

# Call of Duty World League Pro Division Handbook

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## 1. Introduction

This Official Handbook ("**Handbook**" or "**Rules**") of the Call of Duty World League Pro Division ("**CWLPD**" or "**Competition**") applies to all Teams, Team Owners, Team Managers, Team Staff, Players, and Substitutes ("**Participants**") who are actively participating in the Competition or any event related to the Competition.

The jurisdiction of the Call of Duty World League Pro Division ("Administration") reserves the right to amend, remove, or change the rules for any reason at any time without prior notice. Administration reserves the right to make judgment on cases not specifically covered by the Handbook in order to preserve the spirit of fair competition and sportsmanship. Participants are responsible for understanding and operating on the latest version of these rules at all times.

Administration reserves the right to exercise necessary authority, without limitation, to protect the interests of the Call of Duty<sup>®</sup> video game franchise ("**Franchise**"), any person or entity who is partnered with Franchise or Administration to provide products or services for the Competition ("**Affiliate**"), any authorized person or entity to create and/or publish media for any reason at any time during the Competition ("**Press**"), and any person who is present at an event related to the Competition ("**Attendee**"). All decisions made by Administration are final unless the option to appeal is clearly stated.

If a provision of this Handbook is or becomes illegal, invalid, or unenforceable in any jurisdiction, that shall not affect the validity or enforceability in that jurisdiction of any other provision of this Handbook or the validity or enforceability in other jurisdictions of that or any other provision of this Handbook.

All communication with Administration is strictly confidential. The publication of such material without explicit consent is strictly prohibited and will result in a penalty.

The Call of Duty World League Pro Division Administration consists of the following parties:



The Call of Duty World League Pro Division is operated by Turtle Entertainment GmbH.

> Turtle Entertainment GmbH Siegburger Str. 189 50679 Köln Germany <u>cwl@eslgaming.com</u> <u>http://www.turtle-entertainment.de</u>

## 2. Player Eligibility

A "Player" is defined as any person who is registered to compete on the active roster or who can serve as a reserve ("**Substitute**") for a Team during the Competition. Players must meet the following requirements in their entirety in order to be eligible to compete. Players who do not meet these requirements will be deemed ineligible to compete and will be removed from the Competition until these requirements are met.

Administration reserves the right to investigate Player information where eligibility is in question. Players should be prepared to provide a copy of personal identification or other applicable documents to verify that these requirements are met.

## 2.1. Age

Players must be 18 years of age or older before participating in the Competition.

## 2.2. Region & Residency

Players must be legal residents of the Region they wish to compete in.

## 2.3. No Employees

Players may not be employees of Administration or Affiliates at any point during the Competition.

## 3. Player Restrictions

## 3.1. Player Names

Administration reserves the right to restrict or change Player names for any reason at any time. Using alternative spelling in attempt to avoid compliance with the following rules is strictly prohibited.

- Player names may not include a sponsor name.
- Player names may not include any product name or description.
- Player names may not include any words that are purely commercial.
- Player names must comply with the Code of Conduct.

## 3.2. Team Limitations

Players may not be registered on more than one CWLPD Team at the same time.

## 3.3. Region Limitations

Players may not compete in or attempt to qualify for the Competition in more than one Region.

## 3.4. Sponsorships

Players may acquire personal sponsorships. Administration reserves the right to restrict sponsor involvement. Involvement from sponsors that fall into the following categories is strictly prohibited:

- Products or Services from Direct Competitors
- Account Selling, Sharing, or Trading Websites
- Alcohol
- Tobacco Products
- Drugs of Any Kind
- Firearms, Handguns, or Ammunition Providers or Manufacturers
- Pornography
- Gambling Websites

## 3.5. Additional Agreements

Administration is not responsible for enforcing any agreements made between Players and other entities. Any agreement that does not comply with this Handbook is strictly prohibited.

## 4. Player Accounts

A "Player Account" is a virtual account for each Player in the Competition that lists the information requested by Administration. Players must submit all necessary information in order to participate in the Competition. Administration will contact Players individually to ensure that Player Accounts are registered with complete and accurate information.

Players are responsible for requesting any desired changes to the Player Account. These changes must be approved by Administration before taking effect.

## 4.1. Playstation Network Account

A Playstation Network Account ("**PSN**" or "**PSN Account**") will be provided to all Players in the Competition. These accounts must be used in all CWLPD Matches. The use of this PSN outside of official Competition Matches is strictly prohibited and may result in penalties. The credentials of the PSN accounts will be managed and communicated by Administration. Any issues with PSN accounts should be brought to the attention of Administration immediately.

## 4.2. Photo

A photo will be taken to serve as the official Player headshot. Players should notify Administration if they have not taken a photo.

## 4.3. Documentation or Other Miscellaneous Requests

Documentation or other miscellaneous items may be required at various times throughout the Competition as requested by Administration. If the documentation is not completed to the standards set by Administration, the Participant may be subject to penalties. Penalties may be issued if the items requested are not properly submitted by the required time.

## 5. Team Eligibility

A "Team" is defined as four (4) starting Players ("**Active Roster**") and one (1) Substitute (mandatory) representing an organization or entity under a Team License during the competition. Teams must meet the following requirements in their entirety in order to be eligible to compete. Teams who do not meet these requirements will be deemed ineligible to compete and will be removed from the Competition until these requirements are met.

Administration reserves the right to investigate Team information where eligibility is in question. Teams should be prepared to provide applicable documents to verify that these requirements are met.

### 5.1. Team Size

A Team roster must consist of exactly five (5) total players.

## 5.2. Region & Residency

A Team's Region is determined by the location of its Players. All Players must be legal residents of the Region they wish to compete in. The location of Team Owners, Team Managers, etc. does not affect the Team's Region.

## 6. Team Restrictions

## 6.1. Team Names and Logos

Administration reserves the right to restrict or change Team names and logos for any reason at any time. Using alternative spelling in attempt to avoid compliance with the following rules is strictly prohibited.

- Team names and logos may include one sponsor name.
- Team names and logos may not include any extension (ex: "CoD Team")
- Team names and logos may not include any product name or description.
- Team names and logos may not include any words that are purely commercial.
- Team names and logos must comply with the Code of Conduct.

### 6.2. Region Limitations

Teams may not compete in or attempt to qualify for the Competition in more than one Region.

## 6.3. Sponsorships

Teams may acquire personal sponsorships. Administration reserves the right to restrict sponsor involvement. Involvement from sponsors that fall into the following categories is strictly prohibited:

- Products or Services from Direct Competitors
- Account Selling, Sharing, or Trading Websites
- Alcohol
- Tobacco Products
- Drugs of Any Kind
- Firearms, Handguns, or Ammunition Providers or Manufacturers
- Pornography
- Gambling Websites

## 6.4. Additional Agreements

Administration is not responsible for enforcing any agreements made between Teams and other entities. Any agreement that does not comply with this handbook is strictly prohibited.

