



PS4 Tournaments: Call of Duty: Black Ops - Cold War Open Series

TOURNAMENT RULESET

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1. Overview

The PS4 Tournaments: Call of Duty: Black Ops - Cold War Open Series ("COD:CWOS" or "Competition") is operated by ESL Gaming (alternatively "ESL" or "Tournament Organizer").

The COD:CWOS is a video game competition conducted using Activision Call of Duty: Black Ops - Cold War ("COD:CW") for the PlayStation®4 console ("PS4").

PS4 Tournaments is in no way sponsored, endorsed or administered by, or associated with Activision.

If you have any questions about this competition, its registration process and how to participate, please visit the [PlayStation Tournaments Discord server](#).

2. Player Eligibility

2.1 Registration and acceptance of official rules

Participants must sign up for COD:CWOS using the integrated tournament app on the PS4 ("Tournament App"), through compete.playstation.com to be considered for eligibility. Participants who meet the eligibility requirements in the Player Eligibility section below (individually a "Player" or "competitor" or "Participant") must also (1) own or have access to COD:CW on the PS4; (2) own or have access to a PS4 system and compatible controller; (3) have a valid account for PlayStation Network ("Account for PSN") and an associated PSN ID; (4) have a valid subscription to an active PlayStation Plus membership; (5) be residents of an applicable jurisdiction as outlined in Appendix B. (6) have at least 5Mb of internet connection bandwidth to be able to broadcast. Players must link their Account for PSN to their ESL account on the ESL Play tournament hub page. Players must read the COD:CWOS ruleset and relevant privacy policies, including the [ESL privacy policy](#), and agree to these rules before entering the tournament. Once a team has registered, they are considered for eligibility for the entire COD:CWOS, as outlined in Section 3. Competition Structure.

2.2 Age

Players must be eligible to play COD:CW according to their local age restrictions, at the point of tournament registration, as outlined in Appendix B: Countries & Age.

2.3 Employees & Conflicts of Interests

Employees of ESL, Sony Interactive Entertainment LLC ("PlayStation"), Activision (alternatively "Publisher") and its respective affiliates, subsidiaries, representatives, advertising, promotion and publicity agencies, and the immediate family members or

persons living in the same household of such employee are not eligible to participate in the competition.

3. Competition Structure

The COD:CWOS will be run in the following regions:

- Europe
- Middle East
- North America
- South America
- APAC

From each Weekly Qualifier for APAC, Middle East and South America the TOP16 is qualifying to the Monthly Finals.

From each Weekly Qualifier for Europe and North America the TOP8 is qualifying for the Monthly Finals.

The full list of countries per region is available in Appendix B: Countries & Age

Each month there will be four Weekly Qualifiers and the Monthly Finals.

Teams eligibility reset every month. Teams who qualified for the Monthly Finals in previous months need to qualify again through Weekly Qualifiers in the current month.

3.1 Open Qualifiers

Registration

All teams are eligible to participate in Weekly Qualifiers tournaments.

Tournament Format Details

- Mode: 2on2, Search & Destroy (S&D)

- Random team seeding
- Tournament system: Swiss*
- Number of rounds: 6
- No elimination until round 4, after that there will be elimination after 1 loss
- The 5th Swiss round will start for only the teams with a 4:0 score. If there's less than 16 teams with a 4:0 score additional teams will be added according to the ranking
- Round 6th will start only for teams that went 5:0 score

*Swiss is a cup system where you won't get kicked out of a Swiss cup after your first loss, you will stay in the Swiss cup until a certain loss-threshold has been reached or the cup has finished. Every Swiss cup has a fixed amount of rounds. In every round you will be matched against opponents of your skill group, based on the current team score (for example, teams who have a 1-1 score face others with the same score). A ranking will be shown at the end of the cup based on the points of every contestant's performance.

Ranking and tiebreaker system

Final position in the ranking will be determined by the number of wins, or if equal than determined - by tiebreakers. Tiebreaker system takes three values into account which are described below.

