

CPL Civ Premier League

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Last revised November 7, 2025

Rule Set

All CPL rules are in force. The Premier League Director, Linda7, has sole authority on the rules and administration of the League, with oversight from the CPL Staff team and Head Admin, CanuckSoldier.



Premier League rules are pinned to the CPL Discord #pl-news channel and #pl-information-hub > PL Rules topic. The rules are also linked on the CPL website Tournaments > CPL Premier League page.

Structure

Season 5 divisions

League competition is held in three divisions. Division placement is determined by the results of the previous season. New teams are placed in the lowest division by default. The League Director may place a new team in a higher division based on the team members' previous League experience or results in CWC or leagues on CPL partner communities.

Division 1:

Big Beasts
Change of Circumstances
Kittenz
Le Saint D'Shark
Les Freritos de la Vega
Meow for Delegation
Unlucky
Why So Serious?

Division 2:

Boomer Gaming
Chill Bro
CivUkraine
Dobroteam
FFA Andies
Golden Peppers
Salad s Mayonezom
Ulyss

Division 3:

BrainRot Team

Crops in Disguise

Hex

Le Nouveau Front PoPouler

Pessimistic Punjabis

Suomi

Team For Fun

The Farmhouse

Season structure

Divisions that contain eight teams or fewer play a double round robin regular season. Divisions that contain nine or more teams play a single round robin regular season. The League Director may schedule extra games for a division playing fewer games than the other divisions.

Season start date

Season 5 starts August 21, 2025, 00:00 UTC. The season is scheduled to end December 1, 2025, 00:00 UTC. Schedule adjustments and deadlines to complete games be posted in #pl-news.

Tie breaks

If two or more teams are tied at the end of the regular season, and the division ranking has competitive significance, the ties are broken as follows:

Two teams: (1) Head-to-head results with a minimum of two games between the teams. (2) If the teams split their games or only played each other once, one tie break game is held between the teams.

Three or more teams: (If any teams are eliminated from the tied group in any tie break step, the tie break restarts with step 1 with the remaining teams.) (1) Head-to-head sweep with a minimum of two games between each team. (2) Strength of victory. (3) Three-way tie break games. (4) Slowest defeat if the three-way tie break games are tied. (5) Coin flip.

Strength of victory (SOV): At the end of the regular season, each team is given a SOV score in inverse order of their finish. The last place team's SOV score is 1. In an 8-team division, the highest ranked team's SOV score is 8. Tied teams are given fractional scores. The tied teams are given points for each victory based on the SOV score of the team they beat. A win over the first-place team is 8 points in an 8-team division, etc. The team or teams with the highest SOV point total wins an SOV tie break.

Irregular seasons

The League Director may schedule additional irregular seasons during CWC or CWC qualifiers if there is enough interest.

Teams not competing in CWC or a CWC qualifier may participate.

Irregular season results have no bearing on division placement for the following League regular season.

Roster rules are waived for irregular seasons. Any player in good standing on CPL and not playing in CWC or a qualifier, including players on another team roster, may play.

Players playing on a CWC team are not eligible to play but may coach.

Once a CWC player's team has been eliminated from CWC or qualifier, the player may play for a team participating in the irregular season.

New teams

New teams are welcome in the League. Teams that play in other community leagues may also play in Premier League if their schedules allow them to complete games in both communities.

The captain of a new team may apply to join the League in the offseason before the new team season deadline using this form:

<https://docs.google.com/forms/d/1SZPYRJakpKBEaMplPkATYTQfBAdJYV37USZWhcC1A-A/edit>

The new team deadline for Season 5 is August 11, 2025, 00:00 UTC.

Teams may be denied entry into the League for an excessive number of disbands during previous seasons, previous sanctions, or any other reason.

Post-Season Play

Match series rules

In a best-of-three (Bo3) or best-of-five (Bo5) series, no map or leader may be played more than once in the series.

Map draft

A map draft must be completed no less than 48 hours before Game 1 of the series.

- 1) The higher seeded team bans one map.
- 2) The lower seeded team bans one map.

- 3) The higher seeded team picks the map and whether to be Team 1 or Team 2 for Game 1. The lower seeded team is the Game 1 host.
- 4) The lower seeded team picks the map and whether to be Team 1 or Team 2 for Game 2. The higher seeded team is the Game 2 host.
- 5) Steps 3 and 4 are repeated to choose the maps for Games 3 and 4 for a Bo5 series.
- 6) The teams then rotate banning maps. The lower seeded team has the last map ban. The remaining map is the map for the last game in the series (Game 3 or 5).
- 7) The higher seeded team is host for the last game and chooses to be Team 1 or Team 2.

