



Modern Warfare: Gunfight 2v2

Competition rules

1 Head Rules

Rule-set below is an example, exact rules can and will be discussed with all entering teams at the start of the competition to make sure everyone agrees with the ruleset.

1.1 Presence

You are to be available during the whole LAN and also keep yourself to the general rules of the LAN. We are forced to forfeit every team that isn't ready when a match start.

1.2 COD: MW Gunfight general rules

COD: MW Gunfight will be played 2v2 with default rule-set.

1.3 COD: MW Gunfight additional rules

All matches will be played in a Best-of-3 manner.

Maps will be chosen using a best-of-1 rock-paper-scissors method:

- Winner of the rock-paper-scissors will get to choose first map.
- Loser of the rock-paper-scissors will choose the second map.
- Winner of the rock-paper-scissors will get to choose the final map if needed.

1.4 COD: MW Gunfight semi-/final additional rules

All Semi-/final matches will be played in a Best-of-5 manner.

Maps will be chosen using a best-of-1 rock-paper-scissors method:

- Winner of the rock-paper-scissors will get to choose first map.
- Loser of the rock-paper-scissors will choose the second map.
- Winner of the rock-paper-scissors will get to the third map.
- Loser of the rock-paper-scissors will choose the fourth map.
- Winner of the rock-paper-scissors will get to choose the final map if needed.

1.5 Brackets

The brackets will be made public at the start of the event using challonge. Please see <https://dreamlan.challonge.com/tournaments> for the most up-to-date brackets during the competition.