- **Tiebreaker 1 (Buchholz system):** represents the sum of the opponents' wins.
- **Tiebreaker 2 (W/L Sum):** represents the performance of opponents that a team played during the tournament. Teams who played against stronger opponents will be ranked higher within the standings of the tournament. To calculate this value, sum the number of points each opponent contributes. Opponents contribute +1 for each win they accumulate throughout the tournament and -1 for each loss they accumulate throughout the tournament. Each single opponent may never contribute less than -3 points to a team's first tiebreaker. Default wins contribute 0 points to the team's W/L Sum tiebreaker.
- **Tiebreaker 3 (First Tiebreaker Sum):** represents the performance of the opponents that all of a team's opponents played. Teams who played against opponents who consistently played against stronger opponents throughout the Tournament will be ranked higher within the standings of the tournament. To

calculate this value, total the sum of W/L Sum for all opponents that the team played. Default wins contribute 0 points to the teams Second Tiebreaker Sum tiebreaker.

3.2 Monthly Final

Registration

Teams who qualify from Weekly Qualifiers will be invited to the upcoming Monthly Finals tournament from the current month. Invited teams will be able to see their invitation via email. Invited teams need to sign-up and check-in to the eligible tournaments in order to participate.

In case Monthly Finals will be broadcasted additional rules can apply. In this case all participants will be informed of the new ruleset along their invitation to the Monthly Finals.

Tournament Format Details

- Mode: 2on2, Search & Destroy (S&D)
- Team seeding: position is taken from team's best qualification result in the weekly qualifiers of the month. In case a team has played more than 1 weekly qualifier, his best position will prevail. In case of tie, the team with less tries takes the spot.
- Tournament system: Single Elimination Bracket
- Map rotation: the following map rotation will be used in Monthly Final:
 - RO 64: Standoff, Express, Miami
 - RO 32: Express, Miami, Moscow
 - RO 16: Miami, Moscow, Raid
 - RO 8: Raid, Standoff, Express
 - RO 4: Standoff, Express, Miami
 - RO 2: Express, Miami, Moscow
- Match creation: Game 1 will be hosted by the higher seed, Game 2 will be hosted by the lower seed. Game 3 will be hosted by the team who won the most rounds in previous games. In case of a tie, an amount of kills and defuses can be used to determine the lobby creator.

3.3 Match Rules

Match start time

All matches (Weekly Qualifiers and Monthly Finals) are played on the scheduled match time. To see the match schedule, access the match event page in your PS4 by going to My Events.

Joining your game lobby

1. As soon as the round is started, go to the match event page and check who is your opponent.
2. Contact your enemy directly via PSN.
3. Create a private/custom game lobby and set it properly (please check "Match details" below)
4. Invite your opponent and your teammate to the lobby. As soon as everyone is in, start your match.

Match details

- Gamemode: 2on2, Search & Destroy (S&D)
- Map rotation: Standoff, Express, Miami, Moscow, Raid
- Default preset: CDL Search & Destroy
- Tournament maps will be played in the described order (as example: Standoff will be played in Round 1, Express will be played in Round 2 and so on).

Restricted Items:

- Primary Weapons:
 - Light Machine Guns (All): Stoner 63, RPD, M60
 - Tactical Rifles (All): Type 63, M16, AUG, DMR 14, CARV.2
- Secondary Weapons:
 - Shotguns (All): Hauer 77, Gallo SA12, Streetsweeper
 - Launchers (All): Cigma 2, RPG 7
 - Special (All): M79, R1 Shadowhunter, Ballistic Knife
 - Pistols: AMP63

- Attachments:
 - o Muzzle: Flashguard 9, Flashguard 5.56, Sound Suppressor, Suppressor, Socom Suppressor, Agency Suppressor
 - o Barrel: 7.2" Task Force, 15" CMV Mil-Spec, 9.5" Task Force
 - o Body: Mounted Flashlight, SOF Target Designator, SWAT 5mw Laser Sight, Tiger Team Spotlight, Ember Sighting Point
 - o Stock: Dual Wield
- Equipment & Field Upgrades:
 - o Tacticals: StimShot, Decoy,
 - o Lethals: C4, Molotov, Tomahawk
 - o Field Upgrades: Proximity Mine, Field Mic, Jammer, Gas Mine
- Perks & Wildcards:
 - o Perk 1: Paranoia, Forward Intel
 - o Perk 2: Tracker
 - o Perk 3: Ghost, Gung-Ho
 - o Wildcards: Danger Close, Perk Greed
 - o Scorestreaks: All Restricted except Artillery, Cruise Missile

