General Rules For All Games (FIFA, MADDEN, NBA2K, Rocket League, and Call of Duty):

1. **Rosters**
   a. Players shall use the latest up to date rosters
   b. If the game will not update rosters, players shall play with the most updated roster available

2. **Glitches**
   a. No player shall intentionally use any glitches to gain an advantage.

3. **Conceding**
   a. Players may concede a game at any time and the current score shall stand
   b. The player that concedes the game shall be given the loss

4. **No Gambling**
   a. Players shall not bet on the outcome of games

5. **Pauses**
   a. Each player may pause the game up to three times
   b. Players can only pause the game when the ball is out of play or they have clear possession
   c. If a player pauses the game, they must make a tactical change to their team
      i. Substitution
      ii. Tactical Adjustment

6. **Game Lobby**
   a. Be respectful of other participants
   b. No profanity
   c. Any player who receives multiple complaints against them will be removed from the league.
   d. Have fun and enjoy the game

7. **Equipment**
   a. Each player is responsible for having their own equipment

8. **Play**
   a. The home team will determine which person will serve as the host
   b. Players can use any team they want (star levels do not have to match)
   c. Players can use the same team
   d. **No customized rosters**
   e. Game settings are listed in each games section

9. **At the completion of all games, both teams should take a picture of the screen and submit the photo and the scores through email to compsports@uga.edu.**

10. **If teams cannot come agree on a time to play their match, please email us at compsports@uga.edu.**

**FIFA**

**Game Settings**

a. Game Mode: Friendly Season / Kick Off
b. Difficulty: World Class
c. Half Length: 6 min
d. Injuries: On
e. Offside: On
f. Bookings: On
g. Handballs: Off
h. Match Conditions: Clear & Sunny
i. Game Speed: Normal
j. Overtime: Play “Classic Mode”
NBA 2K

Game Settings
a. Head to Head matchup
b. Skill Level: Hall of Fame
c. Quarter Length: 6 min
d. Overtime: 3 min
e. Injuries: On
f. Player Fatigue: On

Madden

Game Settings
a. Head to Head matchup
b. Skill Level: All-Madden
c. Quarter Length: 5 min
d. Accelerated Clock: On
e. Weather: Clear
f. Injuries: On
g. Fatigue: On
h. Camera Setting: Standard
i. Game Speed: Normal
j. Sliders: Default
k. Excessive Offside
   a. Neither offense nor defense should purposefully go offside with the intent of delaying the game nor exhibiting unsportsmanlike conduct.
l. Onside Kicks
   a. Onside kicks are only permitted if a team is down by 21+ points OR if a team is tied or losing in the 4th quarter

Rocket League

a. All matches will be played on a best 3 of 5 rounds.
b. The home team will determine which person will serve as the host

c. Game Settings
   a. All matches will be played on a best 3 of 5 rounds.
   b. The home team will determine which person will serve as the host
c. Game settings should be the defaults
d. Game mode: soccar
e. Team size: 3v3
f. Bot difficulty: none
g. Arena: DFH stadium
h. Match length: 5 minutes
i. Series length: 5 games
j. Respawn time: 3 seconds
k. Everything else: default

Call Of Duty Modern Warfare League

a. All games will be played the best 3 out of 5 games.
b. Game Modes per game of 5 if necessary:
   a. Game 1 = Search & Destroy
      a. Map choice selected by the home team
   b. Game 2 = Domination
      a. Map choice selected by the visiting team
c. Game 3 = Hard Point
   a. Map choice selected by the home team
d. Game 4 = Choice of visiting team
   a. Map choice selected by the home team
e. Game 5 = Choice of home team
   a. Map choice selected by the visiting team
c. All game modes and maps per section are listed below