## 7. Team Accounts, Licenses, and Ownership

## 7.1. Team Account

A "Team Account" is a virtual account for each Team in the Competition that lists the information requested by Administration. Teams must submit all necessary information in order to participate in the Competition. Administration will contact Teams individually to ensure that Team Accounts are registered with complete and accurate information.

Team Owners or Managers are responsible for requesting and authorizing any desired changes to the Team Account. These changes must be approved by Administration before taking effect.

### 7.2. Team License

A "Team License" is a permit which allows an organization or entity (registered association, organization, Ltd company, etc.) to have a Team in the Competition and is valid for one Stage. The Team License is granted to an entity at the time the Team qualifies for the Competition. An entity may hold only one Team License per Region. Entities owned or operated by the same person, people, or brand may not hold multiple Team Licenses within a Region.

A Team License cannot be held or managed by a Player in the Competition. If a qualified Team does not belong to an entity prior to their qualification, they must join one to remain in the Competition. If no entity can be found by the Players, Administration may provide assistance in finding one.

Any desired changes to a Team License must be requested to and accepted by Administration. Attempting to make any changes to a Team License without a proper request is strictly prohibited and may result in penalties or other sanctions.

Team Owners are responsible for requesting and authorizing any desired changes to the Team License. These changes must be approved by Administration before taking effect.

## 7.3. Team License Transfer

Team Owners may request a transfer of the Team License to another entity during a Stage, if there is an adequate reason for doing so. Administration reserves the right to deem whether or not the reason is adequate. In the event that a Team License is transferred, all roster restrictions will still apply.

## 7.4. Team License Withdrawal

Administration reserves the right to revoke a Team License for any reason at any time. Teams that do not abide by this handbook risk having their Team License withdrawn. In the event that a Team License is revoked, Players will remain in the Competition and will be assisted with joining a new organization for a Team License transfer.

## 7.5. Documents or Miscellaneous Requests

Documentation or other miscellaneous items may be required at various times throughout the Competition as requested by Administration. If the documentation is not completed to the standards set by Administration, the Participant may be subject to penalties. Penalties may be issued if the items requested are not properly submitted by the required time.

## 8. Team Roles & Responsibilities

### 8.1. Owner

"Team Owners" are the owners of the entity the team is registered to and are the only representatives that may authorize a transfer of a license. The Team Owner may also serve as the Team Manager (see below). Team Owners may not compete on a Team in the Competition.

## 8.2. Manager

"Team Managers" are representatives appointed by the Team Owners that are responsible for managing day-to-day communication with Administration. This may include, but is not limited to, Scheduling, Player Accounts, Team Accounts, Team Rosters, Competition Structure, Match Procedures, Game Rules, Conduct Rules, Prize Money, and Content Creation. Team Managers may not compete on a Team in the Competition.

### 8.3. Player

"Players" are individuals who are registered to compete on a Team in the Competition. Players must comply with all eligibility and roster rules. Upon recruitment and acceptance into the Competition, Players will be required to register a Player Account.

Players may not request any changes to a Team Account, License, or Roster.

Players may compete on other Teams in the Challenge Division or any other related event unless otherwise stated.

To be eligible to compete in the Stage Playoffs, a Player must have competed in at least six (6) Matches. Players must compete in a majority of the Games in a Match in order to earn credit for that Match.

## 8.4. Substitute

"Substitutes" are individuals who are registered to compete on a Team in CWLPD Matches. Substitutes must comply with all eligibility and roster rules. Upon recruitment and acceptance into the Competition, Substitutes will be required to register a Player Account. Substitutes may not request any changes to a Team Account, License, or Roster.

## Substitutes may compete on other Teams in the Challenge Division or any other related event unless otherwise stated.

To be eligible to compete in the Stage Playoffs, a Substitute must have competed in at least six (6) Matches. Substitutes must compete in a majority of the Games in a Match in order to earn credit for that Match.

## 9. Team Roster and Player Movement

## 9.1. Roster Submission

Team rosters become subject to these Team Roster and Player Movement rules immediately upon qualifying for the Competition. The four qualified Players are considered to be the qualified roster of which two of the four must be maintained at all times throughout a Stage.

## 9.2. Substitution

Teams may choose to have their Substitute compete in the place of a Player from the Active Roster for CWLPD Matches. Substitutes may start a Match or join a Match between Games. Substitutes may not join a Game in progress for any reason at any time.

Once a Game has started, Teams may not change Players for the remainder of the Game.

Registered Substitutes may also compete at offline events. In the event that a Substitute is used at an offline event, he/she must be used for the entirety of the event unless in the case of an emergency situation.

Emergency Substitutes that are not registered to a Team may only be used in extreme cases as deemed by Administration.

## 9.3. Roster Changes

A roster change is defined as removing **and** adding a Player to the active roster or Substitute position. Adding a Player is considered to be half of a roster change. Removing a Player is considered to be half of a roster change.

Teams may freely make roster changes between Stages (approval from Administration is still required) and two (2) roster changes during the Stage before the roster lock period (Section 9.8.) so long as two of the four Players from the qualified roster remain.

## 9.4. Adding a Player

Teams with less than five Players may add a Player before the roster lock so long as eligibility requirements and roster change rules are met at all times.

## 9.5. Removing a Player

Teams with five Players (Substitute) may remove a Player at any time (including after the roster lock) so long as two of the four Players from the qualified roster remain. Teams may not remove a Player if it will leave fewer than four Players on the roster. If a Team fails to have a sufficient number of Players, the Team may be removed and have its Team License revoked.

## 9.6. Trading Players

A Trade is a roster change in which one Player is exchanged for a Player from another Team.

Trades with more than two Teams are also permitted.

- Team A trades Player X to Team B.
- Team B trades Player Y to Team C.
- Team C trades Player Z to Team A.

## 9.7. Requesting a Roster Change

Team Owners or Managers are responsible for requesting any desired changes to a Team roster. These changes must be approved by Administration before taking effect.

Roster change requests must be submitted 48 hours prior to the start of the first Match day of the week. Roster changes cannot be made in between Match days of the same week.

For example, changes may be made between Week 1 and Week 2 but not between Week 1 Day 1 and Week 1 Day 2.

Roster changes must be authorized by the Team Owners or Managers of all involved Teams before the request can be considered for approval.

Releasing information regarding roster changes that have not been formally approved by Administration is strictly prohibited and may result in a penalty.

## 9.8. Roster Lock

Team rosters will be locked the Thursday at 11:59 PM Pacific Time of the weeks listed below. All requests must be submitted prior to this lock in order to be considered for approval.

Roster Lock		
Region	Week	
ANZ	Week 4	
EU	Week 5	
NA	Week 6	

## **10. Competition Structure**

The Call of Duty World League Pro Division 2016 Season is made up of two Stages across three Regions (Australia/New Zealand, Europe, North America). "Region" is defined as the geographical area in which a Player or Team is competing in and representing during the Competition. Each Stage will feature a period of Regular Play leading up to a Finals event.

