

Call of Duty: Modern Warfare 2019

Platform: Playstation 4

Maximum Competitors: 64

Entry Fee: \$10 entry fee per player

Prizes: Payout based on # of entries; 70/20/10% prize split

GENERAL RULES

Match Type: 2v2 (Single Elimination)

Game Type: Search and Destroy

Time Limit: 2 Minutes

Round Win Limit: 6 Rounds

ADDITIONAL RULES

Win By Two Rule: Disabled

Win By Two Max Rounds: N/A

Round Switch: Every Round

Match Start Time: 15 Seconds

Round Start Time: 10 Seconds

Skip Infil: Disabled

Practice Round: Disabled

Codcaster: Enabled

TOURNAMENT MATCH PLAY RULES

1. **Game Ties:** If a Game ends in a tie, it must be replayed. When a Game is replayed, the Host is not changed.
2. **Warm-up:** No warm-up or practice Games are permitted once the Match's first Game has begun.
3. **Delays:** Players may not delay the start of a Match beyond its scheduled start time, without the approval of a Tournament Official. Teams may delay a Match between Games for up to ten minutes. Teams can request that a Tournament Official enforce this ten minute time limit. After ten minutes of a Tournament Official enforced delay, if the delaying Team does not have the minimum required Players, they will Forfeit the Match.
4. **Minimum Required Players:** Teams must have all Players present in order to start a Game. A Team will Forfeit the Match if they don't have all Players present by 15 minutes after a Match's default start time (Grace Period). Teams will be forced to start a Game at the end of a Grace Period.
5. **Normal Boundaries:** Players who move their Character outside of the normal boundaries of a Map may Forfeit the Game. Moving outside of the normal boundaries of a Map includes but is not limited to part of the Character's body passing through what should be a non-permeable surface or object, and moving into any area from which your Character registers shots on an opponent who is not able to register shots on your Character.