



**MyRepublic GAMER Arena 2019 Season 1  
Call of Duty®: Black Ops 4 Control – Tournament Rules**

**1. Tournament Details**

- a. Game: Call of Duty®: Black Ops 4 Control
- b. Tournament Dates: 5<sup>th</sup> Jan 2019, 2<sup>nd</sup> February 2019 & 2<sup>nd</sup> March 2019
- c. Event Time: 12.00pm till end of tournament
- d. Tournament Format: Double Elimination Tournament (Brackets)
- e. Match Mode: Call of Duty®: Black Ops 4 Control 5v5
- f. Match Rounds: Best of 3 for all rounds, best of 5 for Grand Finals
- g. Number of Teams: 16 teams of 5 participants each

2. Registration is based on a first come first served. No reservations allowed.

**3. Game Settings**

3.1. Each participant must have the following lobby settings:

- a. Team Assignment: Open
- b. Team Change In-Game: Enabled
- c. CODcasting: Enabled
- d. Third Person Spectating: Disabled
- e. Dynamic Map Elements: Enabled
- f. Revenge Voice: Disabled
- g. Battlechatter: Disabled
- h. Announcer: Enabled
- i. Best Play: Enabled
- j. 3<sup>rd</sup> Person Gestures: Disabled
- k. Gesture Camera Control: Disabled

3.2. Each participant must have the following specialist settings:

- a. Roster
  - Ajax: 1
  - Battery: 1
  - Crash: 1
  - Firebreak: 1
  - Nomad: 0
  - Prophet: 1
  - Recon: 1
  - Ruin: 1
  - Seraph: 1
  - Torque: 1
- b. Position Draft Settings
  - Draft: Enabled
  - Draft Time: 30 Seconds
  - Minimum Team Size: None
- c. Health and Damage
  - Health: 150
  - Manual Healing: Enabled
  - Manual Heal Regeneration Speed: Normal
  - Friendly Fire: Enabled
  - Teamkill Kick Limit: Disabled
  - Headshots Only: Disabled

- Hit Indicator: Enabled
- d. Cooldowns
- Specialist Weaponry: Enabled
  - Specialist Weaponry Cooldown: Normal
  - Specialist Weaponry Ready on Respawn: Disabled
  - Equipment: Enabled
  - Equipment Cooldown: Normal
  - Equipment Ready on Respawn: Disabled
- e. Class Creation
- Custom Classes: Enabled
  - Selections Allowed: 10

#### 4. Match Rules

4.1. All Matches will be played using the following game modes:

- a. Hardpoint;
- b. Search and Destroy; and
- c. Control.

4.2. Game Mode and Map Combinations

- a. Game mode and combinations are subject to changes by the Organisers at any time. Participants may use map and Game mode combinations may use Game downloadable content purchased from the Game.
- b. Available Game Modes and Maps:
  - Hardpoint – Available maps: Hacienda and Seaside;
  - Search and Destroy Arsenal – Available maps: Arsenal, Frequency, Gridlock, Hacienda and Payload; and
  - Control – Available maps: Arsenal, Frequency, Gridlock and Seaside.

4.3. **Hardpoint Settings:**

- a. Advanced
  - Lifetime: 1 Minute
  - Capture Time: Disabled
  - Activation Delay Time: Disabled
  - Locations: Linear Order
  - Scoring: Constant
  - Pause Time: Enabled
- b. Spawn
  - Number of Lives Per Player: Unlimited
  - Respawn Delay: 2 seconds
  - Force Respawn: Enabled
  - Wave Spawn Delay: Disabled
  - Suicide Penalty: 3 seconds
  - Team Killed Penalty: Disabled
  - Select Spawn: Disabled
  - Number of Lives Per Team: Unlimited
- c. Game Play
  - Pre-Match Timer: 15 seconds
  - Pre-Round Timer: 15 seconds