<table>
<thead>
<tr>
<th>Search &amp; Destroy</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Maps</strong></td>
</tr>
<tr>
<td>• Arklov Peak</td>
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<tr>
<td>• Gun Runner</td>
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<tr>
<td>• Piccadilly</td>
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<tr>
<td>• Rammaza</td>
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<tr>
<td>• St. Petrograd</td>
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<table>
<thead>
<tr>
<th><strong>Settings</strong></th>
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<tbody>
<tr>
<td>• Game Settings:</td>
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<tr>
<td>o Round Time Limit: 2 M : 00 S</td>
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<tr>
<td>o Round Win Limit: 6 Rounds</td>
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<tr>
<td>o Win By Two Rule: Disabled</td>
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<tr>
<td>o Win By Two Max Rounds: N/A</td>
</tr>
<tr>
<td>o Round Switch: Every Round</td>
</tr>
<tr>
<td>o Match Start Time: 15 Seconds</td>
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<tr>
<td>o Round Start Time: 10 Seconds</td>
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<tr>
<td>o Skip Infil: Enabled</td>
</tr>
<tr>
<td>o Practice Round: Disabled</td>
</tr>
<tr>
<td>o Codcaster: Enabled</td>
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</tbody>
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<table>
<thead>
<tr>
<th>• Advanced Settings:</th>
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</thead>
<tbody>
<tr>
<td>o Bomb Timer: 45 Seconds</td>
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<tr>
<td>o Plant Time: 5 Seconds</td>
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<tr>
<td>o Defuse Time: 7.5 Seconds</td>
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<tr>
<td>o Multi Bomb: Disabled</td>
</tr>
<tr>
<td>o Silent Plant: Enabled</td>
</tr>
<tr>
<td>o Reset Plant/Defuse Progress: Enabled</td>
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</tbody>
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<table>
<thead>
<tr>
<th>• Player Settings:</th>
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</thead>
<tbody>
<tr>
<td>o Number of Lives: 1 Life</td>
</tr>
<tr>
<td>o Max Health: 100 (Normal)</td>
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<tr>
<td>o Health Regeneration: Normal</td>
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<tr>
<td>o Tactical Sprint: Enabled</td>
</tr>
<tr>
<td>o Allow Revives: Disabled</td>
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<tr>
<td>o Show Enemy Death Location: Disabled</td>
</tr>
<tr>
<td>o Downed Health: N/A</td>
</tr>
<tr>
<td>o Downed Revive Health: N/A</td>
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<tr>
<td>o Downed Bleedout Timer: N/A</td>
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<tr>
<td>o Downed Revive Time: N/A</td>
</tr>
<tr>
<td>o Downed Give Up Time: N/A</td>
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<tr>
<td>o Weapon Mounting: Disabled</td>
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</tbody>
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<table>
<thead>
<tr>
<th>• Team:</th>
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</thead>
<tbody>
<tr>
<td>o Spectating: Team Only</td>
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<tr>
<td>o 3rd Person Spectating: Disabled</td>
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<tr>
<td>o Killcam: Enabled</td>
</tr>
<tr>
<td>o Final Killcam: Final Kill</td>
</tr>
<tr>
<td>o Enable Mini Map: Yes</td>
</tr>
<tr>
<td>o Radar Always On: Disabled</td>
</tr>
</tbody>
</table>
- Weapon Pings on Minimap: Enabled
- Weapon Pings on Compass: Enabled
- Enemy on Compass: Enabled
- Respawn Delay: None
- Wave Spawn Delay: None
- Suicide Spawn Delay: None
- Force Respawn: Enabled
- Team Assignment: Enabled
- Friendly Fire: Enabled
- Team Kill Punish Limit: Disabled

- Gameplay:
  - Spawn Camera: Disabled
  - Hardcore Mode: Disabled
  - Spawn Ammo Mags: 3 (Normal)
  - Realism Mode: Disabled
  - Headshots Only: Disabled
  - Health Steal: Disabled
  - Perks: Enabled
  - Killstreaks: Enabled
  - Round Retain Streaks: Enabled
  - Retain Streaks on Death: Enabled
  - Equipment Delay: Disabled
  - Equipment Protection: 7.5 seconds
  - Battle Chatter: Disabled
  - Announcer Dialogue: Enabled

Domination

Maps

- Gun Runner
- Hackney Yard
- St. Petrograd

Settings

- Game Settings:
  - Round Limit: 2 Rounds
  - Round Switch: Every Round
  - Round Time Limit: 6 Minutes
  - Round Score Limit: Unlimited
  - Match Start Time: 15 Seconds
  - Round Start Time: 10 Seconds
  - Skip Infil: Enabled
  - Input Swap Allowed: Disabled
  - Codcaster: Enabled

- Advanced Settings:
  - Points Per Kill: 0 Points
  - Points Per Death: 0 Points
  - Headshot Bonus Points: 0 Points
  - Killstreak Kill Bonus Points: 0 Points
  - Time to Capture Zone: 10 Seconds
  - Zones Required to Score: 1 Zone
  - Points Per Zone: 1 Point
  - Objective Scaler: x4
  - Flags Enable Kill Scoring: Disabled
  - Starting Flags Captured: Disabled

- Player Settings:
  - Number of Lives: Unlimited
- **Max Health:** 100 (Normal)
- **Health Regeneration:** Normal
- **Tactical Sprint:** Enabled
- **Allow Revives:** Disabled
- **Show Enemy Death Location:** Disabled
- **Downed Health:** N/A
- **Downed Revive Health:** N/A
- **Downed Bleedout Timer:** N/A
- **Downed Revive Time:** N/A
- **Downed Give Up Time:** N/A
- **Weapon Mounting:** Disabled

### Team Settings:
- **Spectating:** Team Only
- **3rd Person Spectating:** Disabled
- **Killcam:** Enabled
- **Final Killcam:** PotG
- **Enable Mini Map:** Yes
- **Radar Always On:** Disabled
- **Weapon Pings on Minimap:** Enabled
- **Weapon Pings on Compass:** Enabled
- **Enemy on Compass:** Disabled
- **Respawn Delay:** 5 Seconds
- **Wave Spawn Delay:** None
- **Suicide Spawn Delay:** None
- **Force Respawn:** Enabled
- **Team Assignment:** Enabled
- **Friendly Fire:** Enabled
- **Team Kill Punish Limit:** Disabled