The full schedule can be found here: <u>callofduty.com/esports/schedule</u>

#### 10.1. Stage One

#### 10.1.1. Stage One Regular Play

Stage One Regular Play features a Double Round-robin (Best of Five) competition.

The number of Teams in the CWLPD Stage One Regular Play in each Region are as follows:

- Australia / New Zealand 8 Teams
- Europe 10 Teams
- North America 12 Teams

The number of Matches in the CWLPD Stage One Regular Play in each Region are as follows:

- Australia / New Zealand 56 Matches
- Europe 90 Matches
- North America 132 Matches

The number of Matches per Team in the CWLPD Stage One Regular Play in each Region are as follows:

- Australia / New Zealand 14 Matches
- Europe 18 Matches
- North America 22 Matches

The number of weeks in the CWLPD Stage One Regular Play in each Region are as follows:

- Australia / New Zealand 7 Weeks
- Europe 9 Weeks



#### 10.1.2. Stage One Finals

At the end of Stage One, the bottom Teams based on rank will compete in a Relegation Match to determine whether or not they will remain in the Competition. The top Teams based on rank will compete in a Stage Playoffs.

#### 10.1.2.1. Stage One Relegation

Relegation will begin online and will feature four groups of four Challenge Division teams in Round-robin group play with a Best of Five (BO5) match format. Following the completion of these matches, the top two teams from each group will advance to play in an 8-team single elimination bracket with a Best of Seven (BO7) match format. This bracket will be played to completion (including a 3rd/4th place consolation match) for seeding purposes.

10.1.2.1.1. Stage One Relegation - Online Group Play

The top 16 Challenge Division (based on CWL Points) teams in each region will be placed into the following pools to prepare for the drawing of the groups.

- Pool A Seed 1-4
- Pool B Seed 5-8
- Pool C Seed 9-12
- Pool D Seed 13-16

To form a group, one team will be drawn from each of the four pools. Group play will feature a Round-robin, Best of Five (BO5) format to decide which top two teams from each group will advance to play in a Best of Seven (BO7), single elimination bracket.

10.1.2.1.2. Stage One Relegation - Online Single Elimination Bracket

The single elimination bracket will determine which four teams advance to the Offline Relegation match and which team they will be matched up against. A consolation match will be played for seeding purposes.

The single elimination bracket will be formed as follows:

• Quarter Final - Match 1 - Group A: First Place vs Group D: Second Place

- Quarter Final Match 2 Group C: First Place vs Group B: Second Place
- Quarter Final Match 3 Group B: First Place vs Group C: Second Place
  - Quarter Final Match 4 Group D: First Place vs Group A: Second Place
  - Semi Final Match 5 Winner of Match 1 vs Winner of Match 2
  - Semi Final Match 6 Winner of Match 3 vs Winner of Match 4
  - Final Match 7 Winner of Match 5 vs Winner of Match 6
  - Consolation Match 8 Loser of Match 5 vs Loser of Match 6

10.1.2.1.3. Stage One Relegation - Offline Relegation Match

The top four Teams from the Online Relegation will advance to Offline Relegation where they will each compete in a single Best of Seven (BO7) match against one of the bottom four pro teams to earn a spot in CWLPD Stage 2. That matchups will be determined by the following:

- Match 1 Highest Seed PD Team vs 4th Place CD Team
- Match 2 Second Highest Seed PD vs 3rd Place CD Team
- Match 3 Third Highest Seed PD Team vs 2nd Place CD Team
- Match 4 Fourth Highest Seed PD Team vs 1st Place CD Team

PD = Pro Division CD = Challenge Division

10.1.2.2. Stage One Playoffs

Stage One Playoffs will feature a Best of Seven (BO7), single elimination bracket in which teams are seeded based on rank from the Stage One Regular Play.

The number of teams in the CWLPD Stage One Playoffs in each region are as follows:

- Australia / New Zealand 4 Teams
- Europe 6 Teams
- North America 8 Teams

In Europe, the 1st and 2nd seeded Teams will receive a Bye in the first round.

### 10.2. Stage Two

#### 10.2.1. Stage Two Regular Play

Stage Two Regular Play features a Double Round-robin (Best of Five) competition.

The number of Teams in the CWLPD Stage Two Regular Play in each Region are as follows:

- Australia / New Zealand 8 Teams
- Europe 10 Teams
- North America 12 Teams

The number of Matches in the CWLPD Stage Two Regular Play in each Region are as follows:

- Australia / New Zealand 56 Matches
- Europe 90 Matches
- North America 132 Matches

The number of Matches per Team in the CWLPD Stage Two Regular Play in each Region are as follows:

- Australia / New Zealand 14 Matches
- Europe 18 Matches
- North America 22 Matches

The number of weeks in the CWLPD Stage Two Regular Play in each Region are as follows:

- Australia / New Zealand 7 Weeks
- Europe 9 Weeks
- North America 11 Weeks

#### 10.2.2. Stage Two Finals

At the end of Stage Two, the top Teams based on rank will compete in a Stage Playoffs.

10.2.2.1. Stage Two Playoffs

Stage Two Playoffs will feature a Best of Seven (BO7), single elimination bracket in which Teams are seeded based on rank from the Stage Two Regular Play.

The number of Teams in the CWLPD Stage Two Playoffs in each Region are as follows:

- Australia / New Zealand 4 Teams
- Europe 6 Teams
- North America 8 Teams

In Europe, the 1st and 2nd seeded Teams will receive a Bye in the first round.

### 10.3. Standings

A Team's rank is determined by the position in the Stage standings. Positions in the Stage standings are determined by the total match Win/Loss records.

#### 10.3.1. Ties in Standings

Ties must be resolved using the following procedure:

- Total Game Win/Loss Record
- Match Win/Loss Record Against Tied Teams
- Game Win/Loss Record Against Tied Teams

10.3.1.1. Tie Breaker Game

In a three-way tie that cannot be resolved by the steps above, a Round-robin Game must be played between the tied Teams. This must be repeated until the tie is resolved.

In a two-way tie that cannot be resolved by the steps above, a Game must be played between the tied Teams.

The Game Mode used will be Search and Destroy. The Map used will be determined by a veto procedure. The Team which won the most recent Match between the two tied Teams will choose between taking the first Map Veto or choosing to host or pick sides.

Maps will be vetoed back and forth until one map remains. The remaining map will be used.

Whichever Team does not veto first will have a choice to host or pick sides. If the choice to Host is picked, the opponent will choose sides. If the choice to pick sides is picked, the opponent will host.

### 10.4. Stage Placings

A Team's final placing in a Stage is determined by the results of the Stage Finals. The CWLPD Teams in Relegation will share the bottom placings. Placings for Playoff Teams will be determined by what placing the team earns in the Playoffs bracket.

## 10.5. Championship Points

Teams that compete in Stage playoff events will earn Championship Points based on their placing. These points will be associated with the Team Licenses and not the individual Players. The top Teams from each region at the end of the season based on Championship Points will qualify for the Call of Duty World Championship.