Win Conditions:

- Time limit: 1M : 30 S
- Round Limit: Unlimited
- Round Win Limit: 6 Rounds

Advanced:

- Bomb Timer: 45 Seconds
- Plant Time: 5 Seconds
- Defuse Time: 7.5 Seconds
- Multi Bomb: Disabled
- Switch Sides: Every Round
- Silent Plant: Enabled

Spawn:

- Number of Lives: 1 Life
- Respawn Delay: Disabled
- Force Respawn: Enabled
- Wave Spawn Delay: Disabled

- Suicide Penalty: Disabled
- Team Killed Penalty: Disabled
- Number of Lives Per Team: Unlimited

Gameplay:

- Cinematic Intro: Enabled
- Pre-Match Requirements: 0 Players
- Pre-Match Timer: 10 Seconds
- Pre-Round Timer: 10 Seconds
- Mini-map: Normal
- Equipment Delay: 5 Seconds
- Killcam: Show Killcam after the player dies
- Scorestreak Delay: 10 Seconds
- Score Multiplier: 1
- Dynamic Map Elements: Disabled

Health and Damage:

- Health: 150
- Friendly Fire: Enabled
- Teamkill Kick Limit: Disabled
- Headshots Only: Disabled
- Hit Indicator: Enabled

Custom Classes:

- Lethal Equipment: Enabled
- Tactical Equipment: Enabled
- Field Upgrade: Enabled
- Custom Classes: Enabled

Scorestreaks:

- Score Reset on Death: Enabled
- Scorestreak Death Penalty: 100%
- Combat Bow: Default
- RC-XD: Default
- Spy Plane: Default
- Counter Spy Plane: Default
- Armor: Default

- Care Package: Default
- Sentry Turret: Default
- Napalm Strike: Default
- Artillery: 1600
- Cruise Missile: 2000
- Air Patrol: Default
- War Machine: Default
- Attack Helicopter: Default
- Chopper Gunner: Default
- VTOL Escort: Default
- Gunship: Default

No show

Each team has **10 minutes** to show up to a match. (scheduled match start time +10 minutes). Not showing up within 10 minutes results in a default loss. The team that is waiting must enter "Opponent did not show up" in the results tab.

Results

Results have to be reported after the end of the match through the match event on the PS4. Teams should upload the screenshot/video which shows the exact match score. Match media has to be uploaded directly on the match event page.

Disconnection

If a player disconnects within the first thirty (30) seconds and/or before the first kill, the game should be ended. All players must leave the match to end the game.

If a player disconnects after the first thirty seconds (30) and/or the first kill, the map must be continued and the missing player should be reinvited to the lobby. If the team with the missing player leaves the lobby, their team may forfeit the round/game in question.

If all players disconnect from the game due to the technical issues, a whole match should be replayed, starting from 0-0 score.

Match Disputes

- If any issues are encountered in a match, it's the teams responsibility to create a dispute and reach out to the admin team.
- In order to create a dispute, open a support on your match event on the PS4 or enter the tournament website on ESL Play and click "Open a protest".
- Teams are responsible for providing proof of match results in case of disputes. This can be done with screenshots of each victory or video replays uploaded to websites such as Youtube or Twitch.

Equipment

Players may not use a Turbo controller, a Button Macro controller or Keyboard/Mouse. Turbo controllers allow Players to press a button that results in their Character performing a set of actions that would normally require the Player to press the same button multiple times. Button Macro controllers allow Players to press a button that results in their Character performing a set of actions that would normally require the Player to press multiple buttons. The team using the ineligible equipment will forfeit that game of the match it was used on.

3.4 Match Media

The following match media are acceptable forms of proof during match reporting and protests:

- Twitch livestream VODs (with clear naming of the players, date, tournament round)
- Screenshots (or photographs) showing all players and the result/issue

4. Prizing

4.1 Prizing breakdown per month

The following prizes for the tournament series will be distributed to the Players based on their finishing position/point of exit from the tournament series as stated below.

