



## LGX COD WWII – Qualification 2

Road to « LuxGameFest » 2018

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### 1) Registration fees :

Registration fee: 50 € per team!

***The team captain is asked to pay the registration fee within 3 working days, otherwise we can not guarantee your participation. Upon receipt of payment, we will send you a confirmation by email within 48 hours (working days).***

#### Transfer :

BILLLULL: LU60 0023 0101 2133 3800

11F Luxembourg SARL

Libellé : COD Q2 + name + first name

Bank : BIL

## 2) Join Discord :

### Communication with opponents + admins ?

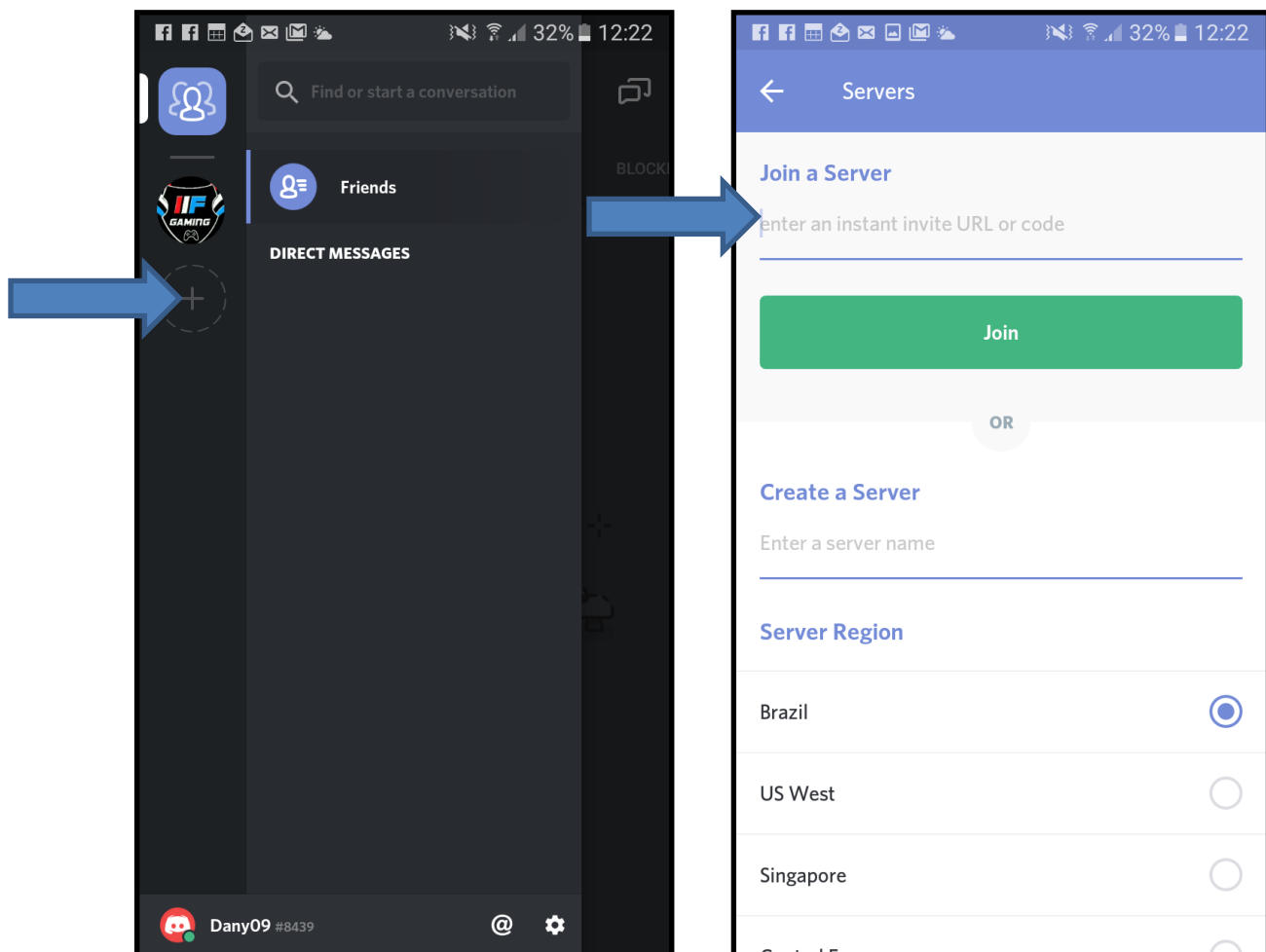
All communication will be done through the "Discord" app which is specifically planned for Gaming events.