The map draft is not complete until all the above steps are completed.

Leader draft

Use the Civ Drafter app to do a leader draft in the normal way for Game 1. For the subsequent games, add all leaders played in the previous games in the series to the list of auto-banned leaders.

Championship

At the end of the regular season and any required tie breaks, the first and fourth-place Division 1 teams play one Division 1 Bo3 series Semifinal. The second and third-place Division 1 teams play the other Semifinal. The winning teams advance to the Division 1 Bo3 series Championship. Each player on the Championship winning team receives a "Premier League Champion" role.

If fewer than four Division 1 teams have won a majority of their games on the season schedule, the League Director may designate lower division teams who have won a majority of their games on the season schedule or cancel Championship playoff games as needed.

Advancement/Relegation

At the end of the League regular season, including tie-break or extra games, advancement and relegation occurs. All Advancement/Relegation matches are Bo5.

The first-place Division 2 team is automatically promoted to Division 1. The eighth-place Division 1 team is automatically relegated to Division 2.

The seventh-place D1 team plays the second-place D2 team in a Bo5. The sixth-place D1 team plays the third-place D2 team in a Bo5. The D1 teams are the higher seeded teams. The winners are assigned to Division 1 for the next season. The losers are assigned to Division 2.

No extra unmuted players are allowed in the D1/D2 Advancement/Relegation matches.

Advancement/Relegation between Divisions 2 and 3 follows the same format as D1/D2 Advancement/Relegation. An extra unmuted coach is allowed in these matches as described in the Coaches/Managers section.

Coaches/Managers

Teams in division 2 and lower and all divisions in an irregular season may designate one coach who is not on their player roster. The coach may participate in the team voice channel unmuted during a game.

Division 1 teams may designate a manager who is not on their player roster to schedule games. The manager is not allowed to join the team voice channel.

The coach or manager may not play in League games unless moved to the player roster.

Team Rosters

Size

Team rosters must have a minimum of four players and a maximum of nine, not including any non-playing coach or manager.

Mid-season roster changes

Season 5 team rosters are official August 18, 2025 00:00 UTC.

Teams may make an unlimited number of mid-season roster changes, subject to the following restrictions:

A team may not add a player who has played for a League team from a higher division this season.

A team may not add a player who was previously removed from the roster this season unless the player can use a bring-back token for the player.

To make a roster change, post in #pl-team-hub > PL Roster Changes S5 using this format:

Team: {team name}

Departing player: {player name(s)}

Joining player: {player name(s)}

One-time substitution tokens

Each team has three one-time substitution tokens for the regular and post season. A one-time substitute must not have played in a League game this season or been on a League roster.

To use a one-time substitute, post in #pl-team-hub > PL Subs S5 using this format:

Team: {team name}

Substitute player: {player name}

Bring-back tokens

Each team has three bring-back tokens for the regular and post season. These may be used to bring back a player that was previously on the team roster this season then was removed from the roster.

A player who was on the team roster this season, was removed from the roster, and played for another team is not eligible to be brought back onto the roster.

To use a bring-back token, post in #pl-team-hub > PL Roster Changes S4 in the format shown above.

Roster change timing

Roster changes or substitutions should be requested at least 24 hours before a League game so League and team roles may be assigned. Roles will be assigned on a best-effort basis if roster changes are made less than 24 hours before a game. Tag “@CPL Staff” if League or team roles have not been assigned before a game.

Off-season roster changes

Teams may make an unlimited number of roster changes between League seasons. This includes players who played for a higher division team or players who were on the roster before and left.

Team continuity

If a team does not have four players who have actively participated on the team for a substantial part of the season, the League Director may re-evaluate the team’s division ranking for post-season play or CWC qualification.

If a team does not have four players who actively participated on the team in the previous season, the League Director may re-evaluate the team’s division placement for the next League regular season.

Team name changes

A team captain may request a team name change at any time, subject to the League Director’s approval of the new name.

