

MODERN WARFARE™ 2

DREAMHACK WINTER 2009 BYOC

1. General conditions

- 1.a: All matches is played in 'Private Matches' in Call of Duty: Modern Warfare 2.
- 1.b: Level/Accounts. Every player should have an account at level 15 or higher
- 1.c: All attending teams have to join the steam group on <http://steamcommunity.com/groups/dhwcodmw2>
- 1.d: All kind of cheating will be rewarded with a kick from the tournament
- 1.e: All kind of trashtalking the other team on ingame chat may result in kick from the tournament
- 1.f: Static defences (miniguns) are not allowed to use during the match

2. General rules

2.a: Official Maps will be as follow:

- Terminal
- Sub base
- Favela
- Invasion
- Karachi
- Skidrow

1-2 extra maps will be added if needed

2.b: Offical Gamemode will be **Search & Destroy**

2.c: All matches is played 5on5

3. Server config

SEARCH AND DESTROY

GAME RULES

Round Length:	2.5 Minutes
Bomb Timer:	45 Seconds
Plant Time:	5 Seconds
Defuse Time:	7.5 Seconds
Multi Bomb:	Disabled
Score Limit:	24 Points
Round Switch:	Every 4 Rounds

PLAYER OPTIONS

Number of Lives:	1 Life
Respawn Delay:	None
Max Health:	Normal
Health Regeneration:	Normal
KillCam:	Disabled

TEAM OPTIONS

Spectating:	Team Only
Wave Spawn Delay:	None
Force Respawn:	Enabled
Friendly Fire:	Enabled

GAMEPLAY OPTIONS

Headshots Only:	Disabled
Perks:	Disabled
Killstreak Rewards:	Disabled
Hardcore Mode:	Disabled
3rd Person:	Disabled

4. Match and warm up

4.1: Every match has **10 minutes of warm up time.**

4.2: The warm up time can be used to warm up ingame or to install config files and drivers.

4.3: No player will be granted more time than the 10 minutes set aside for preparation.

4.4: The winner of a knife round select side.

4.5: The team that first wins 13 rounds win the map/game

5.1 Allowed weapons

Following weapons are allowed

Assault

M4A1



FAMAS



SCAR-H



SMG

MP5K



UMP45



Support

L86 LSW



RPD



Sniper

INTERVENTION



Secondary Weapon

SPAS-12



USP .45



AT4-HS



Equipment

FRAG



SEMTEX

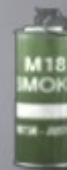


Special Grenade

FLASH GRENADE



SMOKE GRENADE



Stun Grenade are not ALLOWED!

5.2 Attachments

**NO ATTACHMENTS ARE ALLOWED
ONLY WEAPONS NO ATTACHMENTS!**

5.3 Weapon Limit

Each team can use maximum

1 player with sniper weapon

2 players with SMG weapons

1 player with support weapons

5.4 Other

More detailed rules of what you are allowed to change in config and what you are not allowed to change will be release in a short time.

For more Questions visit us [#Dreamhack.cod](#) / [#dreamhack.game](#)
on Quakenet @ IRC