



## Call of Duty Mobile Tournament (Singapore) Official Ruleset

*16 & 17 May 2020*

### Overview

- The MyRepublic GAMER Arena 2020 Season 2 Call of Duty Mobile Tournament is a 5v5 online tournament that will be held on 16 & 17 May 2020 (Saturday & Sunday).
- This ruleset governs the eligibility, requirements, tournament format and other guidelines to ensure a fair and enjoyable tournament for all participants.
- Tournament organisers reserve the right to change these rules at any time to ensure fair play.

### Terminology

- A **Game** is a single round or match.
- In a **Best of 1 Series**, the first team to win a game is declared the winner.
- In a **Best of 3 Series**, the first team to win two games is declared the winner.
- In a **Double Elimination** format, there are 2 brackets - Winners' and Losers'. All Teams start the tournament in the Winners' bracket, and any Team that loses in the Winners' bracket drops down to the Losers' bracket. A Team that loses in the Losers' bracket is eliminated from the tournament.



# General Rules

## Participant Eligibility

Players must meet the following requirements to be eligible to participate in the MyRepublic GAMER Arena 2020 Season 2 Call of Duty Mobile Tournament:

- 1) The player is currently a Singapore Citizen, Permanent Residents or Long Term Pass Holder.
- 2) The player must currently be residing in Singapore during the duration of the tournament.
- 3) The player must be able to provide official tax documentation or identification on request.

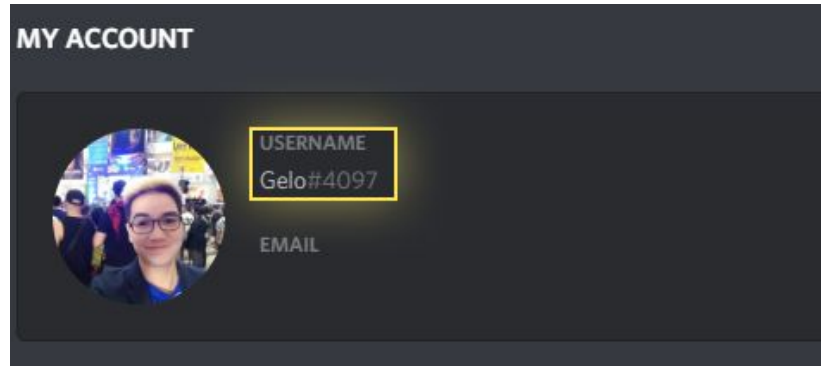
## Language

- English is the operating language of the tournament
- At least one Team member (preferably the Captain) must be able to communicate with the tournament administrators in English.
- If there are no Team members that can do so, the team may have to be disqualified.

## Discord

- The tournament will be primarily organised through the [MyRepublic GAMER Arena Discord Channel](#).
- The Team Captain **must** have a Discord account, and will be the main point of contact between their team and tournament organisers.
- Ensure that the Team Captain's Discord account is accurately entered during the tournament registration process.





## Registration

- Participants must register as a 5-man team via the tournament's registration page [on Challenge here](#).
- Registrations via other methods will not be accepted except in exceptional circumstances, such as the Challenge registration page going offline, as determined by tournament organisers.
- In such cases, GAMER Arena's tournament organisers will provide information on registration through [GAMER Arena Discord Channel](#), [MyRepublic GAMER Facebook Page](#) and/or [MyRepublic GAMER Instagram accounts](#).
- Players who do not submit all required information may be disqualified from the tournament.

## Contactability

- Players must remain contactable throughout the tournament.

## Cheating

- GAMER Arena strictly forbids any acts of cheating or any means of gaining an unfair advantage during the tournament.
- Players found cheating during any of the GAMER Arena tournaments will be penalized, which may also result in the immediate disqualification and/or ban from current and future GAMER Arena tournaments run by the organizers.
- GAMER Arena's tournament organisers have the final say in determining the veracity of cheating during the tournament, as well as its consequences.