Mods

Required mods

- Better Balanced Games (BBG) 7.2.0 [ID 2865001760]
- BBG Expanded (BBG Ex) 1.1 [ID 3533091092]
- Better Balanced Maps (BBM) 1.35 [ID 3179425402]
- Multiplayer Helper (MPH) 1.76 [ID 3307282026]
- Better Spectator Mod for casted games (BSM) 1.2.7 [ID 1916397407]

Better Spectator Mod is required for all players if the game is casted.

Optional mods

- Better Report Screen [ID 1312585482]
- Extended Policy Cards [ID 2266952591]
- NotificationClear [ID 3063966792]
- Resource Visibility Sharing [ID 3139749709]
- Top Panel Extension Pro [ID 2997927787]

Most of the optional mods do not work for any player unless the host has them enabled.

Disallowed mods

Other BBG, BBM, BBS, or MPH versions must be uninstalled, not merely disabled.

Disallowed mods such as Sailor Cat's Configurable Goody Huts [ID 2462745561], Detailed Map Tacks [ID 2428969051], Better Spectator Mod (if the game is not being cast), or other UI mods must be disabled. Static mods with different version IDs for cloud games may remain installed but disabled.

Disallowed mods that are directly installed in the Documents\My Games\Sid Meier's Civilization VI\mods folder must be temporarily moved out of that folder, or the mods folder temporarily renamed, before starting the game.

Mod management

To avoid unintentionally installed disallowed mods, set Auto Download Additional Content to Disabled in Game Options. If a mod is needed to play a casual game, subscribe to the mod in Steam Workshop, then unsubscribe and restart Steam after the game.

Disallowed mods that were auto-downloaded from the host may remain installed even if the game does not show them in Additional Content. To find the mods that are actually installed, navigate to "C:\Program Files (x86)\Steam\steamapps\workshop\content\289070" in Windows

Explorer. The steamapps folder may be in a different location, depending on the Steam installation.

The Steam IDs of each installed mod are listed. If a Steam ID is unknown, open the mod's Workshop site with <https://steamcommunity.com/sharedfiles/filedetails/?id={mod ID}>. Subscribe to the mod, and restart Steam. Then unsubscribe to the mod and restart Steam again. Verify that the mod ID is no longer listed in the "steamapps\workshop\content\289070" folder.

Mod checks

If a Premier League game is unstable, a CPL Staff member may ask all players and casters to post a screenshot of their mods. Players, casters, or teams that have mods installed or enabled that are not allowed or do not have required mods enabled may be subject to penalties.

Mod updates

If the mods are updated during the season, we will use the most recent standard version (no beta versions).

Scheduling and Starting a Game

Division schedules

Premier Leagues uses the Challonge web application for regular season game scheduling. The Challonge schedules for each division are posted in the #pl-information-hub > PL Schedule Links topic.

The host team is the team listed on top in the game pairing. The host team is team 1.

Scheduling games

Teams should use good judgement and courtesy to schedule games with their opponents. Games should be generally played on the week they are scheduled so that if a game is temporarily skipped, the delay does not affect all teams. If the current week's game opponent is not available, priority should be given to games from past weeks. If the current or overdue game opponents are not available, teams may schedule a game from a future week in the schedule.

Teams should agree on a game time that is convenient for both teams. If the teams cannot agree on a game time, both teams must provide the League Director with the game dates and times offered. The CPL Staff will pick the most reasonable date and time in their judgment from those offered. A game date/time that is in the opposing team's normal business hours or in the middle of the opposing team's night is less reasonable than a date and time that interrupts an opposing team's meal, for example.

The team captain or scheduler should contact the opposing team's captain or scheduler as early in the week as practical to schedule that week's game. If a player is not marked with (captain) or (S) for scheduler after their name, the first player on the team's roster is presumed to be the captain. Team rosters are posted in the #cwc-teams channel.

The team captain or scheduler may designate another player on their roster to schedule for the week.

Once a game time has been agreed upon, post the matchup and game date and time in #pl-team-hub > PL Scheduling. The League Director or another CPL Staff member will post the game in the #pl-schedule channel, which is viewable for all CPL ranked players. If the game is not posted in #pl-schedule, the game should be played at the time agreed anyway.

Game postponement

A scheduled game may be postponed if both teams agree, subject to the following:

A game may be postponed if one team thinks the posted time was not the one agreed to and the team objects within six hours of the time the game was posted, or one hour before the game time, whichever is earlier.

