Call of Duty Infinite Warefare 4v4 Rules

Tournaments Information

Date: 9/30-10/1
Console: PS4
Max Teams: 24
Elimination Type: Double

Game Rules

GAMEPLAY

- Hardcore Mode: Disabled
- **CWL Tuning: Enabled**
- Headshots Only: Disabled
- Double Jump: Enabled
- Wall Run: Enabled
- Allow Payloads: Enabled
- **Payload Charge Rate: Check Gametype**
- **Payload Score Modifier: Check Gametype**
- Perks: Enabled
- Scorestreaks: Enabled
- **Persistent Streaks: Disabled**

TEAM

- Spectating: Team Only
- 3rd Person Spectating: Disabled
- Kill Cam: Enabled
- Radar Always On: No
- **Respawn Delay: Check Gametype**
- Wave Respawn Delay: None
- Force Respawn: Enabled
- **Friendly Fire: Enabled**

Search and Destroy

GAME

- **Round Length: 1.5 Minutes**
- **Round Win Limit: 6 Rounds**
- Win By Two Rule: Disabled
- Win By Two Max Rounds: Disabled
- Round Switch: Every Round
- COD Caster: 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

- Respawn Delay: None

GAMEPLAY:

- **Payload Charge Rate: Disabled**
- **Payload Score Modifier: x8**

Hardpoint

GAME

- Time Limit: 5 Minutes
- Score Limit: 250 Points
- Cod Caster: 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

- Respawn Delay: 2.5 Seconds

GAMEPLAY

- **Payload Charge Rate: Disabled**
- **Payload Score Modifier: x1.25**

Uplink

GAME

- Round Time Limit: 5 Minutes
- **Round Score Limit: Unlimited**
- Codcaster: Enabled

ADVANCED

- Carry Score: 2 Points
- Throw Score: 1 Point
- Satellite Point: 1 Satellite
- Practice Mode: Disabled
- Drone Reset Condition: Never
- Drone Reset Timeout: Unlimited
- Idle Timeout: 15 Seconds
- Explode on Timeout: Disabled
- Carrier Armour: x0.75
- Show Enemy Carrier: 3 Seconds

PLAYER

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

TEAM

- Respawn Delay: 5 Seconds

GAMEPLAY

- **Payload Charge Rate: Disabled**
- Payload Score Modifier: Normal

Game Types

SEARCH AND DESTROY

- Search and Destroy - Crusher
- Search and Destroy - Retaliation
- Search and Destroy - Breakout
- Search and Destroy - Throwback

HARDPOINT

- Hardpoint - Breakout
- Hardpoint - Retaliation
- Hardpoint - Scorch
- Hardpoint - Throwback

UPLINK

- Uplink - Frost
- Uplink - Precinct
- Uplink - Throwback

Item Restrictions

PAYLOADS

- Reaper
- Micro Turret
- Phase Shift

TRAITS

- Ping
- Persistance
- Infusion
- Supercharge
- Perception
- Relay
- Market Target
- Heightened Senses
- Rushdown

LETHALS

- Seeker Grenade
- Plasma Grenade
- Trip Mine
- Exploding Drone

- Black Hole Projector
- C4

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

PERKS
- Overclock
- Tracker
- Pinpoint
- Overkill

ATTACHMENTS
- Faraday Slug
- Fusion Mag
- Hollow Points
- Ram Servo
- Akimbo
- Auto Sear
- Tracking Chip
- Trojan

WEAPONS
- All launchers
- All Weapon Variants
- All LMG's
- All Shotguns
- M1
- OSA
- Hornet
- Auger
- Trencher

SCORESTREAKS
- UAV
- Drone Package
- CUAV
- Vulture
- Shock Sentry
- Advanced UAV
- All Scorestreak Variants

WEAPON SPECIFICATIONS

- The following Hybrid weapons may only be used in default Primary Mode
  - Type 2 - Assault Rifle Only
  - RPR Evo - SMG Only
  - EBR-800 - Sniper Rifle Only

RIG RESTRICTIONS

- Each player on a team must use a different Combat Rig.
- The Synaptic Combat Rig is banned.