## Player Conduct

- It is very important to MyRepublic that every player behaves respectfully to fellow competitors, tournament organisers and audiences of GAMER Arena.
- Serious action will be taken against a player for any instances of harassment, including (but not limited to) verbal abuse, hate speech, threats, sexualised comments, or intimidation.
- Team names, Player names and logos must also comply with these conduct guidelines.
- Tournament organisers reserve the right to force a team name change, or disqualify or ban players for current and future GAMER Arena tournaments as necessary if these rules are flouted.

## Game Version

- All games are to be played using the latest version of the game to participate in the tournament.
- To avoid delays, players should install any game updates before the start of the Tournament.

# Tournament Rules

## Format

- The tournament will be played as a best-of-3 series within a double-elimination bracket.

## Match Settings

- Games will be played in **5v5 Search and Destroy Mode** .
- Games will be set at a ten round win limit with a time limit of 120 seconds.
- Map Rotations will be sorted out via “map packs”.
  - Map Pack A will be Raid, Crash and Summit
  - Map Pack B will be Crossfire, Scrapyard and Firing Range
  - Odd number rounds will be on “Map Pack A” while even number rounds will be on “Map Pack B”.



- No spectators will be allowed except for tournament organisers.

### Game Rules

- All scorestreak will be allowed except Care Package.
- Only **one sniper** allowed per team but picking up an enemy sniper is allowed.
- Banned Weapons:
  - SMRS (Launcher)
- All operator skills will be allowed.
- Screenshot and notify an admin on Discord immediately if you notice an opponent team using any of the prohibited weapons.
- Teams or Players found committing any such violations will be given a game loss for the game in which they committed the violation.

### Accounts, Players and Teams

- Players must participate in the tournament with the same Call of Duty Mobile account that they registered with on Challenge at all times, even if they possess multiple Call of Duty Mobile accounts.
- Players are not allowed to play for more than one team at any given time, even if they have multiple Call of Duty Mobile accounts.
- Teams are allowed to have 1 substitute player. The substitute must be registered at the same time as the rest of the team.

### Substitute Players

- Teams are allowed to have 1 substitute player, who must be registered during the Team's registration on Challenge.
- Registered substitute players cannot be a part of the roster of other registered teams that are participating in the tournament.



- Any Players that are found to have registered as both a substitute in one team and a registered Member on another team will be disqualified from the tournament.
- Substitutes must be made before a Series begins. No substitutions are allowed once the Series has begun.

### Roster Changes

- Any changes to a Team's roster can only be made before registration closes.
- The Team Captain or another member of the Team must contact GAMER Arena tournament organisers on Discord to inform them of the change.
- For transparency, Team rosters will be shared as a Google spreadsheet to the public before the start of the tournament on Discord.

### Team Attendance

- To confirm their Team's attendance on the day of the Tournament, Team Captains must check-in on Challenge 1 hour before the tournament begins.
- Teams that do not turn up on time will be automatically disqualified and removed from the Tournament brackets.
- A full 5-man Team must be in attendance before they are allowed to participate in a series.
- If there are less than 5 players before the next match is scheduled to begin, the Team automatically forfeits the match.
- Any players that turn up late and are replaced by their Team's Substitute are not allowed to play during that series.

### Match Results

- Once a match has concluded, the Team Captain must report the results on Challenge, as well as send a screenshot of the endgame results through a private message to tournament organisers on Discord.

### Match Breaks

- To ensure a smooth tournament, players are recommended to avoid going for breaks in-between matches in a series.



- Should there be an urgent matter that needs a player's attention, the Team Captain can contact the tournament organiser between match series to request for a break.
- Tournament organisers will grant breaks at their discretion.
- Players should remain contactable even during a break.

### **Disconnections**

- If a player experiences a connection interruption, application crash, phone crash or other technical problems not within their control, they must return to the game as soon as possible and continue playing.
- If one or more players leave a match before a winner has been determined (except in instances of connectivity-related disconnections), the players' Team forfeits the match.
- Players who intentionally leave a match may be subject to disqualification.
- Tournament organisers reserve the right to call for a rematch with the same draft in appropriate circumstances that prevent the match from being concluded properly.
- Team Captains should alert a tournament organiser admin in the event that a player disconnects during their match.

