

Infinite Warfare Rule Set **CWL &** **COD 4: Remastered Rule Set** **BETA RULESET**

Infinite Warfare

PRELIMINARY COMPETITIVE GUIDELINES – VERSION 1

Weapon and Rig Draft

Pending the planned inclusion of the in-game Weapon and Combat Rig Draft systems, each member on a team of four will select a separate Combat Rig, with no duplicate Combat Rigs permitted on the same team.

Each member on a team of four will also select a weapon via the Weapon Draft system, which will restrict each player to two primary weapons (secondary weapons are not subject to the Weapon Draft system). Duplicate primary weapons cannot be used on the same team. The Weapon Draft will occur on a per-map basis.

NOTE – The Weapon and Combat Rig Draft systems are currently in the process of being fine-tuned. The frequency of the Weapon and Combat Rig Drafts (per series vs per map) will be reevaluated in the coming weeks.

Hybrid Weapons

Hybrid Weapons represent a unique weapon archetype characterized by the ability to swap between two weapon functionalities “on the fly.” The team at Infinity Ward has taken player feedback into account and will work to “lock” these weapons in their default primary mode when played within the competitive ruleset. At the start of the season, players may still use these weapons contingent upon using only the default primary mode.

- Type 2 – Assault Rifle only
- RPR Evo – SMG only
- EBR-800 – Sniper Rifle only
- OSA – Assault Rifle only

Sidearms

With their placement outside the Weapon Draft System, Sidearms hold an especially critical role. The Team at Infinity Ward recognizes how impactful these weapons can be in professional hands, and are actively seeking feedback from the community.

- Oni
- Hailstorm
- Hornet

Maps and Modes

Hardpoint

- Breakout

- Frost
- Mayday
- Precinct¹
- Scorch
- Throwback

Uplink

- Frost
- Mayday
- Precinct
- Throwback

Search and Destroy

- Crusher
- Frost
- Mayday
- Retaliation²
- Scorch
- Throwback

Restricted Items

Payloads

- Reaper
- Micro Turret
- Phase Shift

Traits

- Ping
- Persistence
- Infusion
- Supercharge
- Perception
- Relay
- Marked Target
- Heightened Senses

Lethals

- Plasma Grenade
- Seeker Grenade
- Trip Mine
- Exploding Drone
- Black Hole Projector
- C4

Tacticals

- Personal Radar
- Dome Shield
- Cryo Mine
- Nano Shot

Perk 1

- Overclock

Perk 2

- Tracker

Perk 3

- Pinpoint

Wildcards

- Overkill

Attachments

- Fusion Mag
- Hollow Point/Faraday Slug
- Ram Servo
- Akimbo
- Auto Sear
- Tracking Chip

LMGs

- A.W.
- Mauler
- Titan

Shotguns

- Reaper
- DCM-8
- Banshee
- Rack-9
- S-Ravage

Launchers

- Spartan SA3
- P-LAW
- Howitzer

Scorestreaks

- UAV
- Drone Package
- CUAV
- Vulture
- Shock Sentry
- Advanced UAV

Game Mode Rules

Hardpoint

Game

- Time Limit: 5 Minutes
- Score Limit: 250 Points
- CodCaster: Enabled

Advanced

- Time to Capture Zone: Instant
- Zone Lifetime: 1 Minute
- Activation Delay Time: Disabled
- Location Order: Linear
- Scoring: Constant
- Pause Time: Enabled

- Capture Team Spawn Delay: Disabled
- Use HQ Rules: Disabled

Player

- Number of Lives: Unlimited
- Max Health: Normal
- Health Regeneration: Normal

Team

- Spectating: Team Only
- 3rd Person Spectating: Disabled
- Killcam: Enabled
- Radar Always On: No
- Respawn Delay: 2.5 Seconds
- Wave Spawn Delay: None
- Force Respawn: Enabled
- Friendly Fire: Enabled
- Team Kill Punish Limit: Disabled

Gameplay

- Hardcore Mode: Disabled
- Headshots Only: Disabled
- Cranked Timer: Disabled
- Double Jump: Enabled
- Wallrun: Enabled
- Allow Payloads: Enabled
- Payload Charge Rate: Disabled
- Payload Score Modifier: x1.5*
- Perks: Enabled
- Scorestreaks: Enabled
- Persistent Streaks: Disabled

Uplink

Game

- Round Time Limit: 5 Minutes
- Round Score Limit: Unlimited
- CodCaster: Enabled

Advanced

- Carry Score: 2 Points
- Throw Score: 1 Point
- Satellite Count: 1 Satellite
- Practice Mode: Disabled
- Drone Reset Condition: Never
- Drone Reset Timeout: Unlimited
- Idle Timeout: 15 Seconds
- Explode on Timeout: Disabled
- Carrier Armor: Normal*
- Show Enemy Carrier: 3 Seconds

