



CALL OF DUTY **RULESET**

1 - SUPPORT

If there are questions about the rules, problems with the design or errors are found in this ruleset, the tournament management provides support options. There is a support channel in the Discord Server that you can contact.

2 - DISCRETION OF ADMINS

In the event of incidents that are not covered by this set of rules, the tournament management reserves the right to put an appropriate regulation into effect immediately. Punishments and sanctions are at the discretion of the tournament management and do not need to be explained further, unless urgently necessary.

§1 GENERAL

1. All players in this community have the right to be treated fairly and with the necessary respect.
2. Generally speaking, a polite tone is required. If this is not the case and/or individual persons/teams violate it, this will be regarded as unsportsmanlike behavior.
3. Admission fee: The entrance fee will be paid via PayPal.
4. Payout: In tournaments with prizes, the respective prizes will be transferred to the PayPal address used to pay the entrance fee.
5. Unless otherwise specified, all tournaments will be held according to the official CDL Rules:

[Call of Duty League - Competitive Settings](#)

§1.1 - Scope

When registering for a tournament, the rules are automatically accepted.

§1.2 - Team registration

Entrance fees must be paid in full for the registration to be valid.

1. The minimum number of players must be reached + possibly substitute players
2. The registration of the complete team must be made within the registration period



§1. 3 - Duties of the teams

Each team commits itself to play the matches in the specified periods and to adhere to the schedule.

§1. 4 - Entitlement to play

1. Each player must join the Discord server.

<https://discord.gg/JDAE7R9>

2. Each player must have entered his/her game-specific information at the time of registration.

3. Entitlement to play can be withdrawn at any time by the tournament management.

§1. 5 - One player, one team

Each player is only allowed to play in one team per tournament. The use of another account as well as the passing on of an account is not permitted!

§1. 6 - Change of players

A team may change players after each map, provides that substitutes have been registered. The substituted player is not allowed to compete until the next series.

§1. 7 - Resignation /Replacement team

If a team leaves before the end of the registration period, the admission fee will be refunded. If a team leaves after the end of the registration period, the entrance fee will not be refunded. If the withdrawn team can independently find a replacement team, before the tournament / league started, the entry fee will be refunded after the replacement team has paid.

§1. 8 - Question of guilt

We assume the innocence of every player until the opposite is clearly proven.

§1. 9 - Live streams

External casters are allowed if your match won't be streamed by Global eSport Community. You need the permission of the opponent and grant them access to the stream.

The streaming title has to include our name 'GEC'

Streaming from the ego perspective is always allowed and does not require the consent of the opponent or the tournament management.

§2 MATCH RULES

§2. 1 Platform

All matches can be played on PlayStation 4, PlayStation 5, Xbox One, Xbox One Series X, or Windows PC. Cross play is required.

§2. 2 Equipment

Players are to use platform compatible controllers for all competitions. Mouse and Keyboard controls are only allowed for competitions without admission fee.

§2. 3 - General information on the matches

Best of 5

The first Team to win three (3) games wins the match.

Best of 3

The first Team to win two (2) games wins the match.

§2. 4 - Host / Map / Mode

The competitions will be held according to the official CDL rules:

[Call of Duty League – Map Veto](#)

Hosting with incorrect settings will result in a forfeit of that map.

§2. 5 - Playing outnumbered

4v4 / 5v5 - The minimum number of players is 4 players per team.

2v2 / 3v3 - The minimum number of players is 2 per team.

§2. 6 - Delay/no-show of the Opponent

If the opposing team does not show up in time, the hosting team is obliged to wait 15 minutes. If a team is not present and ready to play after 15 minutes, the first map is considered lost. If a team is not present and ready to play after another 15min the second map is considered lost, etc. If both teams do not show up in time, the team that first appears completely in the game lobby wins.

§2. 7 - Match protest

The match protest must be submitted within 15 minutes after the match ended. Detailed reasons for the match protest must be given here and the evidence. Should the match protest be submitted after 15min, the tournament management is not obliged to accept this protest.



§2. 8 - Disconnect during the match / Game Restart

If a Player disconnects within the first thirty (30) seconds and/or before the first kill, the game should be ended. All players must leave the game and restart the game. If a player disconnects after the first thirty seconds (30) and/or the first kill, the game must be continued, and the disconnected Player should rejoin the game.

If the team with the disconnected Player leaves the lobby, their team may forfeit the round/game in question. The Administration reserves the right to make the final decision in any disconnect situations.

For round-based game modes, the game will be restarted with the round score of the game before the disconnect.

