



HOUSE OF ESPORTS

CALL OF DUTY  
**MODERN  
WARFARE**



# LEAGUE RULE AND REGULATIONS

House of Esports reserves the right to update or modify rules at any point in time.

House of Esports utilises CDL Rules and GA's to set up the ruleset of our leagues, however we reserve the right to ammend rules where we deem it necessary.

# GENERAL RULES

- Moderators reserve the right to disconnect, mute you or move members to and from voice channels.
  - **No Gamertag changes allowed during the league**
- No exploiting loopholes in the rules (please report them)
  - No bugs, exploits, glitches, hacks, bugs, etc. in games
    - No @mentioning spam
  - No Inappropriate In Game Names/Clan Tags
    - No sexually explicit content
      - No NSFW\* content
      - No illegal content
  - No personal attacks in voice and text channels
    - No harassment
      - No sexism
      - No racism.
      - No hate speech.
    - No offensive language/cursing.
      - No religious discussions.
      - No political discussions.
      - No sexual discussions.
        - No spamming
    - No linking to other servers
      - Be a team player
  - Need help... Ask and we will help
    - Have fun and stay frosty

NSFW\* - abbreviation for not safe for work: used when sharing internet material that could be offensive

## PLEASE NOTE

If a team realises someone has broken a rule IN GAME

**PLEASE INFORM THE OTHER CAPTAIN IMMEDIATELY**

so that they can check that the player corrects themselves,

some players are new to league play so accidents do happen.

If any rule was broken it needs to be reported 30 min after match with evidence submitted no later than mid-day next day.

Late night game will have time before 7am to report the problem.

No calling of admins after 9pm,  
Please send a Whatsapp out on the group or to any admin

should House of Esports deem it necessary, the team in question will agree to run MOSS.

Failure to agree to this stipulation will result in an Immediate forfeit and Disqualification from the current league as well as a potential ban from future House of Esports

Leagues

# LEAGUE MASTERS

**Sarel (Smurf)      Soné (KiTSuNe)**

## TEAM CAPTAIN RESPONSIBILITIES:

As team captain you're in charge of your team (obvious) please make sure to discuss the following with your teams prior to the event:

- Please ensure All registered Players need to submit full Gamertag when registering, (E.g. Player#1234567) where the player doesn't have a #Number, please use #0
- All teams must check in at least 20 minutes before the start of the match
- All matches to be scheduled between the captains whose teams are set to play against each other and confirm the following with your tier manager: maps, team roster and date.
- All matches to be played by the Sunday 15:00 of the week you are scheduled to play at the latest

## LOADSHEDDING:

Loadshedding Schedules should be discussed between your team members and opposing team Captain Prior to the scheduled dates, If loadshedding affects the weekly playoff in such a way that the matches can not be played please discuss this matter with your Tier Manager.

## REPORTING INFRINGEMENTS:

- Please ensure to clip the evidence and supply the organisers with a short and detailed description of the infringement **BEFORE MID-DAY FOLLOWING THE INCIDENT**
- Where the organisers are not able to make a clear decision on an infringement a rematch can be scheduled and **MUST** be played within 3 days of the decision, failure to provide updated scores will see the team with the most wins before the infringement receive the win.

## DISCONNECTION RULES

**HARDPOINT** - match restart only allowed within the first minute of the match if a player disconnects. after 1 minute the match needs to be played

**SEARCH & DESTROY** - If a Player Disconnects you must restart BUT you keep the scores as they were  
Eg. Team 1 4 - 2 Team 2, upon restart team 1 will need 2 rounds to win, team 2 will need 4 rounds to win

**CONTROL** - If a Player Disconnects you must restart BUT you keep the scores as they were  
Eg. Team 1 1 - 2 Team 2, upon restart team 1 will need 2 rounds to win, team 2 will need 1 round to win

# INFRINGEMENTS

Tiered in various severity levels - and will take effect once the decision has been made about the guilty Party

## **CODE RED - IMMEDIATE BAN**

These Infringements include but are not limited to:

- Cheating - Wall hacks, smurfing\*, reverse-boosting\*\*, Aimbot, Scripting, Ghosting, Rapid Fire Modifications (Macros) , Unlock Tools and/or other cheats and hacks.
- Hate Speech - Racism, Sexism, Discrimination & any other form of hate speech towards fellow Players, League Organisers, Admins & Community Members.
- Exploiting Loop holes. Be it in game, in our rules or in our league
  - Blatant Exploitation of Broken Movement Mechanics

## **CODE ORANGE - WARNING/SUSPENSION**

These Infringements include but are not limited to:

- Blatant Repeat Infringement/Rule Breaking
- Exploiting Broken movement mechanics(included but not limited to) Snaking, D-Hopping & G-Walking

## **CODE GREY - POINT DEDUCTION & WARNING**

These Infringements include but are not limited to:

- Where a team is a “No Show” without prior or justifiable explanation it will be deemed as a forfeit for that round
  - Late Score submissions
  - Using Banned Skin 100 points or 1 map of SND.
  - Using Banned Weapons 100 points or 1 map of SND.
  - Using Banned Attachment 50 points of 1 map of SND.

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# MAPS AND GAME MODES:

5 rounds race to 3

Map Selections should be discussed and agreed upon between your team members and opposing team Captain Prior to the scheduled dates. maps may only be chosen once during the play through, one map ban per team per game mode. map selection to be Confirmed with Tier Manager 24 Hours prior to the Game Day.

USE CDL CUSTOM GAME MODES - IF THEY DO NOT WORK FOLLOW THESE GUIDELINES

Hardpoint		Search and Destroy		Control	
Game					
Match Start Time	30 Seconds	Round Time Limit	1M : 30S	Match Start Time	30 Seconds
Skip Infil	On	Round Switch	Every Round	Skip Infil	On
Input Swap Allowed	Off	Match Start Time	30 Seconds	Input Swap Allowed	Off
Allow Callout Pings	Off	Skip Infil	On	Allow Callout Ping	Off
Input Swap Allowed	Off	Input Swap Allowed	Off		
Allow Callout Pings	Off	Allow Callout Pings	Off		
Advanced					
Initial Zone Activation Delay	Off	Defuse Time	7.5 Seconds	None	
Next Zone Reveal Time	10 Seconds	Silent Plant	On		
Objective Team Spawn Delay	Off	Reset Plant/Defuse Progress	On		
Player					
Health Regeneration	Normal	Health Regeneration	Normal	Health Regeneration	Normal
Weapon Mounting	Off	Weapon Mounting	Off	Weapon Mounting	Off
Team					
3rd Person Spectating	Off	3rd Person Spectating	Off	3rd Person Spectating	Off
Killcam	Off	Killcam	Off	Killcam	Off
Enemy on Compass	Off	Enemy on Compass	Off	Enemy on Compass	Off
Respawn Delay	2.5 Seconds	Team Assignment	On	Respawn Delay	3.5 Seconds
Suicide Spawn Delay	1 Second	Friendly Fire	On	Suicide Spawn Delay	1 Second
Team Assignment	On			Team Assignment	On
Friendly Fire	On			Friendly Fire	On
Gameplay					
Killstreak Delay	10 Seconds	Spawn Camera	Off	Field Upgrade Score Modifier	Normal
Equipment Protection	Off	Battle Chatter	Off	Killstreak Delay	10 Seconds
Battle Chatter	Off	Equipment Delay	Off	Equipment Protection	Off
		Equipment Protection	5 Seconds	Battle Chatter	Off
		Announcer Dialog	Off		
		Dynamic Map Elements	On		

Best Sides for each map (As tweeted by @CoachTrix)

Map	Good Side	Bad Side	Map	Defense	Attack	Map	Good Side	Bad Side
Invasion	Team 1	Team 2	Invasion	Team 1	Team 2	Invasion	Team 1	Team 2
Karachi	Team 1	Team 2	Karachi	Team 1	Team 2	Karachi	Team 1	Team 2
Skidrow	Team 1	Team 2	Highrise	Team 1	Team 2	Terminal	Team 1	Team 2
Sub Base	Team 2	Team 1	Skidrow	Team 1	Team 2			
Terminal	Team 2	Team 1	Terminal	Team 1	Team 2			