### Only applies to the team CAPTAIN !!!

- Please download the "Discord" app on your smartphones !
- Create a login !
- Join the group chat by entering the following code (see image): **†9HS38M**
- All captains will be in the group. You'll have the opportunity to communicate privately with your opponent and the admins.
- You can contact the admins at any time: Message, Images ... In case of major problem, we will use the "Vocal" support.

**Thank you for joining the chat group right now !!! 😊**



### **3) Qualification 2 structure (04/03/18) :**

#### **Group stage (10h00 – 13h45)**

The qualification will start with a classic group stage. Maximum 8 groups of 4 teams. Each team will compete in a "Best Of 3" format. The best team in each group will move on to the next phase -> single elimination.

In case of equality of points in the groups, we will take into account the direct confrontation. If this still does not determine the 1st of the group, we will take into account the results of the matches.

- Group match 1 (Bo3) : start Sunday 04/03/18 - 10h00
- Group match 2 (Bo3) : start Sunday 04/03/18 - 11h15
- Group match 3 (Bo3) : start Sunday 04/03/18 - 12h30

#### **Single elimination (14h30 – 18h45)**

The top 8 teams will then compete in single elimination, in a "Best of 3" format. This final phase will be **Livestreamed + commented** on Twitch and Facebook.

- Top 8 (Bo3) : start Sunday 04/03/18 - 14h30
- Top 4 (Bo3) : start Sunday 04/03/18 - 15h45 (planned)
- Top 2 (Bo3) : start Sunday 04/03/18 - 17h30 (planned)

#### **IMPORTANT :**

- **Please take note of schedules, opponents, maps, modes on Toornament in advance (draw of groups planned for 28/02/18):**  
<https://www.toornament.com/tournaments/1103278296798060544/matches/schedule>
- **Please respect schedules, admins and opponents otherwise the game will be lost forfeit.**
- **The team captain will have to enter the results directly on "Toornament (Participant dashboard)". Always take pictures of your results to have proof in case of a problem.**
- **Log in to the "Discord" app before and during the qualifiers so you can keep in touch with admins and opponents (See page 2).**

## 4) Lobby Settings :

Players must select "esports Modes". These settings will automatically be applied.

### Game Rules

- Time Limit: **Mode Specific**
- Score Limit: **Mode Specific**
- CODCaster: Enabled

### Lobby Options

- Join-In-Progress: Allowed
- Intermission: Disabled

### Spawn Settings

- Respawn Delay: **Mode Specific**
- Force Respawn: Enabled
- Wave Spawn Delay: Disabled
- Suicide Penalty: **Mode Specific**
- Team Kill Penalty: None

### General Settings

- Pre-Match Timer: 15 Seconds
- Pre-Round Timer: 5 Seconds
- Team Chage In-Game: Enabled
- Spectating: Team Only
- Spectating POV: **First Person Only**
- Killcam: Enabled
- Mini-Map: Normal
- Battle Chatter: **Disabled**
- Announcer: Enabled

### Health and Damage

- Hardcore Mode: Disabled
- Health: Normal
- Health Regeneration: Normal
- Friendly Fire: Enabled
- Number of Lives: **Mode Specific**
- Teamkill Kick Limit: Unlimited
- Headshots Only: Disabled
- Explosive Delay: 7.5 Seconds
- Scorestreak Delay: 15 Seconds

