-three match is played on three maps alternatively on mods Hard point, Search and destroy and Capture the flag. The winner of a match is the first team which won two maps.

A match is stop when a team won the two first maps played, and the remaining map is not played.

The mod rotation must follow this order:

- 1) Hard point
- 2) Search and destroy
- 3) Capture the flag

The game hosting and side choice must respect the following procedure:

- 1) Team B host the first map and Team A choose which side to play
- 2) Team A host the second map and Team B choose which side to play
- 3) In case of a third map Team A host the map and Team B choose which side to play

Team A and Team B can be determined by a coin toss or by team's seeding in the tournament (Team A is the higher seeded team and Team B is the lower seeded team).

Article 19 - Best-of-five

A best-of-five match is played on five maps alternatively on mods Hard point, Search and destroy and Capture the flag. The winner of a match is the first team which won three maps.

A match is stop when a team won three maps and the remaining maps are not played.

The mod rotation must follow this order:

- 1) Hard point
- 2) Search and destroy
- 3) Capture the flag
- 4) Hard point
- 5) Search and destroy

The game hosting and side choice must respect the following procedure:

- 1) Team A host the first map and Team B choose which side to play
- 2) Team A host the second map and Team B choose which side to play
- 3) Team B host the third map and Team A choose which side to play
- 4) In case of a fourth map Team B host the map and Team A choose which side to play
- 5) In case of a third map Team A host the map and Team B choose which side to play

Team A and Team B can be determined by a coin toss or by team's seeding in the tournament (Team A is the higher seeded team and Team B is the lower seeded team).

Article 20 - Maps rotation

The map rotation is decided by the tournament organizer.

Article 21 - Match interrupted

If a match is involuntary interrupted (player crash, game crash, network cuts ...) the tournament officials may decide to replay the match according to the following rules:

- If a player/host disconnects during the initial launch of a map, the map will be restarted. The initial launch is defined as within the first 30 seconds or before the first kill. If both teams disagree over when the disconnection took place, video proof must be provided.
- If the host disconnects after the map has started, the host's team forfeits that map. After the map has started after 30 seconds or after the first kill. If both teams disagree over when the disconnection took place, video proof must be provided.

- If a player disconnects after the game has started, the following rules apply:
 - For Search and Destroy: The host must wait until the current round is over before ending the game. The disconnected player(s) will have 5 minutes to rejoin the lobby, and the match resumed from the score at which the game was ended.
 - For Capture the Flag: The host must wait until both flags are back at base before ending the game. The disconnected player(s) will have 5 minutes to rejoin the lobby, and the match resumed from the score at which the game was ended.
 - For Hardpoint: The disconnected player(s) will rejoin the lobby as soon as possible. The match is not to be ended at any point.

A team can not start or resume a map without four players. Otherwise the team will forfeit the current map played.

If a team is disqualified or didn't finish a match during a group stage, all his matches results within the group are cancelled and are also lost by default score of 0-1. All points won or lost are backwardly re-distributed.

2.03 Group stage and play-off specifics rules

Article 22 - Group stage rules

In case of a group stage participants meet each others in a best-of-one or best-of-three match (see Article 18 & 19). Each match result awards “group points” (hereafter referred as points) as follows: 3 for a win, 1 for a draw, 0 for a defeat. At the end of the group, the following criteria apply orderly to determine the distinct position of each participant:

- 1) Higher number of points obtained in all group matches;
- 2) Higher number of points obtained in group matches played among the remaining tied participants;
- 3) Higher map difference obtained in the group matches played among the remaining participants;
- 4) Higher map difference obtained in all group matches played by participants;
- 5) Higher number of points obtained in tie-breaker matches played among the remaining tied participants (tie-breaker matches are organized specifically for the occasion);
- 6) Higher map difference obtained in the tie-breaker matches;
- 7) Steps 7 and 8 are applied again until no participants are tied anymore.

Article 23 - Play-off rules

A play-off can be organized in a single elimination or double elimination bracket.

In each match of a single elimination or double elimination bracket participants play each others in a best-of-one or best-of-three match.

For a single elimination bracket the winner of a match advances in the next round of the bracket. An extra match will be played between the loser of the semi-finals in order to establish the 3rd and 4th place.

For a double elimination bracket, the winner of a match advances in a “winners” bracket, loser continues in a “loser” bracket when they have lost one match. Participants are eliminated when they have lost a match in the “loser” bracket. During the grand final, the champion of the “loser” bracket must win 2 consecutive matches against the champion of the “winners” bracket to win the tournament.