## GAME MODE ORDER:

- GAME 1 - Hardpoint
- GAME 2 - Search & Destroy
- GAME 3 - Control
- GAME 4 - Hardpoint
- GAME 5 - Search & Destroy

## MAPS & MODES LIST

SEARCH & DESTROY	CONTROL	HARDPOINT
Highrise	Highrise	Invasion
Invasion	Invasion	Karachi
Karachi	Karachi	Rio
Rio		Skidrow
Terminal		Sub Base

# BAN LIST

## Primary

### Categories

All MWII Guns

All Battle Rifles

All Shotguns

All Marksman

All LMGs

All snipers

All DLC Weapons

(includes after market parts & seasonal update weapons)

### Assault Rifles

Holger 556

DG-58

FR 5.56

MTZ 556

SVA 545

## Secondary

### Categories

All MWII Weapons

All Launchers

All DLC Weapons

### Pistols

WSP Stinger

COR-45

TYR

## Melee

Gutter Knife

Karambit

## Attachments

### Categories

All Lasers

MWII attachments

### Muzzle

All Silencers

All Suppressors

### Optic

All Thermals

All Night Vision

### Ammunition

All High Velocity

All Low Grain

All Round Nose

All Mono

All Spire Point

All Hardened

### Underbarrels

Burrow 500 Drill

All Underbarrel Launchers

## Boots

### Banned

Tactical Pads

## Attachments General

+ Bullet Damage

Any no red dot

+ Melee Damage

All Conversion Kits

Akimbo

+ Fire Rate Trigger

All Ammunition

Any Shortens Minimaps Pings (EU)

ALL DLC ATTACHMENTS

Extended & Drum Magazines

Tracer Rounds

### Vests

#### Banned

Engineer Vest

Demolition Vest

CCT Comms Vest

Overkill Vest

Gunner Vest

### Gear

#### Banned

Control Comlink

Bone Conduction

Blacklight Flashlight

L/R Detector

Threat Identification

Data Jacker

Signal Jammer

Hijacked IFF Strobe

Ghost T/V Camo

# BAN LIST

## Tactical

### Banned

Shock Stick

Decoy Grenade

Stim

Snapshot Grenade

Tear Gas

Flash Grenade

EMD Grenade

Battle Rage

Scatter Mine

Smokes (HP /CON)

### Lethal

#### Banned

Proximity Mine

Molotov Cocktail

C4

Claymore

Thermite

Throwing Knife

Drill Charge

Thermobaric

Throwing Star

Breacher Drone

## Field Upgrades

### Banned

Tactical Camera

Inflatable Decoy

DDOS

Deployable Cover

Munitions Box

Loadout Drop

Portable Radar

Tactical Insertion

Recon Drone

Smoke Airdrop

Suppression Mine

Anti-Armor Rounds

Heartbeat Sensor

Comm Scrambler

Med Box

A.C.S.

## Streaks

### Banned

UAV

Mosquito Drone

Sam Turret

Bomb Drone

Care Package

Guardian-SC

Counter UAV

Cluster Mine

Precision Airstrike

SAE

Mortar Strike

Overwatch Helo

Juggernaut Recon

Wheelson-HS

VTOL Jet

Emergency Airdrop

Advanced UAV

Chopper Gunner

SAE ( Temporary)

Gunship

Carpet Bomb

Remote Turret

# MUST USE LIST

## TEAM Must-Have

**Max 1 Smoke  
SND**

**ALL Stuns  
HP/CON**

**Must Have**

**Optic on ARs**

**Must-Have**

**Max 2 Trophies**

**Must-Use**

**Renetti  
with  
Short Comp Barrel  
EXF Eclipsor Grip  
Sight (Optional)**

**MCW Must have an optic**



# BANNED OPERATOR SKINS

including but not limited to:

## ALL CDL OP SKINS

### All non-default operators



All MWII operators banned  
ONLY BASE MW3 OPERATORS  
ALLOWED

**IF YOU ARE UNSURE ABOUT A SKIN NOT LISTED  
PLEASE CONTACT ADMINS TO CONFIRM**