The number of teams that qualify for the Championship event from each region are as follows:

- Australia / New Zealand 2 Teams
- Europe 4 Teams
- North America 6 Teams

Championship Points will be awarded as follows:

Points Breakdown		
Placing	Stage One	Stage Two
1st	100 Points	100 Points
2nd	80 Points	80 Points
3rd/4th	60 Points	60 Points
5th-8th	40 Points	40 Points

Teams will qualify with seeds based on the number of Championship Points they have earned.

In the event that multiple teams share the same number of points, the Teams with higher placings in Stage Two will be awarded the higher seeds. Ties that still remain will be broken based on standings from Stage Two Regular Play.

## 11. Online Events and Match Guidelines

## 11.1. Role of Referees

#### 11.1.1. Responsibilities

Referees are CWLPD officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight includes, but is not limited to:

- Monitoring CWLPD Matches
- Checking the team's lineup before a Match.
- Enforcing no-show infractions before or during a Match.
- Announcing the beginning of the Match.
- Ordering a restart of the Match.
- Issuing penalties in response to rule violations during the Match.
- Confirming the end of the Match and its results.

#### Matches played without a referee present will be deemed invalid.

#### 11.1.2. Referee Comportment

At all times, referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any Participant or other individual.

### 11.1.3. Finality of Judgment

If a referee makes an incorrect judgment, the judgment can be subject to reversal. Administration may evaluate the decision during or after the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, Administration reserves the right to invalidate the referee's decision. Administration will always maintain final say in all decisions set forth throughout the Competition.

### 11.2. Best of Five

Online Matches for Regular Play will feature a Best of Five (BO5) format in which Teams must win three of the five Games to secure a Match victory.

## 11.3. Pre-Match Setup

#### 11.3.1. Match Rescheduling

All Matches must be played in accordance with the Match schedule provided by Administration. Administration reserves the right to reschedule matches for any reason at any time. Matches may be rescheduled in the case of an emergency at the sole discretion of Administration.

#### 11.3.2. Check In

Teams are required to check in with Administration via official communication channels 1 hour prior to the scheduled Match time to confirm their attendance. Failure to check in on time may result in a penalty.

#### 11.3.3. No Show

The Match schedule is tentative and may be accelerated. Players are expected to be ready to compete at all times during a Match day. Administration must be notified immediately if Players may be late to a Match.

Players from both Teams are expected to be present in the game lobby and ready to play 30 minutes before a scheduled Match time. A Team which can not provide a full and eligible roster 10 minutes before a scheduled Match time will automatically forfeit the Match and receive a penalty. Under no circumstances may a Team start a Game with less than four (4) Players.

Delays caused by Players that are not ready to compete at the scheduled time may result in a major penalty.

Administration reserves the right to withdraw the Team License from any Team that repeatedly no shows.

#### 11.3.4. Equipment

Teams are responsible for their own hardware and internet connection. Matches will not be rescheduled due to technical issues.

#### 11.3.5. Communication Channels & Software

Participants are free to use any communication channel or software they choose for communication in-game. Participants are required to use the specified communication software to communicate with Administration. Information regarding communication with Administration will be communicated to Participants directly. Participants must be attentive and responsive at all times surrounding a scheduled Match (1 hour prior and 30 minutes following a Match).

#### 11.3.6. Home & Away Teams

Teams will be assigned the label of Home or Away at random to assist with the hosting and side selection procedures. The labels will swap Teams the second time the same Teams meet.

#### 11.3.7. Hosting & Side Selection

Administration will contact Teams via the official channel of communication prior to the start of a scheduled Match to officiate the hosting and side selection procedures. Each matchup within a Stage must be played on a Host for both the Home and Away Teams, unless otherwise specified. All Hosting and Side Selection choices must be made prior to the start of a Match. Before a series begins, the Home Team must choose to act as Team A or Team B.

- Team A gets first choice of which Game they would like to host.
  - O Team B will then choose which side to start on for that Game.
- Team B gets second choice of which Game they would like to host.
  - O Team A will then choose which side to start on for that Game.
- Team A gets third choice of which Game they would like to host.
  - O Team B will then choose which side to start on for that Game.
- Team B hosts the remaining two Games.
  - O Team A will then choose which side to start on for those two Games.

#### Example:

• Team A decides to host Game 2.

O Team B decides to play as CDP.

- Team B decides to host Game 1.
  - O Team A decides to play as Black Ops.
- Team A decides to host Game 4.
  - O Team B decides to play as Black Ops.
- Team B will host Game 3 and 5 by default.
  - O Team A decides to play as CDP for Game 3 and Black Ops for Game 5.

The Host is responsible for ensuring that all Game settings are correct. All Players must agree that the connection to the Host is adequate before the start of a Game. In the event that an adequate connection cannot be found, Administration will decide who will Host the map.

### 11.4. Mid-Match

#### 11.4.1. Stoppage of Play

Players may not end a game under any circumstances without approval from Administration. Failure to abide by this rule will result in a penalty.

#### 11.4.2. Inviting Additional Players

Inviting additional Players to the lobby is strictly prohibited and will be penalized with a minor penalty.

#### 11.4.3. Disconnects

If a Player disconnects during the Ban/Protect phase, he/she shall forfeit his/her selection if one has not already been made. He/she must try to re-join the Game immediately. If he/she is unable to rejoin the Game before the Game begins, the Game may be restarted with the same Bans and Protects.

If a Player disconnects within the first 15 seconds of the Game and no damage has been dealt or no points have been earned prior to the disconnect, the Game will be restarted with the same Bans and Protects.

If a Player disconnects after the first 15 seconds and/or damage has been dealt or points have been earned, the Game must continue. The Player may re-join the Game as soon as possible.

Substitutes may not replace a disconnected Player during a Game.

Following the end of the game, the affected Team will have up to 8 minutes to provide a full and eligible roster before forfeiting the remainder of the series.

#### 11.4.4. Server Crashes and Host Drops

In the event of a server crash, the map will be restarted with the same Bans and Protects. Substitutes may not replace a Player for a Game affected by a server crash. In the event that the Host drops from the Game causing all Players to drop from the lobby, the Hosting Team will forfeit that Game.

#### 11.4.5. Breaks Between Games

There will be a 2 minute break in between Games for Players to set up their classes and prepare for the next Game. Teams that fail to provide a full and eligible roster by the end of the break may forfeit the remainder of the Match. The Game will not be restarted for Players that are not ready upon Game start. Any Player related delays may result in a penalty.

### 11.5. Post-Match

#### 11.5.1. Game Ties

A Game that ends in a tie will be replayed from the beginning (fresh Ban/Protect).

#### 11.5.2. **Results**

All results will be recorded by Administration. In the event that a technical difficulty prohibits Administration from recording scores, Players may be asked to provide a screenshot.

#### 11.5.3. Protests

Administration may allow up to 15 minutes following the completion of a Match for results to be disputed. All Match protests will be reviewed by Administration.