## 5) Mode Settings :

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### Hardpoint (Game 1)

#### Game Rules :

- Time Limit: 10 Minutes
- Score Limit: 250 Points
- Location Order: Normal

#### Spawn Settings :

- Respawn Delay: None
- Suicide Penalty: 2.5 Seconds

#### Health and Damage

- Number of Lives: Unlimited

#### Maps

- Ardennes Forest - Hardpoint
  - Gibraltar - Hardpoint
  - London Docks – Hardpoint
  - Sainte Marie Du Mont - Hardpoint
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### Search & Destroy (Game 2)

#### Game Rules :

- Round Limit: 1.5 Minutes
- Score Limit: 6 Points
- Bomb Timer: 45 Seconds
- Plant Time: 5 Seconds
- Defuse Time: 7.5 Seconds
- Multi Bomb: Disabled
- Switch Sides: Every Round
- Silent Plant: Disabled

#### Spawn Settings :

- Respawn Delay: None
- Suicide Penalty: None

#### Health and Damage :

- Number of Lives: 1 Life

#### Maps :

- Ardennes Forest - Search and Destroy
- London Docks - Search and Destroy
- Sainte Marie Du Mont - Search and Destroy
- USS Texas - Search and Destroy

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## **Capture the Flag (Game 3)**

### **Game Rules :**

- Time Limit: 10 Minutes
- Capture Limit: Unlimited
- Winning Condition: Flag Captures
- Auto Return Time: 30 Seconds
- Pickup Time: None
- Enemy Carrier: Delayed
- Extra Time: 1 Minute

### **Spawn Settings :**

- Respawn Delay: 7.5 Seconds
- Suicide Penalty: None

### **Health and Damage :**

- Number of Lives: Unlimited

### **Maps :**

- Ardennes Forest - Capture the Flag
- Flak Tower - Capture the Flag
- London Docks - Capture the Flag

## **6) Mode & Map order (Groups + Single elimination) :**

### **Best of 3 : Hardpoint -> S&D -> Capture the flag**

Group - Match 1 : Ardennes Forest / USS Texas / London Docks

Group - Match 2 : Gibraltar / Saint Marie Du Mont / Ardennes Forest

Group - Match 3 : Saint Marie Du Mont / London Docks / Flak Tower

Single elimination (Top 8) : Ardennes Forest / USS Texas / Flak Tower

Single elimination (Top 4) : Gibraltar / Ardennes Forest / London Docks

Single elimination (Top 2) : London Docks / USS Texas / Flak Tower

- The finals may be played in a « Best of 5 format ». However, this will mainly depend on the timing of the whole qualification.

## **7) Restrictions :**

### **Misc :**

- Turrets
  - Map based turrets may not be used
- Incendiary Shells

### **Weapons :**

- Lewis
- MG 15
- Bren
- MG 42

### **Attachments :**

- High Caliber
- Rapid Fire
- FMJ

### **Scorestreaks :**

- Recon Aircraft
- Counter Recon Aircraft
- Care Package
- Emergency Airdrop
- Paratrooper
- Molotov Cocktail

### **Basic Trainings :**

- Espionage
- Launched
- Requisitions
- Instincts
- Rifleman
- Lookout
- Ordnance
- Concussed
- Bang

### **Equipment :**

- S-Mine 44
- Satchel Charge



## **8) Match Rules :**

1. All matches must be played in their entirety unless both teams agree to cancel the match.

### **2. Maps :**

Please play on the maps we have determined in advance (see page 7).

### **3. Hosting:**

Teams will be randomly seeded as the registration closes (28/02/18). Seeds are done in ascending order, "Seed one" being the highest seed. Therefore in a "Best of 3" Format, the highest seeded team will always start as the host (Game 1). Both teams will then alternate the host for the 2 remaining games, if it goes to game 3 (Best Of 3).

### **4. Introduce results:**

The captain will have to enter the results directly on "Toornament (Participant dashboard)". Always take pictures of your results to have proof in case of a problem.