### Gameplay:
- **Spawn Camera:** Disabled
- **Hardcore Mode:** Disabled
- **Spawn Ammo Mags:** 3 (Normal)
- **Realism Mode:** Disabled
- **Headshots Only:** Disabled
- **Health Steal:** Disabled
- **Perks:** Enabled
- **Killstreaks:** Enabled
- **Round Retain Streaks:** Enabled
- **Retain Streaks on Death:** Enabled
- **Equipment Delay:** Disabled
- **Equipment Protection:** 7.5 seconds
- **Battle Chatter:** Disabled
- **Announcer Dialogue:** Enabled

### Hardpoint

### Maps
- **Azhar Cave**
- **Gun Runner**
- **Hackney Yard**
- **Rammaza**
- **St. Petrograd**

### Settings
### Game Settings
- Time Limit: 5 Minutes
- Score Limit: 250 Points
- March Start Time: 15 Seconds
- Skip Infil: Enabled
- Codcaster: Enabled
- Skip Infil: Disabled

### Advanced Settings:
- Points Per Kill: 0 Points
- Points Per Death: 0 Points
- Headshot Bonus Points: 0 Points
- Killstreak Kill Bonus Points: 0 Points
- Time to Capture Zone: Instant
- Zone Lifetime: 1 Point
- Initial Activation Delay Time: 15 Seconds
- Activation Delay Time: Disabled
- Location Order: Linear
- Scoring: Constant
- Pause Time: Enabled
- Capture Team Spawn Delay: Disabled

### Player Settings:
- Number of Lives: Unlimited
- Max Health: 100 (Normal)
- Health Regeneration: Normal
- Tactical Sprint: Enabled
- Allow Revives: Disabled
- Show Enemy Death Location: Disabled
- Downed Health: N/A
- Downed Revive Health: N/A
- Downed Bleedout Timer: N/A
- Downed Revive Time: N/A
- Downed Give Up Time: N/A
- Weapon Mounting: Disabled

### Team Settings:
- Spectating: Team Only
- 3rd Person Spectating: Disabled
- Killcam: Enabled
- Final Killcam: PotG
- Enable Mini Map: Yes
- Radar Always On: Disabled
- Weapon Pings on Minimap: Enabled
- Weapon Pings on Compass: Enabled
- Respawn Delay: 2.5 Seconds
- Wave Spawn Delay: None
- Suicide Spawn Delay: None
- Force Respawn: Enabled
- Team Assignment: Enabled
- Friendly Fire: Enabled
- Team Kill Punish Limit: Disabled

### Gameplay:
- Spawn Camera: Disabled
- Hardcore Mode: Disabled
- Spawn Ammo Mags: 3 (Normal)
- Realism Mode: Disabled
- Headshots Only: Disabled
- Health Steal: Disabled
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- Retain Streaks on Death: Enabled
Equipment Delay: Disabled
Equipment Protection: 7.5 seconds
Battle Chatter: Disabled
Announcer Dialogue: Enabled

Restricted Items

Primary Weapons

- FAL
- M91
- PKM
- MG34
- L86A2
- Model 680
- R9-0 Shotgun
- 725 Origin
- 12 Shotgun
- Riot Shield
- EBR-14
- MK2 Carbine
- Kar98k

Secondary Weapons

- RPG-7
- PILA
- JOKR
- Strela-P

Attachments

- M203 40mm Concussive (Underbarrel)
- M203 40mm Smokescreen (Underbarrel)
- M203 40mm Recon (Underbarrel)
- M203 40mm High-Explosive (Underbarrel)
- M203 40mm Flash (Underbarrel)
- M203 40mm Incendiary (Underbarrel)
- 12 Gauge Deputy (Underbarrel)
- Frangible - Wounding (Perk)
- Frangible - Disabling (Perk)
- 1mW Laser
- 5mW Laser
- Tac Laser

Kill Streaks

- Personal Radar
- Shield Turret
- Counter UAV
- UAV
- Care Package
- IAV
- Sentry
- Wheelson
- Emergency Airdrop
- White Phosphorous
- Advanced UAV
- Juggernaut

**Perks**

- Quick Fix
- Overkill
- High Alert
- Kill Chain
- Restock
- Shrapnel
- Tracker
- Hardline
- Specialist (Temporary)

**Equipment**

- Claymore
- C4
- Molotov Cocktail
- Proximity Mine
- Heartbeat Sensor
- Gas Grenade
- Snapshot Grenade
- Stim
- Decoy Grenade

**Field Upgrades**

- Recon Drone
- Stopping Power
- Weapon Drop
- Tactical Insertion
- Deployable Cover