The League Director or other CPL Staff may grant a postponement if there is a strong reason for it, such as a natural disaster in the area of one of the teams, a Steam outage, or a Steam or mods update during the game that disrupts the game.

The League Director or other CPL Staff must approve of postponing any game once the game has begun. Postponements will not be granted if one team has technical difficulties and the other does not.

Unplayed games

An unplayed game is one that was scheduled to be played three or more weeks ago and that one of both teams has played at least three games less than the number of games scheduled so far.

The League Director may ask the schedulers for both teams for screenshots of their efforts to schedule unplayed games. The Director may set a time for the game to be played, mark the game as a win if one team has tried to schedule and the other has not, or mark the game as a tie if neither team has tried to schedule. A game marked as a tie may be played later if both teams agree on a date and time. Tied games are counted as losses for both teams in the season ranking.

The Director will mark any unplayed game not completed by the deadline to finish the season published in #pl-news as a win for the team that made the better effort to schedule the game or as a tie.

Voice channels

Each team has a designated voice channel on the CPL Discord. The voice channels are grouped by division under PREMIER LEAGUE D{x}. Team voice channels are ordered alphabetically within the division category. Players with the “Civ Prem League” role can see all the voice channels. Only players with the team role can join the voice channel.

All players in the game must be in the team voice channel for the entire game.

If the leader a player is playing dies during the game, the player must immediately leave the voice channel or mute, unless the player is the one extra unmuted player in Divisions 2 or lower.

Teams in Division 2 and lower and all divisions in irregular seasons may have one additional unmuted player or coach in the voice channel. (See the Advancement/Relegation section for exceptions.)

Other team members may be in the voice channel to watch a player's Discord stream and listen to the team communication but must be muted at all times.

There is no limit to the number of team members or coaches in the team voice channel during the draft.

If there is a problem with the team voice channel, players may join a CPL Teamers voice channel and post in #pl-lobby links to inform their opponents where they are.

Discord is banned in the People's Republic of China, Russia, Turkey, North Korea, Iran, Oman, and the United Arab Emirates. Players within these countries' borders can usually access Discord through a VPN but cannot join their team Discord voice channel for a League game. Players located in a country that bans Discord are exempt from the requirement to be in the team's voice channel during a League game.

A League team with exempt players must post the names of the players who will play but not be in the team voice channel in #pl-lobby-links before the game starts. If a player substitution is made, the new player's name must be posted in #pl-lobby-links. If some players are exempt and some are not, the players who are able to join the team voice channel must do so.

Players who do not have an exemption as stated above and who are not in the team voice channel during the game face penalties. The team may also be sanctioned.

Promptness

Teams should be in their voice channel and ready to join the lobby 10 minutes before scheduled start time.

Teams that are not ready to start the draft by the scheduled game start time face sanctions:

- 10 minutes late – loss of first second rotation ban

- 15 minutes late – loss of first first rotation ban
- 20 minutes late – loss of remap token
- 30 minutes late – forfeit

Teams that are habitually late may face further team sanctions.

Creating the lobby

The team listed on top of the matchup by the Challonge website is the host and Team 1.

The host team must have a player with a CPL “Civ 6 Host” role or defer hosting to a third party/caster or team 2. If the host team gives up the host privilege, they are still Team 1.

Post the lobby link in the #pl-lobby-links channel at least 5 minutes before the scheduled game start time. Posting the lobby link late has the same sanctions as those in “Promptness” section above. For example, the sanction for posting the lobby link 10 minutes late (5 minutes after the scheduled game start) is loss of the first second rotation ban.

Game settings

Use the CPL Premier League preset. The Map must be changed if the drafted map is not Pangaea. The Teamers Start Position must be changed if the drafted map is East-West. Additional changes needed if there is a caster are listed below.

Preset: CPL Premier League

Private Game: Yes

Official Tournament Game: Yes

BCY: affected City Centers: Capitals Only

BCY: City Center yields: Balanced

Settler Capture: Capture

Smart timer: Competitive

City-States: 12

Disaster: 1

Map: Manually set to the drafted map

Map size: Standard

Resources: Standard

Strategic Resources: Standard

Select Natural Wonders: Custom (51)*

World age: New

Ridges Definition: Classic

Maximum size for floodplains: 8

Minimum BBM attempts: 5

Teamers Start Position: Standard (If E-W is drafted, change to East vs. West)

Draft Mode: None

Barbarians Tribes: No Barbarians

No Map Pins: Unchecked
Everything else as default game settings

All maps are played with Classic ridges, including Primordial.

