



4v4 Call of Duty: Modern Warfare 3

TIPGC General Rules

1. Players may register for multiple game divisions, but in doing so, understand that schedules may conflict and forfeits may be required. Matches will not be rescheduled to accommodate overbooked players.
2. Teams may not have more than 2 Pro Players on their team. A Pro Player is a player that finished on a top 16 ranked Black Ops team at the completion of the 2011 MLG Pro Circuit.
3. Players must use wired controllers. No wireless or “play and charge” controllers will be allowed. Wired controllers may be available for sale, but players should plan ahead.
4. Players may use the Razer Onza, Scuf Gaming, and the official MLG controllers at the event.
5. Current MLG/Gamebattles settings will be used for Modern Warfare 3. Halo: Reach will use the same settings that will be played at the MLG Winter Championship. Gears of War 3 will use current Hypefestation settings.
6. If a game is going to be played at the MLG Winter Championship, the settings that will be used at the Winter Championship will be the settings used at TIPGC 2012.
7. Teams may not replace a player or coach after they register and check in. Players should plan on being present for the entire tournament. If a player must leave the event and is unable to return for any reason, their team will forfeit any future matches.
8. Players must use the same Player Name for the entire tournament.
9. Teams/Players that wish to use headphones/headsets/mixamps at the event may do so. The players/teams are responsible for hooking up any cords they need to and will only have the 5 minute check-in period before a series available to do so. If a team cannot hook everything up in that 5 minute period, they will not be allowed to use their headphones/headset. Players may not use wireless headphones or headsets.
10. Players cannot use a headphone that requires a power outlet, but may use headphones that require USB power if there is an available USB port.
11. Players may not unplug anything from the Xbox 360 or TV without a tournament staff members' permission. They may use any available USB port or bring a USB splitter to increase the number of USB ports on the Xbox 360.
12. Players that unplug anything from a TV or system without permission will be issued a warning. If a team accumulates three warning during the event, it will result in the forfeit of that teams' next game.
13. Trying to manipulate the bracket will result in the team being disqualified.
14. The game types must be played in the same order that they appear on the game types by round sheet.
15. The higher seed will choose to host 1 or 2 games before the series begins. The team that hosts one game, chooses the game they want to host, the remaining two games are hosted by the team that hosts 2 games. In the event of 2 teams meeting up in the Loser's Bracket, the team that hosted 2 games in the



Winner's Bracket will host 1 game in the Loser's Bracket, with the other team hosting the 2 remaining games. The Winner's Bracket winner will choose host for a potential game 7 tiebreaker. This results in a 4-3 host advantage for one team.

16. The Bracket manager may change the game types if 2 teams are matched up to play again in the loser's bracket to ensure that a game type is not played twice.
17. The host will be responsible for making sure all gameplay rules are set and correct. If the settings are wrong and it is reported before the end of the game, the first time will result in a warning; all subsequent occurrences will result in the forfeiture of the game. Every warning after 3 that a team accumulates during the event will result in the forfeit of that teams' next game
18. Teams must report to their assigned station within 5 minutes after matches are announced. If a team does not report within 5 minutes, they forfeit the series. The full team must be present to not forfeit. This 5 minute time period is also when players may hook up any headphones/headsets. If a team cannot hook up their headphones/headsets in this 5 minute time period, they will not be allowed to use them.
19. Teams may not start a game without a Staff Member's permission. Games started without a Staff Member's permission will be replayed regardless of the outcome.
20. Each player is responsible for their controller settings before the match starts.
21. If a team has any concerns about possible cheating by another team, or disagreements with the settings of the match/series, it must be brought to a Staff Member's attention immediately, not after the game/series has been completed. If a game/series is completed, it may be considered final. This rule includes if a setting for a game is incorrect and the losing team waits until after the game is complete to dispute the result. A team may bring the dispute to the Bracket Manager if they disagree with the original Staff Member's Decision.
22. In the event of equipment failure (TV/360 losing power, etc.), the game will be restarted unless a team has mathematically won the game based on time remaining.
23. Excessively taunting or using profanity will result in a warning. Every warning after 3 that a team accumulates during the event will result in the forfeit of that teams' next game.
24. Spectators may not taunt or communicate with either team during a match. If they do, they will be asked to leave the station. If they continue to break this rule over the course of the tournament, they will be removed from the respective tournament area and not allowed back for the rest of the event.
25. Threatening or attempting to harm another competitor or spectator (asking them to step outside, throwing controllers, etc.) WILL NOT BE TOLERATED. Doing so will result in your team being eliminated from the tournament and your being removed from the venue for the remainder of the tournament.
26. Abuse of any tournament staff may result in being removed from the venue.
27. Players are responsible for their belongings for the duration of the event. Players should realize that many Xbox 360 controllers look the same and a distinguishing mark may be used to prove ownership.
28. By participating, all participants and winner(s) grant TIPGC exclusive permission to use their names, characters, photographs, voices, and likenesses in connection with promotion of this and other events and waive any claims to royalties or remuneration for such use. TIPGC may use such information for marketing and other purposes.
29. All registered participants release, discharge, and hold harmless TIPGC, Jet Set Studio, the venue, and all sponsors, employees, staff, volunteers, agents and representatives from any and all liability for any events or consequences whatsoever and in any manner arising from participation at this event, including but not limited to personal injuries.
30. By participating in TIPGC, all players consent to use of his or her name, photograph and/or likeness, address, voice, and statements made by the player, in any and all media now known or hereafter developed (including without limitation print, broadcast, and Internet), for all tournament or business purposes including advertising and promotional activities without additional compensation, notice, or approval, unless prohibited by law.
31. Scores and winners will be reported by a tournament staff.
32. Tournament Staff can modify these rules and are the final decision makers in any matter. It is the responsibility of the players to understand and abide by the most current version of the rules.
33. The Tournament Director has the final say in all disputes.



