

EsportsAgent Modern Warfare III

**STREAMS REQUIRED FOR PC PLAYERS! YOU MUST BE ABLE TO HEAR COMMS AND REBROADCAST MUST BE ON OR YOU RISK FFT/REPLAY OF MAP
REBROADCASTS MUST BE LEFT UP FOR 24 HOURS TO COMBAT ANY ACCUSATIONS!**

BOMB GLITCH POLICY:

<https://x.com/CallofDutyAgent/status/1723095343649460340?s=20>

PC RESETS + MON CAMS ARE AVAILABLE BY REQUEST (MUST REQUEST ADMIN IN ORDER TO REQUEST THIS FROM OPPONENTS, OTHERWISE IT WON'T BE ENFORCED!)

- PC Resets + Monitor Cams MUST be requested at least 5 MINUTES BEFORE fft time. This is to avoid people using the request to torch a match! So make sure you request admin and get the process started early
 - Cams / Resets may be requested mid series if clips are provided!
- Monitor cams must show your entire primary monitor, if it doesn't show the entire monitor you risk fft or replay
 - If requested all monitor at your setup may be requested to be shown as well or at least proven to be turned off
 - If you are only streaming from a cam (without gameplay stream), you must show full setup no matter what! If quality isn't high enough you risk replaying, so it is recommended to stream gameplay as well

PLANTING THE BOMB ON THE OTHER SIDE OF A WALL IS BANNED! - PLANTING "SAFE" INSIDE PLANE ON TERMINAL IS ALLOWED

WINNERS MAY BE PC CHECKED IN PRIVATE BY AN ADMIN (THIS MAY ALSO OCCUR IF THERE IS ISSUES WITH YOUR STREAM, CAM, ETC

IF YOU SUSPECT OPPONENTS VIOLATED RULES, LEAVE IMMEDIATELY WITH PROOF!

- We only forfeit/replay for most recent round played, if entire match was played through we *MOST LIKELY* will have results stand
- Second offense for same rule is always a fft

CONTROLLER INPUT ONLY (JUST LIKE CDL!)

SLAKING IS BANNED FOR ALL TOURNEY MATCHES!! NO MORE THAN "2 PUMPS" OF SLAKING IS ALLOWED. IF A PLAYER DOES NOT FOLLOW THIS RULE, IT WILL RESULT IN A RND FFT!!

GAME SETTINGS TO CHANGE

Search and Destroy

- Game
 - Round Time Limit: 1M:30S

- Round Switch: Every Round
- Skip Infil: On
- Input Swap Allowed: Off
- Allow call out pings: Off
- Advanced
 - Defuse Time: 7.5 seconds
 - Silent Plant: On
 - Reset Plant/Defuse Progress: On
- Player
 - Health Regeneration: Normal
 - Weapon Mounting: Off
- Team
 - 3rd Person Spectating: Off
 - Friendly Fire: On
 - Killcams: ON
- Gameplay
 - Battle Chatter: Off
 - Equipment Delay: Off
 - Equipment Protection: Off
 - Announcer Dialog: Off
 - Dynamic Map Elements: Off

Hardpoint

- Game
 - Skip Infil: On
 - Input Swap Allowed: Off
 - Allow call out pings: Off
- Advanced
 - Objective Team Spawn Delay: Off
 - Initial Zone Activation: Off
- Player
 - Weapon Mounting: Off
- Team
 - 3rd Person Spectating: Off
 - Respawn Delay: 2.5 Seconds
 - Suicide Spawn Delay 1.5 Seconds
 - Killcams: Off
 - Team Assignment: On
 - Friendly Fire: On
- Gameplay

- Battle Chatter: Off
- Equipment Delay: Off
- Equipment Protection: Off
- Announcer Dialog: On
- Dynamic Map Elements: Off

Control

- **Game**
 - Round Time/Time Limit: 1M:30S
 - Allow call out pings: Off
 - Skip infil: On
- **Advanced**
 - Timer to Capture Zone: 45 Sec
 - Extra Time On Capture: 1 Min
 - Disabler Majority Capture Progress: On
 - Max Capture Rate Multiplier: On
 - Max Capture Rate Multiplier: x4
 - Suicide Lowers Team Lives: On
 - Overtime Defenders: Most Captures
 - Pause Time On Zone Captured: On
- **Player**
 - Third Person View: Off
 - Weapon Mounting: Off
 - Allow Revives: Off
- **Team**
 - 3rd Person Spectating: Off
 - Respawn Delay: 3.5 Sec
 - Killcams: Off
 - Wave Spawn Delay: None
 - Suicide Spawn Delay: 1 Sec
 - Force Respawn: On
 - Team Kill Punish Limit: Off
- **Gameplay**
 - Round Retain Killstreaks: On
 - Killstreak Delay: 10 Sec
 - Equipment Delay/Protection: Off
 - Battle Chatter: Off
 - Announcer Dialog: On