*Wonders: All natural wonders are enabled except Bermuda Triangle, Matterhorn, and Zhangye Danxia. The wonders are populated only after the game is created, the host confirms the settings, then goes back to Game Setup.

For games with either one or two casters, open two additional slots. Fill in the Team Names in the Game Setup under Tournament and Drafting Options.

All players should configure their game to save all turns. Go to "Game Options" then set "Number of autosaves to keep" to "All". A complete set of turn saves may be needed if there is a question about game play.

Joining the lobby

Players must be in the process of joining the lobby within 5 minutes after the lobby link is posted in #pl-lobby-links. If some players are not present, their team must say who is joining later in the game chat.

All players' names in the game must match or be similar to their CPL Discord name. Names must start with Roman characters.

Do not change slots while players are joining. This can lead to disconnects and desyncs once the game begins.

For games without a caster, the lobby order is 1-2-2-1-2-1-1-2.

For games with one or two casters, the lobby order is S-S-1-2-2-1-2-1-1-2. The casters or one caster and an AI must be Spectator.

If Inland Sea East-West is played, each team's first two slots are backline. No more than one leader with a coastal spawn bias per team may be in a backline slot.

All players must be in the lobby promptly after the draft ends.

Map Pool, Bans, Draft

Map pool

The Season 5 regular season League map pool contains the following seven maps:

Core maps:

Lakes
Pangaea Classic Ridges
Rich Highlands
Extra maps:
Inland Sea East-West
Primordial
Seven Seas
Tilted Axis

Auto-banned leaders

Kiviuq/Thule and Kristina/Sweden are auto-banned on the Inland Sea East-West map. There are no auto-banned leaders on other maps.

Civ Drafter

The Civ Drafter application is encouraged but not required:
<https://civdraftgg-civdraft.vercel.app/>.

The new CivDraft site may be used if both teams agree: <https://civdraft.xyz/>

The host team normally creates the Civ Drafter lobby. Team 2 may create this lobby if the host team asks with the host team as Team 1.

- Fill in the team names of Team 1 and Team 2.
- Use the **CPL preset**.
- The CPL preset format is Map, 10 bans (5 for each team), 4 picks (2 for each team), 6 bans (3 for each team), 4 picks (2 for each team). The map pool is included in the format.
- If the map pool is to be changed due to the map diversity rule, remove maps in the Maps to draft box. The Civ Drafter app requires 3 maps to be in the pool. Set the browser to full screen mode to see the top of this box then scroll down.
- Click “Start a draft”

Post the link in the #pl-lobby-links channel at least 5 minutes before the scheduled game start time. The Civ Drafter link may be DM'd to the opposing team and any casters instead of posting in the channel. The sanctions for being late with the draft lobby link are the same as those listed in “Creating the lobby” above.

Each team member who will participate in the draft discussion should click the “Join {team name}” button. The player then changes the random name the application assigns to the player's name. Casters should click the “Join Obs” button.

Once all team members who will participate in the draft are in the Civ Drafter lobby, click “Ready”. Once both teams have clicked “Ready”, Civ Drafter starts the map ban phase.

Bans and picks

Any player in the draft lobby may make picks or bans. It is recommended that the team designate one player to do this. There is sometimes a lag between the time a pick or ban is made and the time the Civ Drafter application registers the choice. It is recommended to make choices with a few seconds left on the timer.

The first phase is the map draft. Team 1 bans a map first by clicking the map icon and then clicking "Ban". The banned map icon is crossed out and shown on the bottom row as a ban by that team. The teams alternate map bans. Team 2 makes the final map ban. The remaining map icon is shown as the drafted map near the lower left of the leader ban screen.

Any auto-banned leaders are already crossed out in the leader ban phase that follows. The first rotation ban order is 1-2-1-2-1-2-1-2-1-2. To ban a leader during the team's turn, click the leader icon. The ban choice is immediately visible to the other team. The choice may be changed until the "Ban" button is clicked. When the "Ban" button is clicked, the leader icon is crossed out and the time for the next ban or pick begins. The banned leader icon is shown on the bottom row on the team's side of the screen.

The leader pick phase is similar to the ban phase. Click the leader icon, then click "Pick." The leader icon is crossed out on the icons screen. The leader icon is shown in the left or right column as the team's pick. The pick order for the first rotation is 1-2-2-1.

