

Call of Duty: Black OPS 6

1. OKSE Handbook

All non game specific rules and regulations referenced here can be found in the [OKSE High School Rules Handbook](#)

2. OKSE Title Type

“Call of Duty: Black Ops 6” is an Core game during the Spring 25’ Season of OKSE. Core games cannot be played from home and must have a coach present at all times during matches.

**Reference Section 3 “Types of Tournaments” in the handbook for additional information*

3. Match Procedure

Matches must abide by the following requirements.

1. Teams must start at the declared time. There will be a 10 minute grace period after the declared start time, after that the other team may request a forfeit.
2. If the wrong settings, map types or game modes are loaded while going into a map set, that map set must be restarted entirely. If a team notices that the WQrules were wrong during previous map sets, this can not be undone or replayed. Please make sure you check the settings for the lobby before playing a match.
3. Any new maps, modes, and/or characters that get added during the season will be added to the rotation once they have been added to the in-game competitive pool and have been live for two weeks.
4. The coach of the Home team will need to set up the lobby and put themselves to spectator mode. The spectator can only spectate only their team, unless otherwise given permission by the opposing team.

- a. This is the only way to pause/unpause the game if needed, so make sure to have the host of the lobby be your spectator.

*AW*Reference Section 14 "Matches-Results/Communication/Disputes/Rules" in the handbook for additional information*

3.1 Series Length

All Matches will be played as a best of 3 series

1. Best of 5 will only be played in the Grand Final.
2. Any State Championships/Grand Finals matches will not have a bracket reset due to time constraints.

**Reference Section 3 "Types of Tournaments" in the handbook for additional information*

3.2 Hosting

The team listed as the "Home" team will host the match.

Please follow all Maps/Modes found here: [COD Maps/Modes](#)

3.2 Settings

COD pro play has a lot of restrictions on what you can play with what classes, so OKSE will be using set classes to help reduce any confusion and players playing with illegal loadouts. Make sure your students have reviewed this section and are aware of these rules

1. General Rules
 - a. Cannot run tac mask and flak Jacket Together
 - b. No more than 2 trophies, 2 must have assault pack equipped but cannot throw it
2. Loadouts
 - a. SMG Class

- i. Jackal PDW
- ii. Muzzle: Compensator
- iii. Barrel: Gain Twist
- iv. Underbarrel: Ranger Foregrip
- v. Rear Grip: Ergonomic Grip
- vi. Stock: Balanced Stock
- vii. Concussion Grenade
- viii. Frag or Semtex
- ix. Trophy System
- x. Perk 1: Ninja
- xi. Perk 2: Fast Hands
- xii. Perk 3: Double Time
- xiii. Wild Card: Perk Greed
- xiv. Perk Greed: Flak Jacket, Tack Mask, or Dexterity
- xv. Kill Streaks: RCXD(Only Search), Hellstorm Missile(All)

b. AR Class

- i. AMES 85
- ii. Optic: Accu Spot or Kepler Microflex
- iii. Muzzle: Ported or Regular Compensator
- iv. Barrel: Reinforced Barrel
- v. Underbarrel: Vertical Grip
- vi. Rear Grip: Ergonomic or quickdraw
- vii. Perk 1: Ninja
- viii. Perk 2: Fast Hands
- ix. Perk 3: Double Time
- x. Perk Greed: Flak Jacket, Tac Mask or Dexterity

c. Sidearm

- i. Stryder .22
 - ii. No attachments.
- d. Melee
 - i. Knife

3.3 Tactical Timeout

1. Teams are allowed one timeout per match. Coaches must notify the opposing coach of the timeout request.
2. Timeouts must be done in between maps, so make sure to communicate with your team and the opposing coach of the timeout towards the end of the map.
3. If settings are correct, everyone should be able to request a timeout, these will last 45 seconds and restart the match automatically.

3.4 Coach Requirements

4. Coaches are required to be present during matches with their players under some sort of supervision. This way, if there is an issue/discrepancy, both coaches can communicate rather than the players\
5. Coaches **must** have a mode of communication (Email, Text, google meet, Discord) established with the opposing coach and must be reachable during matches in order to be eligible to have your team compete.
6. Coaches **must** be a verified adult.