Prize distribution for Weekly Qualifiers

Each player of a team who takes a specific place, will receive following rewards:

For North America, South America, Europe and Middle East tournaments:

Place	PSN Voucher
1.	\$100 (or equivalent in local currency)
2.	\$40 (or equivalent in local currency)
3.	\$20 (or equivalent in local currency)
4.	\$20 (or equivalent in local currency)
5.	\$10 (or equivalent in local currency)
6.	\$10 (or equivalent in local currency)
7.	\$10 (or equivalent in local currency)
8.	\$10 (or equivalent in local currency)
9-64.	\$5 (or equivalent in local currency)

For APAC tournaments:

Place	PSN Voucher
1.	\$15

All the players that sign up, check in and play the first 4 swiss rounds of the qualifier will receive:

- PS4 Tournaments Base Theme and Avatar (can only be won once per player)
- Best 40% of teams will receive an exclusive PS4 Tournaments Elite Theme and Avatar (can only be won once per player)

Prize distribution for Monthly Finals

For North America South America, Europe and Middle East tournament finals:

1st place: \$200

2nd place: \$150

3rd place: \$100

4th place: \$50

Place	PSN Voucher
1.	\$100 (or equivalent in local currency)
2.	\$40 (or equivalent in local currency)
3.	\$20 (or equivalent in local currency)
4.	\$20 (or equivalent in local currency)
5.	\$10 (or equivalent in local currency)
6.	\$10 (or equivalent in local currency)
7.	\$10 (or equivalent in local currency)
8.	\$10 (or equivalent in local currency)
9-64.	\$5 (or equivalent in local currency)

For APAC tournament finals:

Place	PSN Voucher
1.	\$15

No cash prizes will be awarded in the APAC tournament finals.

Cash prizes are always before taxes. For this competition, ESL uses [Matcherino](#) to deliver prize money. Matcherino will automatically deduct taxes from prize winnings, except where prohibited by local law.

All the finalists will receive the PS4 Tournaments Champions Theme and Avatar (can only be won once per player).

4.2 Prizing Terms and Conditions

Prizes are not transferable. No substitution of Prizes for other goods and services is permitted, except ESL reserves the right to provide a substitute Prize of approximately equal value if the advertised prize is unavailable. All expenses not specified above, including, without limitation, all applicable federal, state, and local taxes, and international tariffs are the sole responsibility of the individual Winner.

Receiving a prize is contingent upon compliance with these Official Rules; all prizes claimed in accordance with these Official Rules will be awarded. In the event that a potential winner is disqualified, or the prize is forfeited for any reason, ESL will award the applicable prize, time permitting given the nature of the prize, to the next eligible runner-up Competitor. Only 3 alternate runner-up winners will be chosen, after which the tournament organiser retains the discretion to donate the applicable prize to a charity of ESL's choosing. Potential winners may be required to provide a shipping address to claim the prize. Allow up to 3 months for delivery of prizes.

5. Game Coverage

PlayStation reserves exclusive rights to the coverage of PS4 Open Series matches. This includes all forms of transmission, including IRC Bots, Shoutcast-streams, live broadcasts on platforms like Twitch, Youtube and the likes. PlayStation can assign the coverage rights of a match or of several matches to a third party or to the actual players themselves. In this case, terms and conditions would have to be arranged with PlayStation management, or ESL as tournament organizer, before the match.

In general, PlayStation or ESL as tournament organizer, will contact any player or team if they wish to broadcast one of their matches. If no contact is made, individual players are allowed to arrange their own broadcasts.

6. General Terms

Participants' personal information will be subject to [ESL privacy policy](#) and Cookie Policy, available at for the purposes listed therein. Furthermore, Participants' personal information will be processed for the purpose of organizing, running and monitoring the Competition and prize fulfilment, including, if Participant wins a prize, publishing (i) their name on the Winner(s) List and (ii) their name and country of residence online or in any other media in connection with the Competition.

Players can remove their name from the Winner(s) List by unlinking their PSN and ESL account and deleting their ESL account.

Personal information will be processed in the United Kingdom or any other country in which, ESL, its subsidiaries, or third party agents operate. By entering the Competition, you consent that your personal information may be transferred to recipients in the United States and other countries that may not offer the same level of privacy protection as the laws in your country of residence or citizenship.

Participants have the right to access, withdraw, and correct their personal information on their [account page](#).

By participating in this Competition, each Participant further agrees:

(a) That the tournament organiser's decisions will be final and binding on all matters related to this Competition;

(b) The Competition is governed by the laws of the State of California and all claims must be resolved in the United States.