The second rotation ban order is 2-1-2-1-2-1. The second rotation pick order is 2-1-1-2.

Once the last pick has been made, the application posts that the draft has ended and shows all the leader picks and bans. Click the "Copy draft" button to copy the text of all bans and picks. The draft information may be copied after the game has completed by using the same Civ Drafter link as used for the draft.

Timed out picks and bans

If the application has not received the "Pick" or "Ban" button click when the timer runs out, it shows the choice as timed out and moves to the next pick or ban. The team must immediately type their pick or ban in the draft chat.

If a map ban times out, the teams must arrange the rest of the bans so that Team 2 has the final map ban.

MPH or text draft

If the Civ Drafter application is not working or if both teams agree, the draft may be held in-game using MPH. The teams may also agree to do the entire draft in a Premier League text channel.

MPH does not support adding extra bans, and the map pool does not include any recently added maps. Teams must make adjustments in the game chat.

The host changes the Draft Mode to Tournament in the Game Setup to use the MPH draft. The host clicks the Launch button at the left side of the Staging Room menu to start the leader ban phase with the final six bans of the first rotation. The MPH draft then goes through the first rotation picks, the second rotation bans, and the second rotation picks in the same order as Civ Drafter does. Click “Confirm” to make a ban or pick.

MPH does not allow the first leader alphabetically, Abraham Lincoln, to be picked or banned. Pick or ban him, choose an auto-banned leader and type “Lincoln” or “Abe” in the game chat. MPH chooses a random leader if a pick or ban times out. Immediately type the pick or ban in the game chat and ignore the randomly chosen leader. The host changes the Draft Mode to None after the MPH draft has completed.

Final game preparation

The host must manually change the map in the game settings to the one chosen in the draft.

It is the responsibility of both teams to confirm that the game settings are correct.

Players must cooperate with the opposing team and any spectators to swap into the correct team slots.

Each player selects a leader from their team’s draft. Players may swap slots with other members of their team to arrange slot priority as they wish. If players are continually swapping slots based on the other team’s slot choices, then Team 1 must put a player in their top slot, then Team 2, etc., until the slots are set. Players may not swap slots or leaders again.

Once the players are in the proper slots and the game settings are confirmed, each player clicks the “Ready” button. When all players are ready, MPH does a 10-second count down then starts the game.

In-Game Rules

Sportsmanship

Players are expected to show good sportsmanship to the other team, any casters, and their teammates.

In-game communication

The game chat may be used for communication between teams to wish each other “gl hf” (good luck have fun), point out stacked units or a rule break, request a Great Person take or pass, report a bugged Congress, request a break or relobby, etc.

An occasional clever remark may add to the game fun, but too many remarks may be distracting to the other team. Insults or other toxicity will be sanctioned.

A team may use private chat for internal communication. Private messages to the other team or a caster are not allowed.

Players may not communicate about the game with anyone not in the voice channel.

Incorrect game settings

If the players or casters notice on turn 1 that the map or another major game setting is incorrect, or that an observer is a player rather than Spectator, the host should make a new lobby with the correct game settings.

Once the game has rolled to turn 2, game settings cannot be corrected unless a team uses their remap token or there is a technical remap. Relobby instead of using “Admin Remap” and correct the game settings.

Technical remap

All technical remap requests must be made on or before turn 10 and before any remap vote. The request must be made as soon as the team knows it has grounds for a technical remap. The distances in this rule are measured from the tile where the player spawns.

A technical remap will be granted on all maps if any of the following apply:

- The map is generated with a Firaxis placement.
- Two players spawn 9 tiles or less from each other.
- A player spawns 6 tiles or less from a city-state.
- A player spawns on the edge of the map so that tiles are lost from the 1st or 2nd ring.
- A player spawns without full housing.
- All team members spawn on the same continent.
- A disaster occurs that lowers the capital’s population to 1 on or before turn 10.

A technical remap will be granted on **any Highlands, Lakes, Pangaea, or Seven Seas** map if either of the following apply:

- A player cannot settle the 4th city (including the capital) within 7 turns of travel time from his capital (so they can settle on the 7th turn).
- A player cannot settle the 4th city (including the capital) before ship building.

A technical remap will be granted on **all other maps** if either of the following apply:

- A player cannot settle the 3rd city (including the capital) within 7 turns of travel time from his capital (so they can settle on the 7th turn)
- A player cannot settle the 3rd city (including the capital) before ship building.

