



CoD Warzone League Rules

General Rules

- Teams will be scheduled against an opponent each week of the regular season. Teams will be seeded in an end of the season tournament based on their record. Teams **MUST HAVE A DISCORD ACCOUNT** and check in with their opponent to determine when they will play their match.
- Format for the league will be duos (2v2 duos lobby). Teams can have up to three players on their team roster to make sure they have a full team each week. Teammates may swap out from game to game if all players are available to play each week.
 - Players not on the team roster before the half way point in the schedule cannot participate in tournament play.

Format Rules

- Matches are scheduled for Thursdays at 7:00pm EST to start. If you are not able to play at that time, let the league official know the day/time you will play your 3 scheduled CoD Warzone games prior to playing them.
 - Matches not played at the official scheduled time must be completed during the week between Sunday – Saturday of that scheduled week.
 - Teams do not need to be on at the same time to play their match.
 - If you are not in direct communication with your opponent, please take screen shots of your 3 scores and text/email/through Discord to league officials the 3 scores. There needs to be picture proof or be able to be confirmed by your opponent that they are correct.
- PS4, Xbox & PC Players
- Activision ID Numbers will need to be submitted to league office before the first week of matches.
- Regular Season Matches will be a total of combination of kills over three Warzone BR games.
 - Example:

- Game 1 – Team A has 36 kills, Team B has 24 kills.
 - Game 2 – Team A has 22 kills, Team B has 20 kills.
 - Game 3 – Team A has 14 kills, Team B has 26 kills.
- Team A finished with a total of 72 kills and Team B finished with 70 kills. Team A wins the match for that week. (Teams will earn 3 points = win, 1 point = tie, 0 points = loss).
- (Playoffs) In the event there is a tie after the completion of the third battle royal game, the team that was last alive in the third game will be declared the winner.
- Match Rules:
 - Team size: Duos (duos lobby)
 - Match Length: 3 CoD Warzone Games
 - Total kills combined over all three games is the team score
- Note: any setting not listed above should not be changed from the game’s default setting option.

Match-up Process

- Once registration closes, league administrators will create the full schedule, post it online, email participants and post it in discord “league-schedule”.
- **Each team is responsible for submitting their score with a picture/screenshot via text/email/through Discord to league officials.** (Discord server channel is provided after registration for the league is complete)
- You may see “Ghost” listed as one of the teams on the schedule. The Ghost acts as a fill in team to avoid bye weeks/double headers on the schedule. The Ghost team acts as a default opponent to play on your “Ghost Week”
 - The Ghost score will be 8 each week, and teams can earn a win, loss, or tie when playing the Ghost. The Ghost may not be used during each season.

League Details

- Each team will be scheduled to play one opponent each week.
- Seeding for the end of the season tournament bracket will be based on regular season record.

Should there be a tie in the final standings the following tie-breakers will be used:

- Tiebreaker 1: Head to Head
- Tiebreaker 2: Point Differential
- Tiebreaker 3: Coin Flip

*If a participant forfeits a match, the score will be recorded as a +12 point differential.

Sabotage Rules

- You may not intentionally cause the death of your opponent or negatively impact your opponent's gameplay. This includes any negative interference in your opponent's gameplay. Doing so will result in a forfeit of kills for that map.
- Dying to a "hacker" is an inherit risk of playing CoD Warzone. The death and score because of dying to a "hacker" will count.

Disconnection Rules / Forfeit Policy

- Players have the scheduled week to play their matchup. Failure to play the scheduled matchup during the time allotted will result in a forfeit.
- The result of a competitor's disconnection from a match depends on whether the disconnection was intentional. Whether or not a disconnection is deemed intentional or unintentional is at the sole discretion of the league officials.

Video recording and/or taking screenshot of your game in case of a dispute is highly recommended.

Code of Conduct

- There is a "Zero Tolerance Policy" regarding behavior of league and tournament players. Abusive behavior will not be tolerated. League officials will have the right to reprimand or eject players on a case by case situation.
- Unsportsmanlike conduct including (but not limited to) trolling, cheating, and bullying will not be tolerated. Participants who cannot follow the code of conduct could be subject to elimination from the league/tournament (without refund), and possibly banned from registering for future events. Examples of offenses include:
 - Repeatedly committing penalties to interfere with your opponent.
 - Verbal or written abuse via any communication platform.
 - Disconnecting intentionally or repeatedly.
- All decisions of the league officials are final. They shall also have the final authority to adjust match schedules, match duration, and other aspects of the league if that becomes necessary.