**Reference Section 9 "Coaches Expectations" in the handbook for additional information*

4. Player Skins / Emotes

During COD OKSE competitions' official matches, all skins are allowed given there is no additional use for sabotage or toxicity per the OKSE Rules Handbook.

Exceptions to this rule are:

- Weapon Blueprints. All guns must use the default gun blueprint.
- Inappropriate use of skins where actions labeled as toxic can occur

4.1 Operator Skins and Headgear

The use of Operator Skins/Headgear is allowed.

5. Streaming

**Reference Section 7-G "Match Broadcasting" in the handbook for additional information*

6. Stoppage of Play

. The following criteria must be met to pause the game.

- Player Drop
- Player Disconnect
- Server Crash
- Technical Issues w/ PC or PC Hardware (peripherals included / coach verified)

In order to pause a match, the team's coach must be immediately notified of the issue.

The coach must be present and communicating with the other teams coach during the pause. This can be done via text chat in discord or voice chat. Stoppage of Play can last as long as the other team needs if the coaches are in communication.

Note: The Lobby host can reset the match to its previous state before any disconnects or crashes. A tutorial on how to set this up will be in the How-To section

**Reference Section 14 "Matches-Results/Communication/Disputes/Rules" in the handbook for additional information*

6.1 Disconnections

- Hardpoint - If a player disconnects before the cumulative total of 200 points scored and the team with the disconnect is within 50 points, the hosting team must end the map and restart the lobby and the teams will replay the map with the same sides.
- Search & Destroy - If a player disconnects before the first kill during an S&D

round, the host team end the map and restart the lobby using the round score and sides from the time of the disconnect. If a player disconnects out the parameters, the round should be completed and then the host team must end the map and restart the lobby using the round score and sides from the end of that round.

- Control - If a player disconnects during a round of control, before a point is completely captured, the hosting team must end the map and restart the lobby using the round score and sides from the time of the disconnect. If a player disconnects outside the parameters, the map should be played out as if there was not a disconnects
- Repetitive disconnects or purposeful disconnects could result in a forfeiture of the map being played or the series as a whole.

7. Player Counts

Titles with 3 players or larger are limited to 2 teams per school.

Each team has to have the following criteria.

- Teams consist of 4 players.
- Teams can not have less than 3 players by any circumstance even if the coaches agree.

**Reference Section 11 "Team Information" and Section 12 "Player Counts for Each Game" in the handbook for additional information*

7.1 Substitutions

As a team starts their entire match, whatever roster the team starts with is that team's starting 4 players. During a map set, teams are only allowed to sub in 1 player subs total.

**Reference Section 12-D "Substitutions" in the handbook for additional information*

8. Disqualification

*For full rules violations, please refer to the [High School Handbook](#). Specifically sections Violations and Toxicity.

1. If you see any violations of the rules, STOP the match and notify the other coach IMMEDIATELY. Take a Screenshot or recording and report issues to the executive board IMMEDIATELY. All disqualification reports will be under review from the OKSE Executive Board.
2. ALL play should be stopped until the violation is resolved.

9. Maps

Search & Destroy-Hacienda, Protocol, Red Card, Skyline, Vault

Hardpoint-Hacienda, Protocol, Red Card, Skyline, Vault

Control-Hacienda, Protocol, Vault

Look COD LeagueSpot page for map updates

Selection from the map pool will be picked just before the start of each month randomly and reset each month.

Playoffs will have map bans. More on the procedure on map bans closer to Playoffs

10. Platform

Eligible platforms include: PS4, PS5, Xbox One, Xbox Series X/S, PC

11.1 Input

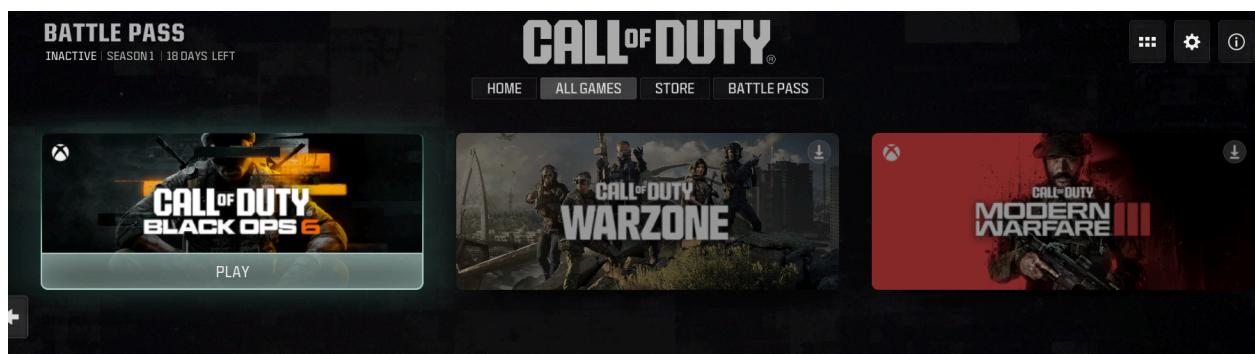
COD must be played with a controller, no Mouse and Keyboard.