Game Specific Rules

1. Tournament structure will be bracketed rounds, Double Elimination.
2. Xbox 360 will be the console system for this division.
3. Each round will consist of a best-of-3 series. If two teams meet up in the Losers Bracket after having already played in the Winners Bracket, the series will be extended to a best-of-7 continuation series.
4. Teams will be seeded randomly using the excel formula =random()
5. The higher seeded team will have the choice to host 1 or 2 games in the series
6. The team that not hosting the current game will choose which side they wish to play on. The other team will play on the remaining side.
7. Some games will not start when players initially join the game, but will start when the station Referee says "Go". This is to reduce any advantage the host has by spawning before the other team's players. If a player on either team moves before the Referee's instruction, they will be issued a warning.

In-Game Settings

All Games:

Spectating – Team Only
Killcam – Enabled
Radar Always On – No
Wave Spawn Delay – No
Force Respawn – Enabled
Friendly Fire – Enabled
Max Health – Normal
Health Regeneration – Normal
Perks and Proficiencies – Enabled
Hardcore Mode – Disabled
3rd Person – Disabled
Headshots Only – Disabled
Killstreaks – Disabled
Custom Classes – Enabled
Join-In-Progress – Not Allowed

Banned Weapons

All Launchers
All Shotguns
Riot Shield

Banned Lethals

Bouncing Betty
Claymore
C4

Banned Tacticals

Scrambler
Trophy System
Tactical Insertion
Portable Radar

Search and Destroy:

Round Length – 2.5 Minutes
Bomb Timer – 45 seconds
Plant Time – 7.5 seconds
Defuse Time – 7.5 seconds
Multi Bomb – Disabled
Score Limit – 4 points
Round Switch – Every Round

Banned Attachments

Heartbeat Sensor
Grenade Launcher
Shotgun
Akimbo
Rapid Fire

Capture The Flag:

Round Length – 5 minutes
Score Limit – Unlimited
Respawn Delay – 7.5 seconds

Banned Proficiencies

Attachments
(double attachments not allowed)

Banned Perks

Blast Shield
Overkill
Recon

All players Death Streaks must be Hollow Point



Game Types

Search and Destroy Underground
Search and Destroy Carbon
Search and Destroy Hardhat
Search and Destroy Dome

Capture The Flag Bootleg
Capture The Flag Lockdown
Capture The Flag Arkaden

Game Types By Round

WBR1:

Game 1 – SnD Underground
Game 2 – CTF Lockdown
Game 3 – SnD Carbon

WBR2:

Game 1 – CTF Bootleg
Game 2 – SnD Dome
Game 3 – CTF Arkaden

WBR3:

Game 1 – SnD Hardhat
Game 2 – CTF Lockdown
Game 3 – SnD Underground

WBR4:

Game 1 – CTF Arkaden
Game 2 – SnD Dome
Game 3 – CTF Bootleg

WBR5:

Game 1 – SnD Hardhat
Game 2 – CTF Arkaden
Game 3 – SnD Underground

Finals:

Game 1 – SnD Dome
Game 2 – CTF Lockdown
Game 3 – SnD Carbon
Tiebreaker – CTF Bootleg

LBR1:

Game 1 – SnD Hardhat
Game 2 – CTF Arkaden
Game 3 – SnD Dome

LBR2:

Game 1 – SnD Hardhat
Game 2 – CTF Lockdown
Game 3 – SnD Underground

LBR3:

Game 1 – CTF Arkaden
Game 2 – SnD Carbon
Game 3 – CTF Lockdown

LBR4:

