

Amateur Gamers Association of South Africa's

CALL OF DUTY 4 MODERN WARFARE™



experience store

Sandton City

HP Experience Shop COD4 Free-For-All Tournament Ruleset



AGASA
GAMERS LEAGUE

Document Version Number: 1.00

Approved by ben.greenwood@agasa.co.za (22 August 2008)

1. Definition of Free for All (FFA) Tournament

(FFA) Free-for all, deathmatch-style game mode, which is fast paced and allows players to demonstrate their individual skills and knowledge of maps and strategies. Players are ranked according to the number of kills (or “frags”) they achieve in the allotted time period. This may often span over a number of rounds or maps.

2. Scoring

At the end of a match (which may span more than a single map), players are ranked according to the combined scores accumulated over the maps played. The in-game scoreboard will display each round’s results according to kills/frags attained. The player with the most kills will be ranked first and so on.

In the event of a tie, the player with the least accumulated deaths will be awarded the higher ranking. In the event of a tie in accumulated deaths, the Tournament/League Manager may (at his/her sole discretion) decide to employ a “1vs1 playoff” to decide further ranking. At the end of the round, all players must record a screenshot of the scoreboard. At the end of the match, these screenshots must be emailed to cod4@agasa-admins.co.za.

3. Stage Dates

These dates are subject to change as there are certain things (such as sustainable power) which are beyond our control and may cause the competition dates to be altered:

Round 1:	03.09.2008 & 05.09.2008
Round 2:	10.09.2008
Round 3:	12.09.2008

NOTE: Player not attending an allocated match, will automatically be disqualified from the Tournament.

4. Match Servers and Eligibility

Games must be played on official AGASA COD4 servers. In order to play on these servers, you must have a fully-patched, legitimate copy of Call of Duty 4 and an ADSL (or equivalent) internet connection. Players must also abide by the SGS Rules of Engagement and have no existing bans against their account/cd-key. AGASA servers also utilize EvenBalance’s PunkBuster software to ensure a cheat-free gaming environment. This must be up-to-date and in working order to play on AGASA servers.

Players are expected to join the match server, at least 10 minutes before the scheduled match time. Players should test their compute, internet connection and game to ensure all these components are in working order. The game must start within 10 minutes of the scheduled match time, unless there are server-side problems which inhibit this. After all the players have joined, the match administrator (usually an AGASA Referee) will give the players a 60 second warning before starting the game. The map will then be restarted and the game will go live after the 30 second pre-round warm up time. The match administrator must then indicate that the game has “gone live”.

5. Player disconnects and server crashes

In the event that a player disconnected from the game server once the match is in play, the game MUST continue unless the number of players reduces the active players below the limit which the server requires to continue the game. Players must reconnect and continue the match.

The scoreboard at the end of the match is the score that will be utilised to determine ranks. In the event of a server crash, players must reconnect within 10 minutes of the server restarting and the round will be replayed.

6. Player Behaviour & Etiquette

Players are expected to compete in good spirit and demonstrate sportsmanship at all times. Players are also expected demonstrate behaviour as they would in real life. Players must respect the decisions of all Game Referees, League/Tournament Managers and AGASA Staff. We understand that in a competitive environment, emotions and temper can sometimes lead to undesirable behaviour, but failure to adhere to these rules will often lead to your disqualifications and further consequences (if deemed necessary).

Players are requested to NOT use VOIP and in-game chat during the round. Pre- and post-game chat is acceptable, but only the match administrator may use private/public chat during the active game.

Players must use the nickname with which they registered for the competition. "smurfing" is strictly prohibited.

Abusive or disorderly behaviour, including any use of harassing, negative, or profane language online, will not be tolerated and will also constitute grounds for immediate disqualification.

It is good grace to thank the Game Referee after the end of the match as they often forfeit their own evenings (and precious gaming hours) to administer your match. Players must not use spectator slots as these are reserved for match administrators and Referees.

7. Important Match information

Mod:	Pro Mod – Release 3
Rounds per Map:	1
Length of Round:	25minutes
Match Length:	Less than 60 minutes
Perk Set 1:	Bandolier
Perk Set 2:	Stopping Power
Perk Set 3:	None
Weapons Disabled:	Scorpion ; P90
Attachments Disabled:	Red Dot

ROUND 1					
Group A @ 8pm Wednesday (03.09.2008)			Group B @ 8pm Friday (05.09.2008)		
x 2 Maps (Strike & Broadcast)			x 2 Maps (Strike & Broadcast)		
Server 1 - 10 player	>	Top 5 Progress	Server 1 - 10 player	>	Top 5 Progress
Server 2 - 10 player	>	Top 5 Progress	Server 2 - 10 player	>	Top 5 Progress
Server 3 - 10 player	>	Top 5 Progress	Server 3 - 10 player	>	Top 5 Progress
Server 4 - 10 player	>	Top 5 Progress	Server 4 - 10 player	>	Top 5 Progress
Server 5 - 10 player	>	Top 5 Progress	Server 5 - 10 player	>	Top 5 Progress
Top 5 from each Match will make up the top 50 , which will progress to Round 2					

ROUND 2		
@ 8pm Wednesday (10.09.2008)		
x 3 Maps (Crash, City Streets & Backlot)		
Server 1 - 10 player	>	Top 4 Progress
Server 2 - 10 player	>	Top 4 Progress
Server 3 - 10 player	>	Top 4 Progress
Server 4 - 10 player	>	Top 4 Progress
Server 5 - 10 player	>	Top 4 Progress
Top 4 from each Match will make up the top 20 , which will progress to Round 3		

ROUND 3		
@ 8pm Friday (12.09.2008)		
x 3 Maps (ChinaTown, Vacant & District)		
Server 1 - 10 player	>	Top 4 Progress
Server 2 - 10 player	>	Top 4 Progress
Top 4 from each Match will make up the top 8 , which will progress to Finals at Sandton City		

8. Disputes

Should any disputes arise, please mail them to cod4disputes@agasa-admins.co.za. An official will be allocated to each match and will be available on MSN to resolve any in game disputes.

Should you be dissatisfied with the outcome of your dispute, you may escalate it by contacting the Global Tournament Director (Ben Greenwood).

9. Scope

These rules supersede any rules provided in the AGASA General Rules (found on the AGASA website). AGASA reserves the right to change these rules at any time. However, the AGASA General Rules still apply to gamers partaking in any AGASA competition.

9. Contacts

If you are unsure of any part of this rule set, please contact any of the below listed AGASA officials:

L2 Game Referees (match-related queries) - cod4disputes@agasa-admins.co.za

L3 Tournament Manager (tournament-related queries) –

Danie "Acid" Nagel

MSN: acidfunka@webafrica.org.za

E-mail acidfunka@webafrica.org.za

Liezel "Bitch" Van Niekerk

MSN: borg_b1tch@msn.com

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Francois "Lucidity" van Wyk

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E-mail: fluffycloud@ubersoldaten.com

Gregg "Aurora" van der Spuy

MSN: gvds@webmail.co.za

E-mail: nbkaurora@gmail.com

L5 Director of Development (website-related queries) – webmaster@agasa.co.za

Any further queries may be directed to:

Ben Greenwood

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Global Tournament Director

AGASA League

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