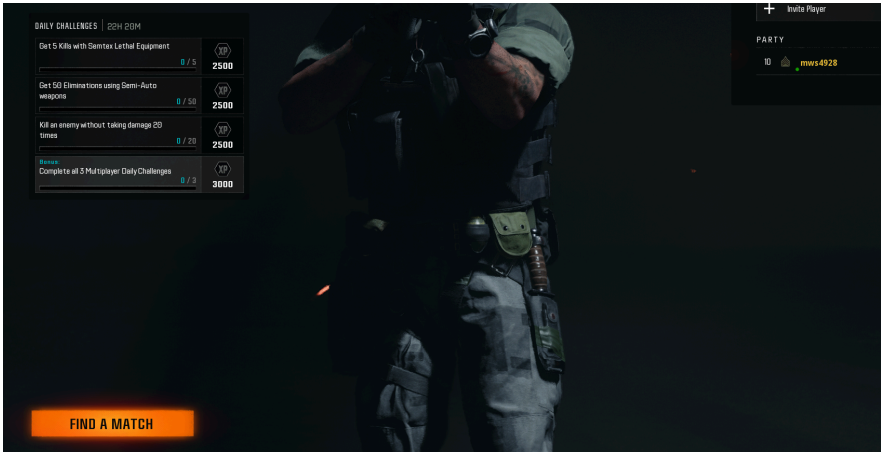
12. How-To

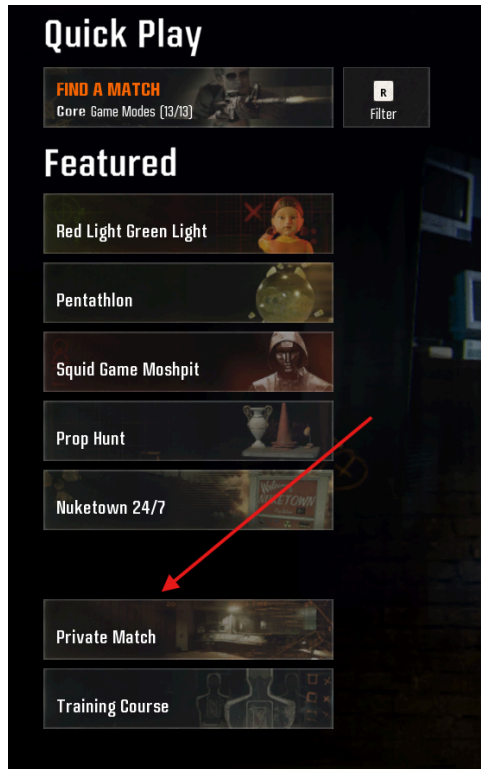
This section is designed to help any coaches or players create a custom lobby and change any maps, rulesets, or anything else that needs to be done before starting the match and any actions that needs to be within the match

This game has ALOT of settings, so make sure you double check them before you start a lobby.

Step 1:Make sure your on Black Ops 6, Click Multiplayer, Click Find a match, click Private Match, click Create Private Match







Step 2: Click Game Setup. The mode and map depends on what OKSE has determined for that match. Make sure to check league spot for the correct mode/map. It should be in this order: CDL Hardpoint, CDL Search & Destroy, CDL Control. All game rules should be default

Search & Destroy-Hacienda, Protocol, Red Card, Skyline, Vault

Hardpoint-Hacienda, Protocol, Red Card, Skyline, Vault

Control-Hacienda, Protocol, Vault



Game Code:
JXVPZ



GAME SETUP



CODCASTER



LOBBY MEMBERS