#### 11.5.3.1. Rematches

Administration reserves the right to issue a replay of Game in the event that a Game is played under unstable or illegitimate conditions. If Administration deems that a rematch is necessary in order to settle a disputed Match, the Game or Match that is played will nullify and void the previous one.

## 12. Offline Events and Match Guidelines

## 12.1. Role of Referees

#### 12.1.1. Responsibilities

Referees are CWLPD officials who are responsible for making judgments on every match-related issue, question and situation which occurs before, during, and immediately following match play. Their oversight includes, but is not limited to:

- Checking the team's lineup before a Match.
- Checking and monitoring player peripherals and Match areas.
- Announcing the beginning of the Match.
- Issuing penalties in response to rule violations during the Match.
- Confirming the end of the Match and its results.

#### Matches played without a referee present will be deemed invalid.

#### 12.1.2. Referee Comportment

At all times, referees shall conduct themselves in a professional manner, and shall issue rulings in an impartial manner. No passion or prejudice will be shown towards any Participant or other individual.

## 12.1.3. Finality of Judgment

If a referee makes an incorrect judgment, the judgment can be subject to reversal. Administration, at their sole discretion, may evaluate the decision during or after the match to determine if the proper procedure was implemented to allow for a fair decision. If the proper procedure was not followed, Administration reserves the right to potentially invalidate the referee's decision. Administration will always maintain final say in all decisions set forth throughout the Competition.

### 12.2. Best of Seven

Offline Matches will feature a Best of Seven (BO7) format in which Teams must win four (4) of the seven (7) Games to secure a Match victory.

## 12.3. Stage Matches

Teams are required to play assigned stage Matches on stage. Exceptions may be granted in the event of a disability or other related circumstances.

## 12.4. Clothing

Participants must wear appropriate team attire. Administration reserves the right to prohibit the use of attire that is deemed inappropriate. Shirts provided by Administration may be worn on stage. Pants, such as jeans or slacks, are required on stage. Joggers, sweatpants, and shorts will not be permitted. Close-toed shoes are required, and sandals/flip-flops will not be permitted.

## 12.5. Gaming Areas

Unless otherwise stated, Participants may not bring or consume any food in the gaming areas. Smoking is strictly prohibited. Exaggerated loud noises and offensive language is prohibited, and may be punished with penalties.

## 12.6. Interviews

Each Team must nominate at least one Player to be available for interviews before, during, or after a Match. Administration reserves the right to choose which Player to interview. Chosen Players may not refuse to conduct an interview. Such behavior may result in a penalty.

## 12.7. Press Conference / Signing / Photograph / Video Sessions

Teams are required to provide a Player to participate in press conferences, autograph signing, photo shoots, video shoots, or otherwise upon request from Administration.

## 12.8. Winner's Ceremony

All Participants may be required to stay in the tournament area for the Winners Ceremony after the final Match.

## 12.9. Pre-Match Setup

#### 12.9.1. Match Rescheduling

All Matches must be played in accordance with the Match schedule provided by Administration. Administration reserves the right to reschedule Matches for any reason at any time. Matches may be rescheduled in the case of an emergency at the sole discretion of Administration.

#### 12.9.2. No Show

The Match schedule is tentative and may be accelerated. Players are expected to be ready to compete at all times during a Match day. Administration must be notified immediately if Players may be late to a Match.

All Players are expected to be present and ready to play 90 minutes before a scheduled Match time. A Team which can not provide a full and eligible roster 10 minutes before a scheduled Match time will automatically forfeit the Match and receive a major penalty. Under no circumstances may a Team start a Game with less than four (4) Players.

Delays caused by Players that are not ready to compete at the scheduled time may result in a major penalty.

Administration reserves the right to withdraw the Team License from any Team that repeatedly no shows.

#### 12.9.3. Warm Up

A period of 30 minutes may be provided before a scheduled Match. This period is not guaranteed.

#### 12.9.4. Equipment

Administration will provide monitors and consoles to be used for the Competition. Participants must bring their own controllers, in-ear headphones, and any other equipment needed. Participants may bring headsets for use on warm-up stations. Provided headsets must be used while on-stage. Equipment must include cables of reasonable length.
#### 12.9.5. Removable Media

Connecting or using any removable media on the tournament equipment without prior examination and approval from Administration is strictly prohibited.

### 12.9.6. Communication Channels and Software

Players are required to use the provided solution for Team communication during Matches.

### 12.9.7. Hosting & Side Selection

All offline Matches will be hosted by Administration. The higher seeded team will choose to act as Team A or Team B for the Side Selection procedure.

- Team A gets first choice of which Game they would like to choose sides for.
- Team B gets second choice of which Game they would like to choose sides for.
- Team A gets third choice of which Game they would like to choose sides for.
- Team B gets fourth choice of which Game they would like to choose sides for.
- Team A gets fifth choice of which Game they would like to choose sides for.
- Team B picks sides for the remaining two Games.

#### Example:

- Team A decides to to play as CDP for Game 2.
- Team B decides to play as Black Ops for Game 1.
- Team A decides to play as Black Ops for Game 4.
- Team B decides to play as Black Ops for Game 7
- Team A decides to play as Black Ops for Game 6.
- Team B decides to play as CDP for Game 3 and Black Ops for Game 5.

## 12.10. Mid-Match/Game

#### 12.10.1. Stoppage of Play

Players may not end a Game under any circumstances without approval from Administration. Failure to abide by this rule may result in a penalty.

## 12.10.2. Inviting Additional Players

Inviting additional Players to the lobby is strictly prohibited and may result in a penalty.

#### 12.10.3. Disconnects

In the event of a Player disconnect, Administration will determine whether the Game is to be replayed on a case-by-case basis. In the event of a restart, the same Bans and Protects must be used. Substitutes may not replace a disconnected Player during a Game.

#### 12.10.4. Server Crashes and Host Drops

In the event of a server crash or host drop, the Game will be restarted with the same Bans and Protects. Substitutes may not replace a Player for a Game affected by a server crash or host drop.

#### 12.10.5. Breaks Between Games

There will be a 2 minute break in between Games for Players to set up their classes and prepare for the next Game. Players will also be given a 5 minute break to refresh in between the third and fourth Game in a series . Teams that fail to provide a full and eligible roster by the end of the break may forfeit the remainder of the Match. The Game will not be restarted for Players that are not ready upon Game start. Any Player related delays may result in a penalty.

#### 12.11. Post-Match/Game

#### 12.11.1. Game Ties

A Game that ends in a tie will be replayed from the beginning (fresh Ban/Protect).

#### 12.11.2. **Results**

All results will be recorded by Administration.

#### 12.11.3. Protests

Administration may allow up to 15 minutes following the completion of a Match for results to be disputed. All Match protests will be reviewed by Administration.

#### 12.11.3.1. Rematches

Administration reserves the right to issue a replay of Game in the event that a Game is played under unstable or illegitimate conditions. If Administration

deems that a rematch is necessary in order to settle a disputed Match, the Game or Match that is played will nullify and void the previous one.