- Mini-map: Normal
  - Explosive Delay: Disabled
  - Killcam: Enabled
  - Scorestreak Delay: 10 seconds
  - Score Multiplier: 1 second
  - Reveal Fog of War: Enabled
- d. To Win
- Time Limit: 5 minutes
  - Score Limit: 250 points
- 4.4. Search and Destroy
- a. Advanced
- Bomb Timer: 45 seconds
  - Plant Time: 5Seconds
  - Defuse Time: 7.5Seconds
  - Multi Bomb: Disabled
  - Switch Sides: EveryRound
  - Silent Plant: Enabled
- b. Spawn
- Number of Lives Per Player: 1 life
  - Respawn Delay: Disabled
  - Force Respawn: Enabled
  - Wave Spawn Delay: Disabled
  - Suicide Penalty: Disabled
  - Team Killed Penalty: Disabled
  - Select Spawn: Disabled
  - Number of Lives Per Team: Unlimited
- c. Game Play
- Pre-Match Timer: 15 seconds
  - Pre-round Timer: 5 seconds
  - Mini-map: Normal
  - Explosive Delay: Disabled
  - Killcam: Enabled
  - Scorestreak Delay: 10 seconds
  - Score Multiplier: 1
  - Reveal Fog of War: Enabled
- d. To Win
- Time limit: 1.5 minutes
  - Round win limit: 6 rounds
- 4.5. Control
- a. Advanced
- Capture Time: 60 seconds
  - Activation Delay Time: Disabled
  - Extra Time: 1 Minute
  - Pause Time: Enabled
  - Cap Decay: Enabled
  - Capture Rate Increase: Enabled
  - Teamkill/Suicide Reduces Lives: Enabled
- b. Spawn

- Number of Lives Per Player: 1 life
  - Respawn Delay: 2 seconds
  - Force Respawn: Enabled
  - Wave Spawn Delay: Disabled
  - Suicide Penalty: 3 seconds
  - Team Killed Penalty: Disabled
  - Select Spawn: Disabled
  - Number of Lives Per Team: 25 lives
- c. Game Play
- Pre-Match Timer: 15 seconds
  - Pre-round Timer: 5 seconds
  - Mini-map: Normal
  - Explosive Delay: Disabled
  - Killcam: Enabled
  - Scorestreak Delay: 10 seconds
  - Score Multiplier: 1
  - Reveal Fog of War: Enabled
- d. To Win
- Time Limit: 1.5 minutes
  - Round Win Limit: 3 rounds
  - Round Limit: 5 rounds
- 4.6. The following are restricting from Matches:
- a. Primary Weapons
- Titan
  - Hades
  - VKM 750
- b. Secondary Weapons
- MOG 12
  - SG12
- c. Attachments
- Rapid Fire
  - High Caliber
  - Laser Sight II
  - Max Load
  - Rocket Cache
  - High Explosive
- d. Scorestreaks
- UAV
  - Care Package
  - Counter-UAV
  - Sentry
  - Mantis
- e. Perks
- Skulker

- Gung-Ho
  - Team Link
  - Tracker
- f. Wildcards
- Overkill
  - Primary Operator Mod
  - Secondary Operator Mod
- g. Gear
- Acoustic Sensor
- h. Specialists
- Nomad
- i. Optics
- Fast Lock
- 4.7. Use of Tac-Deploy for Specialists Equipment is **only permitted in Control mode**. Tac-Deploy is not permitted in any other Game modes.

## 5. Match, Side, and Host Selection

### 5.1. "Best of 3 rounds" Match

- a. Higher seed team must choose to act as Team A or Team B. Team A gets first choice of which round they would like to host. Team B chooses host for the remaining two rounds.
- b. Whichever team is not hosting will choose sides for that Game.

### 5.2. "Best of 5 rounds" Match

- a. Higherseeded team must choose whether to act as Team A or Team B. Team A has first choice which round it will be hosting. Team B gets second choice of which round they would like to host.

## 6. Match Draws

In the event the Match ends in a draw with both teams ending with the same score, the Match shall be resumed on the same map and Game mode until a winner is decided".