MAPS

- **SND**
 - Highrise

- Invasion
- Karachi
- Rio
- 6 Star
- **HP**
 - Vista
 - Rio
 - Karachi
 - 6 Star
 - Sub Base
- **CONTROL**
 - Highrise
 - Invasion
 - Karachi
- **GUNFIGHT**
 - Blacksite
 - Exhibit
 - Alley
 - Shipment
 - Training Site
 - Rust

EsportsAgent MWIII Ruleset

- Smokes Allowed (1 Max / Team)
- **No Smoke allowed in RIO/6 STAR/INVASION SND**
 - NO SMOKES IN HARDPOINT/Control
- **One Sniper Per Team**
 - In 4v4 Variant tournaments snipers are banned!
 - In CXP (the College XP League) snipers are banned!
- Mounting is banned
- 2 Trophies Max / Team in **RESPAWN / SND * NOT A RULE FOR CONSOLE TOURNAMENTS***
 - You can run 4 trophies on your class in SND, but only 3 per team max per round can be throwin in SND (Effective 05/11 12pm ET)
- Conversion Kits
- Weapon Charms
- Tracers

- **Banned Items**

- ALL TRACERS ARE BANNED**

- **GAIA (GROOT) IS ONLY OPERATOR SKIN BANNED**

- **ALL DLC WEAPONS / ITEMS ARE BANNED**

- Primary Weapons
 - All MWII 2022 Weapons
 - All Shotguns
 - All LMGs
 - All Battle Rifles
 - Longbow (Sniper)
 - KV Inhibitor (Sniper)
 - DG-58 (Burst AR)
 - FR 5.56 (Burst AR)
 - MTZ
 - Holger (AR)
- Secondary Weapons
 - All MWII 2022 Weapons
 - WSP Stinger
 - Tyr Pistol
 - COR-45
 - Knives
- Attachments
 - Any attachment that increases bullet damage (range is ok)
 - ALL SNIPER ATTACHMENTS
 - All MW2 Attachments Banned
 - HIGH VELO IS AN MW2 ATTACHMENT
 - **BANNED AMMOS**
 - **HIGH GRAIN IS BANNED**
 - **Low Grain (All)**
 - **Round Nose (All)**
 - **Mono (All)**
 - **Spire Point Rounds (All)**
 - **Hardened (All)**
 - Any attachment that hides you from minimap - silencers/suppressors
 - ZEHMN35 Compensated Flash Hider
 - Renetti - Jak Ferocity Carbine Kit
 - All triggers that increase Fire Rate
 - All Lasers on Pistols

- Akimbo
- All thermals are BANNED
- Punch Breacher Muzzle
- S-38CDL Breach Device (ARs)
- C400 Door Knocker (ARs)
- JCZ-390 Muzzle Device (ARs)
- S-37CDL Breacher Devices (SMGs)
- XRK Knockout Breach (SMGs)
- TA Hul-Breach (SMGs)
- Killstreaks (MUST USE KILLSTREAKS NOT SCORESTREAKS)
 - UAV
 - Mosquito Drone
 - Sam Turret
 - Bomb Drone
 - Guardian-SC
 - Care Package
 - Counter UAV
 - Cluster Mine
 - Remote Turret
 - Juggernaut Recon
 - Wheelson-HS
 - Overwatch Helo
 - VTOL Jet
 - Emergency Airdrop
 - Carpet Bomb
 - Advanced UAV
 - Chopper Gunner
 - Gunship
 - Juggernaut
 - SAE
 - Mortar Strike
- Tactical
 - Battle Rage
 - EMD Grande
 - Scatter Mine
 - Decoy Grenade
 - Snapshot Grenade
 - Shock Stick
 - Stim
 - Tear Gas

- EMD Grenade
- Lethal
 - ONLY FRAG/SEMTEX ARE ALLOWED
- Field Equipment
 - ALL ARE BANNED BUT TROPHY/DEAD SILENCE
- Gloves
 - None
- Gear
 - Bone Conduction Headset
 - L/R Detector
 - Data Jacker
 - Identification System
 - Blacklight Flashlight
 - Mission Control Comlink
- Vest
 - Gunner Vest (Overkill) -
 - Demolition Vest
 - CCT VEST

Kill Race Banned Items (UAV/COUNTER ARE ALLOWED)

- Mosquito Drone
- Sam Turret
- Guardian-SC
- Remote Turret
- Juggernaut Recon
- SAE

IF YOUR OPPONENTS DON'T REPLY AFTER 15 MINUTES REQUEST AN ADMIN IN THE MATCH CHAT! YOU RISK GETTING FFT'D IF YOU FAIL TO REPLY WITHIN THE TIME SET BY THE ADMIN.