Game 1 – SnD Underground
Game 2 – CTF Bootleg
Game 3 – SnD Hardhat

LBR5:

Game 1 – CTF Lockdown
Game 2 – SnD Carbon
Game 3 – CTF Bootleg

LBR6:

Game 1 – SnD Dome
Game 2 – CTF Lockdown
Game 3 – SnD Hardhat

LBR7:

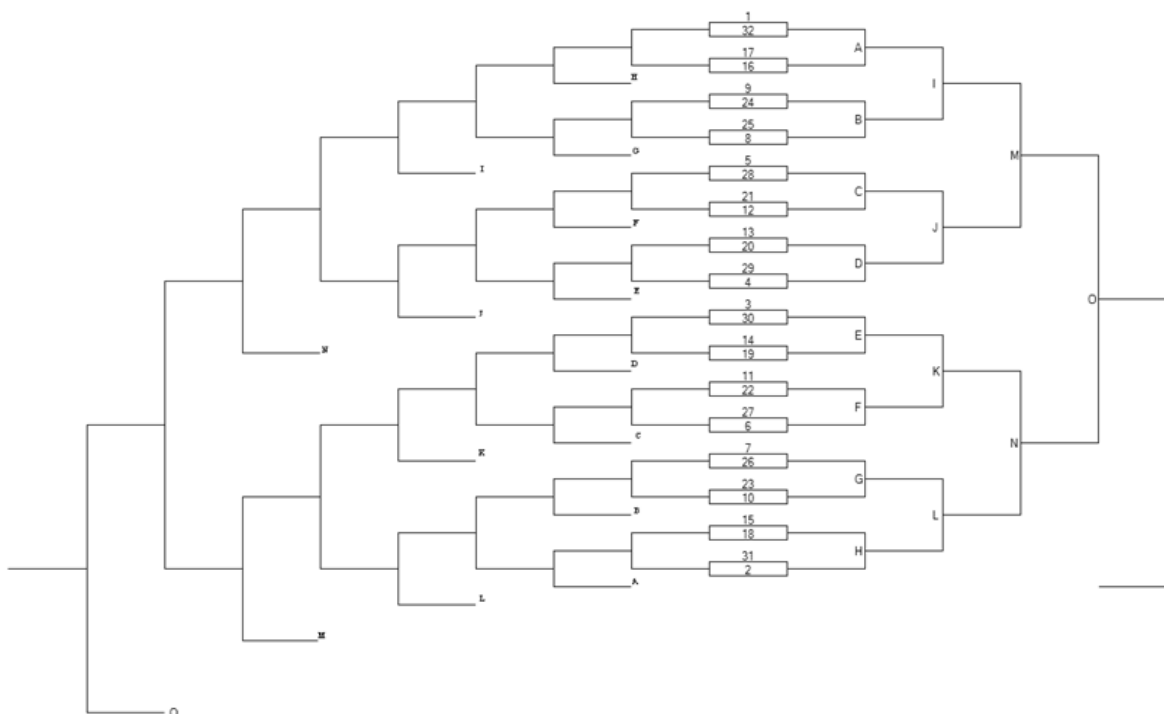
Game 1 – CTF Bootleg
Game 2 – SnD Underground
Game 3 – CTF Arkaden

LBR8:

Game 1 – SnD Carbon
Game 2 – CTF Lockdown
Game 3 – SnD Dome



Tournament Bracket



Tournament Schedule

Saturday

8:00a – 10:00 – Registration, Check-in, & Warm-up
 10:00 – 10:30 – Welcome
 10:30 – 11:45 – WBR1, Group A
 11:45 – 1:00p – WBR1, Group B
 1:00 – 2:15 – WBR1, Group C
 2:15 – 3:30 – WBR1, Group D
 3:30 – 4:45 – WBR2, Group E
 4:45 – 6:00 – WBR2, Group F
 6:00 – 7:15 – LBR1, Group 1
 7:15 – 8:30 – LBR1, Group 2
 8:30 – 9:45 – WBR3, Group G

Sunday

8:00a – 10:00 – Warm-up
 10:00 – 11:15 – LBR2, Group 3
 11:15 – 12:30p – LBR2, Group 4
 12:30 – 1:45 – LBR3, Group 5
 1:45 – 3:00 – LBR4, Group 6
 3:00 – 4:15 – WBR4, Group H
 LBR5, Group 7
 4:15 – 5:30 – WBR5, Group I
 LBR6, Group 8
 5:30 – 6:45 – LBR7, Group 9
 6:45 – 8:00 – LBR8, Group 10
 8:00 – 9:15 – Tournament Finals

* Split-screen and Full-screen rounds will be determined once the team count is finalized *

* The schedule will be updated once the team count is finalized *