Player

- Number of Lives: Unlimited

- Max Health: Normal
- Health Regeneration: Normal

Team

- Spectating: Team Only
- 3rd Person Spectating: Disabled
- Killcam: Enabled
- Radar Always On: No
- Respawn Delay: 5 Seconds
- Wave Spawn Delay: None
- Force Respawn: Enabled
- Friendly Fire: Enabled
- Team Kill Punish Limit: Disabled

Gameplay

- Hardcore Mode: Disabled
- Headshots Only: Disabled
- Cranked Timer: Disabled
- Double Jump: Enabled
- Wallrun: Enabled
- Allow Payloads: Enabled
- Payload Charge Rate: Disabled
- Payload Score Modifier: Disabled
- Perks: Enabled
- Scorestreaks: Enabled
- Persistent Streaks: Disabled

Search and Destroy

Game

- Time Limit: 1.5 Minutes
- Round Win Limit: 6 Rounds
- Win by Two Rule: Disabled
- Win by Two Max Rounds: 8 Rounds
- Round Switch: Every Round
- CodCaster: Enabled

Advanced

- Bomb Timer: 45 Seconds
- Plant Time: 5 Seconds
- Defuse Time: 7.5 Seconds
- Multi Bomb: Disabled
- Silent Plant: Enabled

Player

- Number of Lives: 1 Life
- Max Health: Normal
- Health Regeneration: Normal

Team

- Spectating: Team Only
- 3rd Person Spectating: Disabled
- Killcam: Enabled

- Radar Always On: No
- Respawn Delay: None
- Wave Spawn Delay: None
- Force Respawn: Enabled
- Friendly Fire: Enabled
- Team Kill Punish Limit: Disabled

Gameplay

- Hardcore Mode: Disabled
- Headshots Only: Disabled
- Cranked Timer: Disabled
- Double Jump: Enabled
- Wallrun: Enabled
- Allow Payloads: Enabled
- Payload Charge Rate: Disabled
- Payload Score Modifier: x5*
- Perks: Enabled
- Scorestreaks: Enabled
- Persistent Streaks: Disabled

**** During matches, click the CWL Rules Setting in Game Mode to set the Rules.**

COD 4: Remastered

Maps

Search and Destroy

- Backlot
- Crash
- Crossfire
- Overgrown
- Vacant

Sabotage

- Backlot
- District
- Overgrown

Domination

- Backlot
- Crash
- District
- Overgrown

General Settings

- Pre-Match Timer: 15 Seconds
- Pre-Round Timer: 5 Seconds
- Team Switching: Enabled
- Spectating: Team Only
- Spectating POV: First Person Only
- KillCam: Enabled
- Mini-Map Radar: Normal
- Battle Chatter: **Disabled**
- Announcer: Enabled
- Sprint: Enabled
- Turrets: Disabled
- Streaks Persist Across Rounds: Disabled

Spawn Settings

- Respawn Delay: None
- Force Respawn: Enabled
- Wave Spawn Delay: None
- Suicide Penalty: None

Health and Damage:

- Hardcore Mode:
- Old School Mode:
- Health: Normal
- Health Regeneration: Normal
- Friendly Fire: Enabled
- Number of Lives: Unlimited
- Team Kill Kick Limit: Unlimited
- Headshots Only: Disabled
- Explosive Delay: None

Restricted Items

Attachments

- Grenade Launcher

Perk #1

Everything EXCEPT Bandolier!

Perk #2

- Sonic Boom

Perk #3

- Last Stand
- Martyrdom
- Eavesdrop

Kill-streaks:

- All kill-streaks are banned

Search and Destroy

Game Options

- Round Length: 2.5 Minutes
- Score Limit: 6 Points
- Bomb Timer: 45 Seconds
- Plant Timer: 7.5 Seconds
- Defuse Time: 7.5 Seconds
- Multi-Bomb: Disabled
- Round Switch: Every Round
- Silent Plant: Enabled

Health and Damage

- Number of Lives: 1 Life

Domination

Game Options

- Time Limit: 10 Minutes
- Score Limit: Unlimited
- Capture Time: 10 Seconds
- Neutralize: Disabled
- Halftime: Enabled
- Switch Sides: Enabled

Spawn Settings

- Respawn Delay: 5 Seconds

Sabotage

Game Options

- Time Limit: 5 Minutes
- Score Limit: 4 Points
- Bomb Timer: 30 Seconds
- Plant Time: 5 Seconds
- Defuse Time: 5 Seconds
- Round Switch: Every Round
- Shared Bomb Timer: No
- Silent Plant: Disabled

Spawn Settings

- Respawn Delay: 5 Seconds

****Losers bracket will be coin flip**

Each team will chose their preferred 1nD game mode

If the game modes are the same then the match will be played accordingly

If the modes are different then there will be a coin flip to see what mode shall be played.