IF A MATCH IS TORCHING A TOURNEY AND NEITHER TEAM IS MAKING AN EFFORT TO PLAY, YOU RISK GETTING DOUBLE FORFEITED (USUALLY AFTER 1 HOUR+ WAIT)!

HOSTING AND REGION RULES:

Tourneys

- For kill races map 1 host is seed closest to 0, map 2 is opponent, map 3 is based on total kills from maps 1/2
- Variant: Seed closest to 0 chooses map 1 or 2,3 to host
- SND: Seed closest to 0 picks to host map 1 or 2, other team hosts other map, map 3 is based on round count
- HP/DOM: Seed closest to picks to host map 1 or 2, other team hosts other map, map 3 is based on total score from maps 1/2
- **ALL TOURNAYS ARE NA ONLY HOST UNLESS SPECIFICALLY STATED OTHERWISE**
 - Teams outside NA may play on an NA dedicated server

Vetoos

- Best of 1
 - Veto until one map is left, process is started by team off host for map 1
- Best of 3
 - Team off host for map 1 vetoes a map, other team vetoes a map, team off host for map 1 picks a map, other team picks a map, team off host for map 1 picks map 3
- Best of 5
 - [Competitive Settings | Call of Duty League](#)

[9/22/2024] **MW3 ONLY WHEN CDL RULES ARE BROKEN**** Players must use “Mag Holster” as their 4th perk**

Wagers

- For WAGERS players OUTSIDE the stated region cannot VPN to play wagers in that region on dedicated servers
- Players may only play wagers if they naturally ping to a server within that region (so for NA if someones natural server is Miami etc they can play that region)
- For NA + LATAM, NA + EU, etc any player who is within either of those regions can play those wagers and host freely
- For global wagers all regions may host

LEAVE MAP RIGHT WHEN YOU NOTICE WRONG ATTACHMENTS, OPPONENTS WILL FFT MOST RECENT ROUND ONLY FOR VIOLATION OF RULES

- **IN CASE OF ATTACHMENT VIOLATIONS YOU RISK A FULL MAP REPLAY OR FFT BECAUSE IT IS HARD TO TELL IF SOMEONE IS USING IT**

IF TEAMMATE LAGS OUT LEAVE RIGHT AWAY THE MATCH WILL BE CONTINUED ROUGHLY FROM WHERE THEY LAGGED OUT!

PROMOD (AR/SMG ONLY TOO) SPECIFIC RULES:

- Pistols are allowed to be used in the secondary slot
- Weapons are allowed to be picked up off the ground

- One player must use a submachine gun, one player must use an assault rifle and the last player must use a sniper rifle as their primary weapon. Players may only switch gun classification between games, not during the map. Players may switch classes during the game as long as they still use the same gun classification

RULES REGARDING STREAKS/DEAD SILENCE:

- If someone lags out of the game, no matter the circumstance, and the opponent has a killstreak. Then that round is a fft
 - If both teams had the same killstreaks it cancels out and match continues from where it left off (proof in this scenario must be provided to show that they did in fact disconnect due to a game issue not just leaving the game)
- If someone leaves the game when the other team has dead silence, replay the round but spawn in one round before and give the players who had dead silence, dead silence. If you have questions about this ask an admin

GLITCHES

Using any in game exploit will result in a fft of the round the exploit was used in.

- Planting/defusing through unbroken destructible structures, planting around walls
- Going to out of bounds "glitch" spots
- Laying down, crouching, or crawling into objects that hide your character from opponent view, or allow you to see your opponent without your opponent seeing you
- Getting on top of roofs that require excessive jumping to get to
- **CLASS GLITCHING IS A REPLAY OR FFT, THIS ALLOWS YOU TO GET UNINTENDED ATTACHMENTS!**

PC Resets + cam requests are only available upon request for semi finals and on of *FREE* & Dollar entries. If you want them earlier you will require proof.

