

Xbox 360 Rules:

Call of Duty Black Ops 2 Best of 3 Matches 2vs2

Game Types, Settings & Restrictions

Game Types

Capture The Flag - Raid

Capture The Flag - Slums

Capture The Flag - Standoff

Hardpoint - Raid

Hardpoint - Slums

Hardpoint - Standoff

Search & Destroy - Raid

Search & Destroy - Standoff

Settings (Bolded Settings are those that have been changed from the default.)

Restricted Scorestreaks

UAV

Hunter Killer

Care Package

Counter-UAV

Guardian

Orbital VSAT

Restricted Secondary Weapons

SMAW

RPG

Restricted Attachments

Grenade Launcher

Restricted Perks

Hardline

Ghost

Restricted Lethals

Bouncing Betty

C4

Claymore

Restricted Tacticals

Shock Charge

Tactical Insertion

General Settings

Scorestreaks = Allowed

Pre-Match Timer = 15 Seconds

Pre-Round Timer = 5 Seconds

Auto Team Balance = Off

Team Change In-Game = Not Allowed

Dynamic Map Elements = No

Killcam = On

3rd Person Spectating = Allowed

CODcasting = Allowed

Mini-map = Normal

Revenge Voice = No

Battlechatter = On

Announcer = On

Explosive Delay = Off

Scorestreak Delay = 15 Seconds

Health and Damage Settings

Health = 100%

Health Regeneration = Normal

Friendly Fire = On

Teamkill Kick Limit = Off

Headshots Only = No

Hit Indicator = On

Hardpoint

Time Limit = 10 Minutes

Score Limit = 250 Points

Teams = 2

Hardcore = Off

Lifetime = 1 Minute

Capture Time = None

Activation Delay Time = None

Locations = Linear Order

Scoring = Constant

Respawn Delay = None

Force Respawn = Yes

Wave Spawn Delay = None

Capture The Flag

Win Condition = Total Flag Captures

Time Limit = 5 Minutes

Hardcore = Off

Capture Limit = 10 Flags

Round Limit = 2 Rounds

Enemy Carrier = Delayed

Auto Return Time = 30 Seconds

Pickup Time = Instant

Return Time = Instant

Respawn Delay = 5 Seconds

Force Respawn = Yes

Wave Respawn Delay = None

Search & Destroy

Time Limit = 1.5 Minutes

Round Win Limit = 6 Rounds

Hardcore = Off

Bomb Timer = 45 Seconds

Plant Time = 5 Seconds

Defuse Time = 7.5 Seconds

Multi Bomb = No

Switch Sides = Every Round

Silent Plant = Yes

Respawn Delay = None

Force Respawn = Yes

Wave Respawn = None