Nothing in these Official Rules shall have the effect to deprive you of the consumer protection rights granted to you by the laws of your country of residence that cannot be derogated from by agreement.

(c) The Tournament Organizer reserves the right to cancel, suspend and/or modify the Competition, or any part of it, if any fraud, technical failures or any other factor impairs the integrity or proper functioning of the Competition, as determined by Tournament Organizer in its sole discretion. If terminated, Tournament Organizer may, in its sole discretion, determine the winners from among all non-suspect, eligible entries received up to time of such action using the judging procedure outlined above. Tournament Organizer, in its sole discretion, reserves the right to disqualify any individual it finds to be tampering with the entry process or the operation of the Competition or to be acting in violation of these Official Rules or those of any other Competition, or the PlayStation Network Terms of Service and Users Agreement, or in an unsportsmanlike or disruptive manner and void all associated entries. Any attempt by any person to deliberately undermine the legitimate operation of the Competition may be a violation of criminal and civil law, and, should such an attempt be made, Tournament Organizer reserves the right to seek damages and other remedies (including attorneys' fees) from any such person to the fullest extent permitted by law. Tournament Organizer's failure to enforce any term of these Official Rules shall not constitute a waiver of that provision.

(d) By accepting any of the prizes, you acknowledge and agree that the Tournament

Organiser and its designees have the right to use the below information and any other information provided in the administration, marketing, and promotion of the COD:CWOS, without further consent or compensation to you, unless otherwise noted below:

Background info: Full name, country of residency, age, platform, persona (including PSN ID), likeness

Social Media info: Twitter handle and Twitch account (if applicable)

(e) THE PLAYERS ACKNOWLEDGE THAT GIVING AND TAKING BRIBES ARE ILLEGAL. THE TOURNAMENT ORGANIZER RESERVES THE RIGHT TO DISQUALIFY, AT ITS SOLE DISCRETION, ANY PARTICIPANT THAT IS INVOLVED WITH ANY ILLEGAL ACTIONS. Nothing in these Official Rules shall be deemed to exclude or restrict any of the Winner's or the Entrant's statutory rights as a consumer.

Commercial Rights

All commercial rights (including without limitation any and all marketing and media rights) relating to the COD:CWOS belong to Tournament Organizer and its licensors. Participant shall not associate themselves with the COD:CWOS, ESL, Activision or PlayStation in any commercial manner, nor use any intellectual property rights of those parties, nor shall they permit any third parties to do so, without the prior written consent of Tournament Organizer or the applicable rights holders, which consent may be granted or withheld in each of their sole discretion.

Any Participant or Participant ad sponsor wishing to carry out or facilitate any promotional or marketing activities with respect to the COD:CWOS, will need prior written consent from Tournament Organizer or from the respective rights holders, which may be granted or withheld in each of their sole discretion.

The recording and dissemination of images or footage of the COD:CWOS for commercial purposes by or on behalf of participants is strictly prohibited.

"PlayStation" and "PS4" are trademarks or registered trademarks of Sony Interactive Entertainment Inc.

Appendix A: Code of Conduct

The below Code of Conduct applies to all Players in the COD:CWOS at all levels of the competition unless otherwise specified. The tournament organiser reserves the right to levy penalties, sanction or disqualify any player at its discretion.

PLAYER BEHAVIOR

Competitors must conduct themselves in a reasonable manner, maintaining an appropriate demeanour to spectators, members of the press, tournament administrators, and to other Players. These requirements apply to both offline and online, including with respect to social media conduct and activity on live streams. All Players are expected to adhere to these standards of sportsmanship.

DURING THE TOURNAMENT:

Players must conduct themselves in a reasonable manner, maintaining an appropriate demeanour to spectators, members of the press, tournament administrators, and to other Players. These requirements apply to both offline and online, including with respect to social media conduct. All players are expected to adhere to the standards of good sportsmanship at all times.

Players will refrain from using vulgar or offensive language.

Abusive behaviour, including harassment and threats is prohibited.

Physical abuse, fighting or any threatening action or threatening language, directed at any Player, spectator, official or any other person is prohibited.

Any action that interferes with play of a game, including but not limited to purposely breaking a game station, interfering with power, and abuse of in-game pausing, is prohibited and can result in match forfeiture and/or disqualification from the competition.