# 13. Game Modes, Restrictions, and Settings

The latest version of the official CWL settings should be used for all Pro Division Games. Game Modes, Restrictions, and Settings are subject to change at the sole discretion of Administration. Any changes will be communicated to Participants.

#### 13.1. Game Modes

The game modes played in the Competition are as follows:

- Capture the Flag (CTF)
- Hardpoint (HP)
- Search and Destroy (SND)
- Uplink (UL)

#### 13.2. Map & Game Mode Combinations

#### 13.2.1. Capture the Flag

- Breach
- Evac
- Fringe
- Stronghold

#### 13.2.2. Hardpoint

- Breach
- Evac
- Fringe
- Stronghold

#### 13.2.3. Search and Destroy

- Breach
- Evac
- Fringe
- Hunted
- Infection
- Redwood
- Stronghold

# 13.2.4. Uplink

- Breach
- Evac
- Fringe
- Infection

# 13.3. Game Settings

## 13.3.1. Standard Settings

13.3.1.1. Restrictions

13.3.1.1.1. Restricted Weapons

HG 40
MX Garand
RSA Interdiction
Brass Knuckles
Butterfly Knife
Carver
Fury's Song
Iron Jim
MVP
Malice
Marshal 16
NX ShadowClaw
Wrench
XM-53

13.3.1.1.2. Restricted Perks

Ghost
Sixth Sense
Tracker

13.3.1.1.3. Restricted Equipment

C4	
Shock Charge	
Trip Mine	

13.3.1.1.4. Restricted Scorestreaks

UAV
Care Package
Guardian
Hardened Sentry
H.A.T.R.

13.3.1.1.5. Global Settings

Team Assignment	Open
Team Change In-Game	Enabled
CODcasting	Enabled
3rd Person Spectating	Disabled
Dynamic Map Elements	Disabled
Revenge Voice	Disabled
Battlechatter	Disabled
Announcer	Enabled

13.3.1.1.6. General Settings

Pre-Match Requirement	Disabled
Pre-Match Timer	30 Seconds
Pre-Round Timer	5 Seconds
Mini-map	Normal
Explosive Delay	Disabled
Killcam	Enabled
Scorestreak Delay	15 Seconds
Score Multiplier	1
Hardcore	Disabled

13.3.1.1.7. Health and Damage

Health	100%
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Health Regeneration	Normal
Friendly Fire	Enabled
Teamkill Kick Limit	Disabled
Headshots Only	Disabled
Hit Indicator	Enabled

## 13.3.1.1.8. Competitive Settings

Ban/Protect Voting	Enabled
Ban/Protect Time	30 Seconds
Create a Class Edit Time	1.5 Minutes
Scorestreak Edit Time	20 Seconds
Votes Per Player	1 Vote
Specialist Draft	Enabled
Draft Time	20 Seconds
Advanced: Pre-Stage	3 Seconds
Advanced: In-Between	3 Seconds
Advanced: Post-Stage	3 Seconds
Advanced: Edit Create a Class	Always
Advanced: Edit Scorestreaks	Always
Advanced: Player Select Order	Random
Advanced: Post-Stage Shuffle	None

#### 13.3.1.1.9. Create a Class

Custom Classes	Enabled
Selections Allowed	10
Preset Classes	Global

# 13.3.2. Capture the Flag

#### 13.3.2.1. Win Conditions

Win Rule	Total Flag Captures
Time Limit	5 Minutes

#### 13.3.2.2. Capture the Flag Advanced

Capture Limit	Unlimited
Round Limit	2 Rounds
Round Win Limit	2 Rounds
Enemy Carrier	Delayed
Auto Return Time	30 Seconds
Capture Condition	Flag At Base
Pickup Time	Instant
Return Time	Instant

13.3.2.3. Spawn

Respawn Delay	7.5 Seconds
Incremental Spawn Delay	Disabled
Force Respawn	Enabled
Wave Spawn Delay	Disabled
Suicide Penalty	Disabled
Team Killed Penalty	Disabled

# 13.3.3. Hardpoint

#### 13.3.3.1. Win Conditions

Time Limit	5 Minutes
Score Limit	250 Points

13.3.3.2. Hardpoint Advanced

Lifetime	1 Minute	
Capture Time	Disabled	
Activation Delay Time	Disabled	
Locations	Linear Order	
Scoring	Constant	
Pause Time	Enabled	

13.3.3.3 Spawn

Respawn Delay	Disabled
Incremental Spawn Delay	Disabled
Force Respawn	Enabled
Wave Spawn Delay	Disabled
Suicide Penalty	3 Seconds
Team Killed Penalty	Disabled

# 13.3.4. Search & Destroy

#### 13.3.4.1. Win Conditions

Time Limit	1.5 Minutes	
Round Win Limit	6 Rounds	

13.3.4.2. Search & Destroy Advanced

Bomb Timer	45 Seconds	
Plant Time	5 Seconds	
Defuse Time	7.5 Seconds	
Multi Bomb	Disabled	
Switch Sides	Every Round	
Silent Plant	Enabled	
Dog Tags	Disabled	
Number of Lives Per Player	1 Life	

13.3.4.3. Spawn

Respawn Delay	Disabled
Incremental Spawn Delay	Disabled
Force Respawn	Enabled
Wave Spawn Delay	Disabled
Suicide Penalty	Disabled
Team Killed Penalty	Disabled

# 13.3.5. Uplink

#### 13.3.5.1. Win Conditions

Round Time Limit	5 Minutes
Round Score Limit	Unlimited

13.3.5.2. Uplink Advanced

Round Limit	2 Rounds	
Carrier Armor	Normal	
Carry Score	2 Points	
Throw Score	1 Point	
Enemy Carrier	Delayed	
Reset Time	15 Seconds	
Satellite Count	1 Satellite	

13.3.5.3. Spawn

Respawn Delay	5 Seconds
Incremental Spawn Delay	Disabled
Force Respawn	Enabled
Wave Spawn Delay	Disabled
Suicide Penalty	Disabled
Team Killed Penalty	Disabled

# 13.4 Specialist Skin

All players are required to use the Professional skin on Head and Body for all Specialists used during the Competition.

# 13.5. Privacy Settings

The following privacy settings must be used to protect the privacy of Competiition Matches.

Sharing Your Experience: Activities set to No One

• Trophies set to No One

Connecting with Friends: Friend Requests set to Friends of Friends

- Friends of Friends set to No One
- Search set to No One
- Players You May Know set to No One

#### Managing Your Friends List and Messages

- Friends set to No One
- Games set to No One
- Friend Requests set to No One
- Requests to Watch set to No One
- Messages set to Friends Only

#### Protecting Your Information

- Games set to No One
- Friends of Friends set to Close Friends of Close Friends
- Search set to No One
- Players You May Know set to No One

# 14. Code of Conduct

All Participants are expected to conduct themselves in a manner that reflects positively on Franchise, Administration, Affiliates, Press, Attendees, and other Participants being represented.

By participating in the Competition, Participants agree to abide by the following Code of Conduct.

