



SNAPDRAGON PRO SERIES

CALL OF DUTY:MOBILE

REGION SPECIFIC RULES NORTH AMERICA

Foreword

This document outlines the rules that should be followed at all times when participating in a Snapdragon Pro Series competition. Failure to adhere to these rules may be penalized as outlined.

It is imperative to acknowledge that it is always the administration of the tournament that has the last word and that decisions that are not specifically supported, or detailed in this rulebook, or even go against this rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We at ESL hope that you as a participant, spectator, or press will have an enjoyable competition to partake in. We are committed to ensuring that we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

Yours sincerely,

ESL

TABLE OF CONTENTS

1. INTRODUCTION	4
2. SCHEDULE & FORMAT	4
2.1 IN-APP QUALIFIERS STAGE	4
2.1.1 OPEN INDIVIDUAL PLAY	4
2.1.2 OPEN TEAM PLAY	4
2.3 OPEN STAGE	5
2.3.1 OPEN SEASON	5
2.3.2 OPEN FINALS	5
2.4 CHALLENGE STAGE	6
2.4.1 CHALLENGE SEASON	6
2.4.2 CHALLENGE FINALS	7
3. REGION & COUNTRIES	7
4. PRIZING	7
4.1 PRIZE POOL BREAKDOWN	7
4.1.1 PRIZE POOL DISTRIBUTION FOR OPEN STAGE	7
4.1.2 PRIZE POOL DISTRIBUTION FOR CHALLENGE STAGE	8
5. DRAFT WINDOWS	9
5.1 DRAFT DATES	9
5.2 DRAFT RESTRICTIONS	9

1. INTRODUCTION

This document (“Region Specific Rules”) is part of the Competition Ruleset.

For all rules that are similar or conflict with the [General Rules](#), [Game Specific Rules](#), [ESL Global Rules](#), and [FACEIT Terms and Conditions](#) this Region Specific Rules would supersede said rules.

2. SCHEDULE & FORMAT

The World Championship is segmented into five (5) distinct competition segments (each, a “Stage”) in which eligible Players can compete in matches in the Game (each, a “Match”) to earn COD:M World Championship Tournament Points (“Points”) to qualify for subsequent Stages of the Tournaments. All dates and times are subject to change in the Administration’s sole discretion.

2.1 IN-APP QUALIFIERS STAGE

EFG does not operate nor provide support to this stage, if you need assistance for anything related to the in-app qualifiers stage, please contact [Activision Support](#).

2.1.1 OPEN INDIVIDUAL PLAY

OVERALL INFORMATION

Information about the Stage Format, Game Modes, Scoring, and Advancement of this stage is available in the [COD:M World Championship 2024 Official Rules](#).

SCHEDULE

Matches will be all day from April 18 to May 8.

2.1.2 OPEN TEAM PLAY

OVERALL INFORMATION

Information about the Stage Format, Game Modes, Scoring, and Advancement of this stage is available in the [COD:M World Championship 2024 Official Rules](#).

ADVANCEMENT

The TOP 128 Teams with the highest number of Points that have completed 30 Ranked Matches will advance to the Open Finals. If Teams are tied for 128th place at the end of this Stage, the Team that completed its thirty (30) Ranked Matches first will qualify for Open Finals.

Players under the age of 18 are not eligible to qualify for Open Finals, even if they place TOP 128 in this stage.

ROSTER LOCK

Qualified teams' rosters cannot be changed between the in-app qualifiers stage and the Open Finals.

TOURNAMENT SCHEDULE

Matches will be for all from May 11 to May 25.

2.3 OPEN STAGE

2.3.1 OPEN SEASON

FORMAT

- TOP 128 teams from the **in-app Qualifier Stage**
- Swiss Tournament
 - The number of participants in the cup will determine the number of rounds that are going to be played until there are a clear TOP 16 teams
- 5 vs 5, best of three matches
- Game mode and map will depend on the bracket round (please check the "Mode and Map Order" section on the tournament page)

ADVANCEMENT

TOP 16 teams will advance to the **Open Finals**

TOURNAMENT SCHEDULE

Matches will be played from June 1 to June 9. All matches have to be played according to the tournament schedule and rounds planned for a specific day, please check the "Schedule" section on the tournament page for the specific schedule.

