

# ESL Benelux - Call of Duty 4

## Cup rules and regulations

### 1. Registration

Teams or players will have the possibility to sign up for cups until a few hours before start or until the cup is full. In order to sign up, teams or players will have to meet the join restrictions. The most important is that at least 60% of the team lives in the Benelux (belgium, netherlands and luxembourg) and that everyone who is going to play has entered a valid gameaccount (COD4 pbGUID) on his profile. After you signed up for a cup one of the admins will validate your team and either accept or reject you in the cup.

### 2. Before the match

After the brackets have been made it is important that you contact your opponent as soon as possible. This can be done through the match comments but to achieve a better communication at least one representative of each team should be present in the ESL Benelux IRC channel (#ESL.blx on irc.quakenet.org). Failure to do so may be penalized if problems exist.

Arrange a server for the match as soon as possible and start playing immediately upon match time. If there is a disagreement with regards to the server, both teams have the right to play one side/map at their server. Especially one-night cups have a tight schedule and must not be delayed. Failure to appear on the match server within 15 minutes will result in a forfeit win for the team that is fully present on the server. Certain match constellations are permitted, for this we refer you to section 9.1.4. of the global call of duty 4 rules.

During the match you must run aequitas. This is a special ESL anti-cheat tool designed for certain games including Call of Duty 4. This anti-cheat tool is a powerful tool for the admins and the community to catch cheaters. Make sure to enable this before the match starts.

### 3. During the match

All players are required to make an in-eye demo. This can be started by typing /record in the console. These demo's can be requested after the match with a valid reason, for information about this take a look in section 9.4. of the global rules. Also certain screenshots must be made, these will be described in the match media section of this ruleset.

In order to choose side there will be a knife round. The winner of the knife round has the right to choose the side on which they want to start. During the knife round you may not hit your opponent with anything else than a knife. Also the use of special grenades is not allowed.

The match will be played until one of the teams has reached the majority of rounds possible. In case of one map MR12 you need 13 rounds to win the match. In case of a 12-12 score there will be a MR3 overtime. When a team won 4 of these 6 rounds they have won the match, if the result is 3-3 another overtime will be played. There will be a maximum of 3 overtimes. After the third overtime there will be a golden round, the winner of this round has won the match. There will be no knife rounds for the overtime, the same sides as in the original rounds will be used.

#### **4. After the match**

After the match it is important that you enter the score as soon as possible. One of the teams has to enter it after which the other has to accept it. We strongly encourage the losing team to accept the score to save work for the admins. While entering the score all matchmedia must be uploaded. Failure to do so will result into penalty points and missing aequitas anti-cheat will result in penalty points and a forfeit win for the opponent. If there are problems with aequitas which results in you not being able to use it, this must be said and proven to one of the admins before the match starts. It is strongly forbidden to do attempts to manipulate your aequitas file in any way whatsoever.

#### **5. Matchmedia**

The following matchmedia is required to be uploaded after the match:

- /pb\_plist screenshot
- /pb\_sv\_plist screenshot (responsibility of server owner - only works trough rcon)
- Final matchscores of each map
- Aequitas file of each player

Missing matchmedia will result in penalty points. Both teams are responsible for the screenshots. Players and their teams are responsible for the Aequitas files.

#### **6. Conflict**

In case of a matchconflict an admin must be contacted on IRC as soon as possible. The admin can either decide to open an IRC channel and work it out with one representative of each team or request the teams to open a protest ticket. An admin may request in-eye demos whenever he feels they are needed to solve the conflict.