## 14.1. Competitive Integrity

#### 14.1.1. Best Ability

Participants are expected to compete at the best of their ability at all times during CWLPD Matches.

#### 14.1.2. Betting and Gambling

Participants shall not conduct or promote any act of betting or gambling on any CWLPD Matches. Participants shall not benefit directly or indirectly from betting or gambling on any CWLPD Match.

#### 14.1.3. Collusion

Participants shall not conduct or promote any act of collusion. Collusion is defined as any agreement among two (2) or more Participants and/or confederates to disadvantage opposing Participants. Collusion includes, but is not limited to, acts such as:

- Soft play, which is defined as any agreement among two (2) or more Participants to not damage, impede or otherwise play to a reasonable standard of competition in a game.
- Agreeing to a ruleset outside the official Rules.
- Pre-arranging to split prize money and/or any other form of compensation.
- Sending or receiving signals, electronic or otherwise, from a confederate to/from a Participant.
- Deliberately losing a Game for compensation, or for any other reason, or attempting to induce another Participant to do so.

#### 14.1.4. Match-Fixing

Participants shall not offer, agree, conspire, or attempt to influence the outcome of a Game or Match by any means that are prohibited by law or these Rules.

#### 14.1.5. Bribery and Gifts

Participants shall not offer or accept any gift or reward to or from anyone for services promised, rendered, or to be rendered in connection with the Competition, including services related to defeating or attempting to defeat a competing Team or services designed to throw or fix a Match or Game. The sole exceptions to this rule shall be in the case of performance-based compensation paid to a Player by the Team the Player belongs to.

#### 14.1.6. Hacking

Participants shall not conduct or promote any act of hacking or modifying the Call of Duty game client.

#### 14.1.7. Cheating

Participants shall not conduct or promote any act of cheating or the use of any kind of cheating device and/or cheat program, or any other cheating method.

#### 14.1.8. Spectator Monitors

Participants shall not conduct or promote any act of looking at or attempting to look at spectator monitors or live streams to get an advantage during the Competition.

#### 14.1.9. Ringing

Participants shall not conduct or promote any act of ringing or playing under another Player's account during the Competition.

#### 14.1.10. Intentional Disconnection

Participants shall not conduct or promote any act of intentionally disconnecting from any Game. All Players must remain in an official Game for the entirety of the Game.

#### 14.1.11. Exploiting

Participants shall not conduct or promote any act of exploiting or intentionally using any in-game bug to seek an advantage. Exploiting may include, but is not limited to, the abuse of glitches or taking advantage of unintended game features to gain an unfair advantage.

# 14.2. Sportsmanship

#### 14.2.1. Profanity and Hate Speech

Participants may not use language that is deemed by Administration to be obscene, foul, vulgar, insulting, threatening, abusive, libelous, slanderous, defamatory or otherwise offensive or objectionable; or promote or incite hatred or discriminatory conduct, in or near the Match area, at any time, off or on broadcast. Participants may not use any facilities, services or equipment provided or made available by Administration or its contractors to post, transmit, disseminate or otherwise make available any such prohibited communications. Participants may not use this type of language on social media or during any public facing events such as streaming. Language that is deemed to be in violation of the CWLPD Code of Conduct is punishable at the sole discretion of Administration.

#### 14.2.2. Disruptive Behavior / Insults

Participants may not take any action or perform any gesture directed at Franchise, Administration, Affiliates, Press, Attendees, or other Participants which is insulting, mocking, disruptive or antagonistic, or incite any other individual(s) to do the same.

#### 14.2.3. Abusive Behavior

Abuse of Franchise, Administration, Affiliates, Press, Attendees, or other Participantss will not be tolerated both online or at live events. Repeated etiquette violations, including but not limited to touching another Player's system, body or property will result in penalties. Participants and their guests (if any) must treat all individuals attending a Match with respect.

#### 14.2.4. Harassment

Harassment of any kind is strictly prohibited. Harassment is defined as systematic, hostile and repeated acts taking place over a considerable period of time, which are intended to isolate or ostracize a person and/or affect the dignity of the person.

#### 14.2.5. Discrimination and Denigration

Participants may not offend the dignity or integrity of a country, private person or group of people through contemptuous or discriminatory words or actions on account of race, skin color, ethnic, national or social origin, gender, language, religion, political opinion or any other opinion, financial status, birth or any other status, sexual orientation or any other reason.

#### 14.2.6. Criminal Activity

Participants may not engage in any activity which is prohibited by common law, statute, or treaty and which leads to or may be reasonably deemed likely to lead to conviction in any court of competent jurisdiction.

#### 14.2.7. Non-Compliance

No Participant may refuse or fail to apply the reasonable instructions or decisions of Administration.

## 14.3. Professionalism

#### 14.3.1. Responsiveness

Participants are expected to respond to requests from Administration in a timely manner. Failure to do so may result in penalties or other sanctions.

#### 14.3.2. Best Interest

Participants may not give, make, issue, authorize or endorse any statement or action having, or designed to have, an effect prejudicial or detrimental to the best interest of Franchise, Administration, Affiliates, Press, Attendees, or other Participants, as determined in the sole and absolute discretion of Administration.

## 14.3.3. Releasing Information Without Approval

Participants will be asked to submit paperwork for approval or visibility throughout the Competition. This paperwork is necessary for maintaining expectations throughout the league. Early announcements can disrupt the competitive scouting a Team would use to create strategies for upcoming Matches. For this reason, if a Participant has been told not to release information, as it may undermine the competitive process, and the Participant proceeds to release said information, then the Participant will be subject to penalties.

## 14.3.4. Confidentiality

Participants may not disclose any confidential information provided by Franchise, Administration, Affiliates, or Press, by any method of communication, including all social media channels.

# 15. Rule and Conduct Violations

Administration reserves the right to investigate any instance in which a rule or the Code of Conduct may be violated. Participants are obligated to provide as much information as possible regarding violations upon request. Participants who withhold information or attempt to mislead Administration are subject to penalties.

Administration reserves the right to issue, without limitation of its authority, penalties at its sole discretion upon discovery of any conduct violations, outlined in this Handbook or otherwise, within the Competition or any other elated events.

Administration reserves the right to disqualify, eject, suspend, or ban Participants for any reason at any time depending on the severity of an infraction. Repeated infractions may result in a more severe penalty, including, but not limited to, disqualification from future participation in the Competition at the sole discretion of Administration.

Any open spots in the Competition will be filled by the sole discretion of Administration.

### 15.1. Issuance of Penalties

Unless otherwise stated, penalties will be dealt solely to the Player in question. A Team may receive penalties in severe cases, including, but not limited to, cheating and/or excessive misconduct. Penalties may be accompanied by the following effect(s):

- Verbal Warning(s)
- Forfeiture of Side Selection for Current or Future Game(s)
- Forfeiture of Ban/Protect for Current or Future Game(s)
- Forfeiture of Host for Current or Future Game(s)
- Fine(s) and/or Prize Deduction(s)
- Forfeiture of Travel Expense Compensation for Current or Future Event(s)
- Game Forfeiture(s)
- Match Forfeiture(s)
- Suspension(s)
- Disqualification(s)

#### Penalties may not always be imposed in a successive manner.

# 15.2. Prize Deductions

Administration reserves the right to add, change, or remove prize deductions for any reason at any time. Administration reserves the right to issue more severe penalties than what is listed depending on the severity of the infraction. All prize deductions will be donated to the Call of Duty Endowment.