2.3.2 OPEN FINALS

The best 16 teams from the Open Season stage will play the **Open Finals** broadcasted matches.

FORMAT

- Double Elimination Bracket
- 5 vs 5, best of three matches
- Game modes and maps will depend on the bracket round (please check the “Mode and Map Order” section on the tournament page)

ADVANCEMENT

The TOP 8 teams will advance to the **Challenge Stage**.

TOURNAMENT SCHEDULE

Matches will be played on June 24. All matches have to be played according to the tournament schedule and rounds planned for a specific day, please check the “Schedule” section on the tournament page for the specific schedule.

2.4 CHALLENGE STAGE

2.4.1 CHALLENGE SEASON

The best 8 teams from the Open Stage will play the **Challenge Stage** broadcasted matches.

FORMAT

- GSL Style Group
 - Two groups of four teams
- 5 vs 5
- The seed will be taken from the Open Finals teams’ performance
- Best of 5 matches

ADVANCEMENT

The GSL will consist of two (2) groups of four (4) teams seeded by tournament administration based on the results during the Open Finals. Teams will play their first opponent based on seeding. After that, teams will only play teams with the same record as them. If a team gets two wins, they move on to the next phase. If a team loses two times, they will be eliminated.

Special rules and procedures for broadcasted matches will apply to the qualified teams in the **Challenge Stage**. All teams will be informed about them in the proper time matter.

TOURNAMENT SCHEDULE

1 broadcasted match per team each day.

Matches will be played from July 6 to July 27. All matches have to be played according to the tournament schedule and rounds planned for a specific day, please check the “Schedule” section on the tournament page for the specific schedule.

2.4.2 CHALLENGE FINALS

The best 4 teams from the Challenge Stage will play the **Challenge Finals** broadcasted matches.

FORMAT

- Double elimination bracket
- 5 vs 5
- Best of 5 matches
 - Final best of 7. The team in the Winners Bracket has one (1) map advantage.

ADVANCEMENT

The TOP 3 teams will advance to the **World Championship**

Special rules and procedures for broadcasted matches will apply to the qualified teams in the **Challenge Finals**. All teams will be informed about them in the proper time matter.

TOURNAMENT SCHEDULE

Matches will be played on August 8 & 9, the specific schedule will be announced by the administration.

3. REGION & COUNTRIES

Here is a comprehensive list of all eligible countries for the North American region: United States, Canada, Mexico, Dominican Republic, Puerto Rico, and Jamaica.

4. PRIZING

4.1 PRIZE POOL BREAKDOWN

4.1.1 PRIZE POOL DISTRIBUTION FOR OPEN STAGE

OPEN FINALS

Place	Award
1st - 4th	\$500
5th - 8th	\$350
9th - 12th	\$250
13th - 16th	\$150

4.1.2 PRIZE POOL DISTRIBUTION FOR CHALLENGE STAGE

CHALLENGE SEASON

Place	Award
1st	\$2,250
2nd	\$1,500
3rd	\$1,000
4th	\$750

Prizes will be delivered to each group of the GSL Style groups in this stage.

CHALLENGE FINALS

Place	Award
1st	\$7,000

2nd	\$4,000
3rd	\$2,000
4th	\$1,000

All Prizes are listed in USD and subject to currency exchange rates.

5. DRAFT WINDOWS

There will be a Draft Window between each Stage, where each qualified team will be able to make a change in their roster.

5.1 DRAFT DATES

The exact dates for each Draft Window will be announced by the Tournament Administration on the Official Discord server. If a team does not request a draft during that time, they will lose their opportunity to make a change in their roster.

5.2 DRAFT RESTRICTIONS

Each qualified team will have the opportunity to make a single change in their roster; they can either replace a player with another or add a player in case the team has a substitute slot available. The drafted player should meet the following criteria:

- Must have been qualified at least to Open Stage
- Be part of the North American eligible countries
- Must not be part of another active team