Gambling, including betting on the outcome of games, is prohibited.

All Players must not disclose any confidential information provided by the tournament organiser or any of its affiliates to any other people or groups of people, including via social media.

COLLUSION POLICY

Collusion is defined as any agreement among two or more Players to disadvantage other Players in the Competition. Collusion between Players is strictly prohibited. Any Players determined by the tournament organiser at any phase of the COD:CWOS to be engaging in Collusion will be removed from the competition, be forced to return any compensation and prizes they've received from Live Events.

Examples of collusion include, but are not limited to:

Intentionally losing a match for any reason.

Playing on behalf of another competitor, including using a secondary account, to aid them.

Any form of match-fixing.

Agreeing to split prize money.

PENALTIES

Violation of any part of these Official Rules will, at the Tournament organiser's election, result in (a) sanction(s) and/or (b) loss of winner status. All Players must follow the tournament organiser's directions. All decisions and rulings of the tournament organiser are final and binding. The Tournament organiser reserves the right to sanction any Player in competition at any level, at any time for any reason. Sanctions may include, in no particular order, the following:

Warning

Reprimand

Forfeiture of single match

Forfeiture of all matches

Loss of awards (including prize money and other paid expenses)

Disqualification from the COD:CWOS

The tournament organiser also has the right to publicly announce penalties that have been levied on Players. Players who have been penalized by the tournament organizer

hereby waive any right of legal action against the COD:CWOS and PlayStation, and/or any of its affiliates.

PLAYER SPONSORSHIP

Players in the COD:CWOS have the ability to acquire ad sponsors. Ad sponsorship acquisition is limited, however, to exclude certain categories and industries. If the ad sponsor falls under the below limited categories, then the ad sponsorship may not be displayed by the Player in conjunction with or during the COD:CWOS. Tournament Organizer and its designees reserve the right to update the below list at any time. The following is a nonexclusive list of prohibited ad sponsors:

Gambling or gambling websites

Alcohol, Tobacco, and/or Non-"over-the-counter" Drugs

Firearms or any type of weapons

Pornographic or adult material

Products or services from direct competitors of PlayStation, its partners, and its other subsidiary brands

Direct competitors of PlayStation

Tournament Organizer reserves the right to prohibit any third party at their sole discretion.

Appendix B: Countries & Age

Country	Region	Age
Canada	North America	18
Mexico	North America	18
United States	North America	18
Austria	Europe	18

Belgium	Europe	18
Bulgaria	Europe	18
Croatia	Europe	18
Cyprus	Europe	18
Czech Republic	Europe	18
Denmark	Europe	18
France	Europe	18
Finland	Europe	18
Germany	Europe	18
Greece	Europe	18
Hungary	Europe	18
Iceland	Europe	18
Ireland	Europe	18
Italy	Europe	18
Luxembourg	Europe	18
Malta	Europe	18
Netherlands	Europe	18
Norway	Europe	18
Poland	Europe	18
Portugal	Europe	18
Romania	Europe	18
Slovakia	Europe	18
Slovenia	Europe	18
South Africa	Europe	18
Spain	Europe	18

Sweden	Europe	18
Switzerland	Europe	18
Turkey	Europe	18
Ukraine	Europe	18
United Kingdom	Europe	18
Argentina	South America	18
Bolivia	South America	18
Brazil	South America	18
Chile	South America	18
Colombia	South America	18
Costa Rica	South America	18
Ecuador	South America	18
El Salvador	South America	18
Guatemala	South America	18
Honduras	South America	18
Nicaragua	South America	18
Panama	South America	18
Paraguay	South America	18
Peru	South America	18
Uruguay	South America	18
Bahrain	Middle East	18
Israel	Middle East	18
Kuwait	Middle East	18
Lebanon	Middle East	18
Oman	Middle East	18

Qatar	Middle East	18
Saudi Arabia	Middle East	18
United Arab Emirates	Middle East	18
South Korea	APAC	19
Hong Kong	APAC	19
Taiwan	APAC	19
Singapore	APAC	19
Malaysia	APAC	19
Indonesia	APAC	19
Philippines	APAC	19
Thailand	APAC	19
India	APAC	19
Japan	APAC	18