IF SOMEONE LAGS OUT DURING A KILL RACE THE MATCH MAY BE CONTINUED FROM WHERE THEY LAGGED OUT IF VALID PROOF IS PROVIDED, HOWEVER IF OPPONENTS WERE ABOUT TO GET KILLS THEY MAY GET A FEW MORE ADDED TO THE LEAD.

FOR KILL RACES QUEUE IN PUBLIC MATCH DOMINATION VIA QUICKPLAY!

- **IF KILL RACES END IN A TIE, REPLAY JUST THE MAP THAT WAS TIED**

FOR PUB KILL RACE MODES - ALL WEAPONS/EQUIPMENT/PERKS ARE ALLOWED, ONLY RESTRICTION IS *NO LETHAL KILLSTREAKS* (SO UAV/COUNTER ONLY ALLOWED)

- **FOR PUB KILL RACES IF COMBINED SCORE IS 200+ IN DOM OR 100+ IN TDM OR 250+ IN HP MATCH WILL NOT BE REPLAYED IF ALL OF THE ENEMY TEAM LEAVES!**

FURTHER RULES REGARDING WAGER MONITOR CAMS

- In tournaments if you are requested to cam you can use either twitter live for BOTH the cam and the pc reset, or pc reset via twitter live SHOW your stream with cam starting on twitch/obs then have the monitor cam on there
- In wagers where PC reset + monitor cams are mandatory (challenge option)
 - You MUST have your monitor cam via a webcam or obs ninja where you can use your phone to put it on your stream
 - This is because YOU KNOW you will have to cam/reset so you should not accept or post these wagers unless you can do so with high quality
 - If someone cannot do this the match will be canceled
- Tutorials
 - How do I monitor cam and PC reset?
 - Watch this video for monitor cam:
 - Twitter live: <https://youtube.com/shorts/1Byzq4Kbcec?feature=share>
 - On stream (if they want delay): <https://youtu.be/BPOQ-hx87t0>
 - Watch this for PC reset: <https://youtu.be/J7txlPpvnPo> (full video)

EXCEPTIONS TO STREAMS:

- ANY PLAYERS CONTRACTED TO THE CDL IN THE PAST TWO SEASONS (2022 or 2023 SEASONS) DO NOT NEED TO STREAM
 - IF THERE ARE SUSPECT CLIPS IT CAN BE REQUESTED
- For free entry/\$1 entry tournaments with more than 16 teams, cams / resets can only be requested for quarter finals and on. If less than 16 teams can only be requested for semis/finals
 - Proof can still be provided which may result in replays with cams/resets

PRESTIGE ONLY EVENTS

- For prestige circuit qualifiers if there are not enough teams to ensure teams must win at least one match to qualify, the number of teams that qualify from that qualifier will be reduced and another qualifier will be added to the schedule

SWITCHEROO EVENTS

- NO REFUNDS until your teammate pays fee back for no showing (if they never enroll again not much we can do :()
- Substitutes are NOT allowed in any case
- IF $\frac{2}{3}$ OF THE LOBBY IS NOT EAST, TEAMS CAN HOST AWAY FROM EAST VS EU
 - OTHERWISE THOUGH IF $\frac{2}{3}$ IS EAST, MUST HOST EAST VS EU

FOR *NO WINNERS* EVENTS

- \$1 entry, Switcheroo and FE events do not count unless FE prize is above \$200

- No winners SND events count SND tourneys
- No winners Variant events count variant tourneys

FOR \$2500 STEELSERIES EVENT

- IF $\frac{2}{3}$ OF THE LOBBY IS WEST, TEAMS CAN HOST AWAY FROM EAST VS EU
 - OTHERWISE THOUGH IF $\frac{2}{3}$ IS EAST, MUST HOST EAST VS EU

For Kill Race wagers, no items are banned EXCEPT FOR KILLSTREAKS. We will update this document as items get banned. If you play against an EU team in a 1ND Kill Race, furthest East player must host.

If you are shadow banned you risk ffitting your match with no refund. Check here:

<https://support.activision.com/ban-appeal>

XP/Free Match Policies:

- Streams are not required for XP matches
- Playoffs:

https://docs.google.com/document/d/1rTCuN1VcSJ-BcJ7r_9gLmJOgbUBrMw_I7cczINRH2s/edit?usp=sharing

Substitutes are allowed in events as long as they didn't already participate in the event on another team. Subs are not allowed in losers finals or grand finals!