### **5. Delay Between Rounds:**

- Teams may not delay the match for more than 5 minutes between each round/map. A round is defined as a stopping point during the match when match settings may be altered, and/or players may switch sides or change equipment.

### **6. Playing Man Down:**

- You can only be shorthanded by one player. For example, in a 4v4, a team can start a map with 3 players. If you are missing more than one player, you cannot start a map.

### **7. Sub :**

Every Team may register 1 sub. In a best of three match, it is allowed to change 1 player between the rounds.

### **8. Insults / Harassment :**

The players are obligated to maintain a professional behavior. In cases of insults and harassment of the opponent team, please contact the admins. The complaint has to contain a clear screenshot of the insult and the offender's account or In game game account.

### 9. Tie Game:

- If a map results in a tie, the map will be replayed with the same sides and settings.

### 10. Lag Issue:

- If there is a major lag problem related to your opponent, please finish out the map and show proof of every affected round(s)/map(s) on Discord. Proof must be in video format, show full ping bars and show the final result of that round(s)/map(s).

### 11. Disconnections:

- Games must be restarted if a Player disconnects in the first 30 seconds and/or before the first kill. All players must leave the match to end the game. Proof must be captured and provided in the event of a dispute.
- If a Player disconnects after the first 30 seconds and/or after the first kill, the map must be continued. The missing player may be reinvited to the game. If a team fully leaves the game due to a player disconnecting they will forfeit the map in question.

### 12. Restricted Items

- In the case where a player equips a restricted object (see page 8), he will lose the map in question. On the other hand, the opposing team must be able to prove that the restricted object has been used. The teams will also be able to show fair play, and restart the game if the error has been notified at the beginning of the game.

### 13. No Shows

- A team has 15 minutes to show-up with the proper number of eligible players and be ready to start the match. Failure to do so will result in a forfeit. Teams are responsible for all scheduled matches (check it on tournament).
- If you have a No Show issue with your opponent, please inform the admins on Discord as soon as possible.

### 14. Claims :

Any claim related to the matches must be notified to the admins directly on Discord (Bad Map? Mode? Others?). Any claim of this type, made after the game is played, can no longer be taken into account.

### 15. **At any time, the organizer reserves the right to modify certain points stipulated in this regulation (tournament structure for example ...) if necessary. These changes will always be in the interest of the participants and they will be informed as soon as possible.**

## **9) Terms and conditions:**

- If for any reason we were forced to cancel the tournament, the amount will be refunded in full.
- If for any reason you were forced to cancel your participation, the payment is only refundable at least 7 days before the tournament / qualifier. Exceeded this period, it is non-refundable.
- The players are asked to respect the schedules of their matches, under penalty of losing by forfeit. 11F Luxembourg declines any responsibility in case of delay of the player, or any other incident.
- The payment of registration fees represents the acceptance of our terms and conditions.

## **10) Livestream :**

A livestream is planned for the single elimination phases. The admins will decide the same day, which match will be broadcasted, based on the results of the group stage.

On Discord, the admin responsible for the Livestream, will contact the two selected captains, in order to respect the timings.

All will be broadcasted on Twitch + Facebook page "11F Gaming"

## **11) Prizepool :**

**3.200€ Vouchers "Saturn Luxembourg" !!!  
Powered by "LGX - Luxembourg Gaming Xperience"**

Qualification 1 + 2 -> Grand Finals

1er = 1.600€

2e = 800€

the 2nd of the 1st qualification (25/02/18) = 400 €

the 2nd of the 2nd qualification (04/03/18) = 400 €

If this document is not enough to make you understand the steps to follow, do not hesitate to contact us on "Discord" or directly on Facebook (Private Message) so that we can guide you: **11F Gaming** - <https://www.facebook.com/11fgaming/?fref=ts>

**Read this document carefully, and be respectful to your opponents!**

**Good luck / 11F GAMING Team**