Offense	First Offense	Second Offense	Third Offense
Best Ability	\$100	\$150	\$225
Betting and Gambling	All Prize Money		
Collusion	All Prize Money		
Match-Fixing	All Prize Money		
Bribery and Gifts	All Prize Money		
Hacking	All Prize Money		
Cheating	All Prize Money		
Spectator Monitors	All Prize Money		
Ringing	All Prize Money		
Intentional Disconnection	\$300	\$450	\$675
Exploiting	\$150	\$225	\$350
Profanity and Hate Speech	\$200	\$300	\$450
Disruptive Behavior / Insults	\$200	\$300	\$450
Abusive Behavior	\$200	\$300	\$450
Harassment	\$250	\$375	\$550
Discrimination and Denigration	\$250	\$375	\$550
Criminal Activity	\$500	\$750	\$1,125
Non-Compliance	\$150	\$225	\$350
Responsiveness	\$50	\$75	\$125
Best Interest	\$150	\$225	\$350
Releasing Information	\$50	\$75	\$125
Confidentiality	\$150	\$225	\$350
Punctuality Attendance	\$100	\$150	\$225
Offensive Social Media Posts	\$100	\$150	\$225

# 15.3. League Suspensions

Administration reserves the right to add, change, or remove prize deductions for any reason at any time. Administration reserves the right to issue more severe penalties than what is listed depending on the severity of the infraction.

Offense	First Offense	Second Offense	Third Offense
Best Ability		1 Match	2 Matches
Betting and Gambling	1 Year		
Collusion	1 Year		
Match-Fixing	1 Year		
Bribery and Gifts	1 Year		
Hacking	1 Year		
Cheating	1 Year		
Spectator Monitors	1 Year		
Ringing	1 Year		
Intentional Disconnection	2 Matches	4 Matches	8 Matches
Exploiting	1 Match	2 Matches	4 Matches
Profanity and Hate Speech	1 Match	2 Matches	4 Matches
Disruptive Behavior / Insults	1 Match	2 Matches	4 Matches
Abusive Behavior	1 Match	2 Matches	4 Matches
Harassment	1 Match	2 Matches	4 Matches
Discrimination and Denigration	1 Match	2 Matches	4 Matches
Criminal Activity	2 Matches	4 Matches	8 Matches
Non-Compliance		1 Match	2 Matches
Responsiveness		1 Match	2 Matches
Best Interest		1 Match	2 Matches
Releasing Information			1 Match
Confidentiality			1 Match
Punctuality Attendance			1 Match
Offensive Social Media Posts			1 Match

# 15.4. Right to Appeal

Participants will be given the opportunity to submit a request to appeal penalties within 72 hours from the time the penalty is issued. All requests will be reviewed by Administration. Issued penalties will be finalized and closed in the event that an appeal is either denied or not requested at the end of the 72 hour period.

# 15.5. Right to Publish

Administration reserves the right to publish any information regarding issued penalties for any reason at any time. Participants referenced in such declaration hereby waive any right to legal action against Franchise, Administration, Affiliates, Press, Attendees, or other Participants.

# 16. Prize Money

Prize Money will be awarded only to the four (4) Players in attendance at a Stage Finals event except in the case that an emergency Substitute is used. In this case, the prize money will be awarded to the four (4) Players on the Team's Active Roster.

## 16.1. Prize Breakdown

The prize breakdown for each CWLPD Stage is as follows:

ANZ		EU		NA	
Placing	Prize	Placing	Prize	Placing	Prize
1st	\$44,000	1st	\$52,000	1st	\$66,000
2nd	\$34,000	2nd	\$36,000	2nd	\$40,000
3rd-4th	\$20,000	3rd-4th	\$24,000	3rd-4th	\$24,000
5th-8th	\$8,000	5th-6th	\$16,000	5th-8th	\$16,000
		7th-10th	\$8,000	9th-12th	\$8,000
Total	\$150,000.00	Total	\$200,000.00	Total	\$250,000.00

Administration reserves the right to change the prize pools and distribution.

## 16.2. Cancellation of Prize Money

Administration reserves the right to cancel any pending payments upon discovery of fraud, foul play, or other serious infractions.

## 16.3. Transfer of Prize Money

Following the conclusion of a Stage, Administration will coordinate the gathering of all required payment authorization and tax forms (if applicable) in order to complete the transfer of prize money. Prize Money processing may take up to 180 days to complete. Failure to provide sufficient information will result in a delay of payment. If the requested information has not been completed and submitted successfully after one (1) year from the

time the prizing was earned, it will be forfeited. Prize money may be subject to applicable tax withholding.

# 17. Streaming & Content Creation

# 17.1. Watch Online

The Competition will be live streamed for free on <u>www.callofduty.com/CWL</u>.

# 17.2. Broadcasted Matches

Administration reserves the right to broadcast any Match of the Competition. Participants cannot refuse broadcasts authorized by Administration. Any such behavior will result in a penalty.

# 17.3. Player Stream Restrictions

Players on the active roster of a CWLPD Team may not stream any official Competition Match or stream other material during their Region's Match times without approval from Administration. Any such behavior will result in a penalty. Substitutes are not bound to these restrictions.

# 17.4. Content Publishing

Participants may record and publish footage from the Competition for personal use. Administration reserves the right to revoke this privilege for any reason at any time.

# 18. Miscellaneous Terms

## 18.1. Bye

The preferential status of a Player or Team not paired with an opponent in an early round of a bracket and thus automatically advanced to play in the next round.

## 18.2. Game

One Game of Call of Duty: Black Ops 3 played by two (2) opposing Teams with a designated map and game mode in which there is only one opportunity for victory.

## 18.3. Match

A designated number of consecutive Games in which two Teams compete against each other until one wins the majority of Games and is awarded the Match victory.

## 18.4. Round-robin

A format for competition in which each contestant plays all other contestants at least once. Contestants play all other contestants twice in a Double Round-robin format.

## 18.5. Season

A year of Competition for the Call of Duty World League.

## 18.6. Single Elimination

A bracket system in which the loser of a Match is immediately eliminated and the winner advances to the next round.

## 18.7. Stage

A period of time during the Competition in which all Teams will play each opposing Team in their Region in a Double Round-robin format.

# 19. Conclusion

We look forward to your participation in the Call of Duty World League Pro Division. We invite you to stay connected with our official social media channels and join the conversation!

Facebook.com/CallofDuty Twitter.com/CODWorldLeague Instagram.com/CallofDuty Youtube.com/CallofDuty CallofDuty.com/Esports

Good luck, have fun!