For respawn-type game modes, the game will be restarted from the beginning with no advantage given to either team.

§2. 9 - Obligations before the start of the match

The hosting team must make sure that the lobby is closed.

§2. 10 - Break time

There are no breaks between two maps. The duration between two maps must not be deliberately delayed. Each team has the right to request a break of 15 minutes only once per series. If a team is not ready after the break the upcoming map is considered lost.

§3 CATALOGUE OF PENALTIES

§3. 1 - Disregard for the scope

1. If a team/player does not agree with the rules and decides not to abide by them, the team/player is immediately expelled from the competition.
2. There will also be an exclusion if admin decisions are not accepted or rejected be implemented accordingly.

§3. 2 - Missing / Incorrect Player Profile Data

If a player competes before the start of the game without required player profile data or if these are faulty, he counts as an unauthorized player.

§3. 3 - Playing with non-players

1. If a team plays with one or more non-qualifying players without the express permission of the tournament management, that team loses any match in which the non-qualifying player has participated, and the player will be disqualified.
2. In the case of intentional action, the player and/or the team is threatened with a higher punishment.



§3. 4 - Team does not take part in the match

Victory goes to the team present.

§3. 5 - Non-sporting behavior of a player

The assessment of unsportsmanlike behavior, such as insults, disrespectful behavior, provocative language and behavior, is at the discretion of the tournament management.

§3. 6 - Proven cheating

1. The player is excluded for life.
2. The team in which the cheating player was used loses all matches.

§3. 7 - Team/player leaves the match prematurely

If the entire team leaves the current match without a proven reason, this match defeat will be counted.

§3. 8 - Exploiting bug using - glitches - game errors

1. If a team gains an advantage by exploiting a bug, glitch, or game defect, that team loses the map.
2. Since the possibilities to exploit unfair advantages in the game can change and change constantly through patches and other updates, the assessment of bug using, glitches and gaming errors is at the discretion of the admins.

§3. 9 - Manipulating agreements

1. If teams have made manipulative agreements with concrete consequences for the current tournaments, both teams will be disqualified.
2. The organizational consequences for the current competition are decided by the tournament management.

§3. 10 - Players in two teams at the same time

1. Each player is only allowed to play in one team and in one tournament at the same time.
2. If this rule is disregarded and technically circumvented (account sharing / double account), this player will be banned until further notice. Banitions and their regulations are determined by the tournament management.
3. The matches affected by this rule violation are counted as defeat.

§3. 11 - Team dissolution/exit

Should a team dissolve in an ongoing competition, all upcoming matches will be counted as defeat.



§3. 12 - Wrong lobby/server/class settings

1. If the host sets the lobby incorrectly and verifiably does not immediately correct the settings for hint, the causing team loses the map.
2. If a player is using the wrong class settings the map/round will be considered lost.
 - 2.1 If the accused team can prove the rulebreak had no effect, the map/round has to be replayed.

§3. 13 - Spectator mode

External viewers are not allowed. If another player joins and intervenes in the game, the match must be cancelled immediately. If the host team does not immediately cancel the match, this map will be considered a defeat.

§3. 14 - Situations not covered by the rules

1. What is an unrecorded offense and how it is assessed is subject to the decision of the tournament management.
2. Any unnamed unfair or unsportsmanlike behavior will be punished by the tournament management (depending on the degree of violation and the situation).

LEAGUE/CUP SPECIFIC

§4 ROSTER CHANGES

There will be a time period where every team can make 3 roster changes for free.

If roster changes are necessary besides that time period to continue playing in the event, they will cost a small fee of \$3.

Adding a substitute does not count as roster change and can be done at any time.

Roster changes must be discussed with the tournament admin.

§5 MATCHTIME

§5.1 Confirmation

After two teams have agreed on a date and time and this has been confirmed, it's binding.

§5.2 Fail to contact

If it is not possible to establish contact with the opponent team because the opponent team does not answer or this is deliberately delayed, the game is considered as won.



§5.3 No agreement

1. If two teams cannot agree on which day or time the game is to take place, both teams get zero (0) points.
2. Each team has the right to claim a victory if the opposing team deliberately refuses to play. This must be proven.

§6 POINTS

Win = 3 p.

Loss = 0 p.

§7 RESIGNATION

If a team resigns after the start of the competition, all previous games and all future games are deemed to be defeated and each team receives three (3) points.



OTHERS

§8 ANTICHEAT

In case of suspicion a player has to stream all his matches and eventually download & use the anticheat software MOSS.

<https://nohope.eu/>

This is not presupposed and only must be done on our instructions.