Tag “@CPL Staff” in the #pl-lobby-links or any other #pl channel to request that a Staff member join the team voice channel to verify the technical remap condition. If a Staff member is not available, post a screenshot of the technical remap condition in #screenshots-clips so the opposing team can agree to the technical remap.

A technical remap does not use the team’s remap token.

Remaps

Each team has one remap token each game.

If either team has an unused remap token, the host must pause the game with a few seconds left in turn 10. The host opens the “Multiplayer Helper” (MPH) menu from the game menu, then clicks “Remap Vote.” Each player votes “Yea” or “Nay” before the timer runs out.

If a team does not have a remap token, its players must vote “Nay.” If a team splits their vote 2/2, the team votes Yea.

If the vote is Yea, do not click “Confirm” yet. Unpause the game with the “p” hotkey. Allow the turn to roll, then click “Confirm” on the remap window. If the window is no longer open, use the “Admin Remap” from the MPH menu. A relobby may be necessary for a remap on an East-West map.

If the vote is Nay, the host waits a few seconds so the players can see the result, then clicks “Confirm” to exit the vote.

If map settings are incorrect or if the game is laggy, a relobby for a new game may be used instead of using “Confirm” or “Admin Remap”.

If the vote is “Nay” the map is the final map. Unpause the game with the “p” hotkey to continue the game.

City, religion, or player names

Cities may be renamed if the new name does not do any of the following:

- Gives away any game information
- Includes another player’s name
- Is one of the standard city names from another civilization in the game
- Violates Discord or Twitch Terms of Service

Captured city-states may not be renamed.

Religion and player names must also abide by these conditions.

Substitutions

A team may substitute an eligible player from their roster or a one-time sub for a player in the game for any reason. See the “Team Rosters” section above for eligibility requirements.

A player who was in the game or the game lobby and was subbed out or died in the game may not sub back into the game.

The substitute player must play the leader that the player who is being subbed out was playing. A player who is staying in the game may not switch leaders.

A player may not sub into a game if they have watched any part of a caster’s stream or a stream of an opposing player.

If a player physically assumes control of another player’s PC and plays in their place, this is a substitution. The change must be announced in the game chat and in #pl-lobby-links. The player must change their name in-game so it is clear who is now playing.

Rule breaks

If a League or CPL rule is broken in game, the game must be immediately paused so the teams can discuss the rule and corrective action.

The usual corrective action for a rule break is to relobby on the start of that turn. The teams may agree on other corrective action in some circumstances.

If a rule break is not noticed on the turn in which it occurs or the next turn, corrective action is usually not available.

If the teams cannot agree whether a rule has been broken, tag “@CPL Staff” in the #pl-lobby-links channel for a ruling.

If the CPL Staff team should evaluate a game after it has completed, upload game logs and turn saves as described in the Penalties > Reporting an infraction section.

Conceding a game

If a team decides to concede a game before either team reaches a victory condition, one player can click “Retire” from the game menu. The game ends and gives the opposing team a victory screen.

Typing “gg” (good game) in the game chat brings up a dialog that asks “Are you sure you want to retire?” If ending the game is not intended, or if another player has already ended the game, click “No” to return to the game menu.

Technical Issues

Desyncs

The game must be paused for a player who desyncs and is actively at war.

The desyncing player must end their turn at the same time as the slowest of the players who does not have an infinite turn.

A player who desyncs on two consecutive turns is entitled to a relobby at the end of the second turn.

Relobbies

The game may relobby if both teams agree or if a CPL Staff member asks for one. A relobby may be useful if a player is desyncing or dropping or if the game is lagging. A relobby is necessary to change hosts or correct an accidental rule break. Letting the current turn roll over is usually best practice so the relobby starts with a clean turn.

The host must load the latest turn save in the Documents\My Games\Sid Meier's Civilization VI\Saves\Multi\auto folder for the relobby. If there was a rule break on the previous turn or an issue occurred on rollover teams may agree to relobby one turn earlier.

Host changes

If the game is unstable, and a relobby has not fixed the issue, the game should relobby with a different player on the host team as host.

If each player capable of hosting on the host team has been tried, the host team may ask a spectator to host if the spectator agrees. If there is no spectator or the spectator does not agree to host, the game should relobby with one of the opposing team members as host.

If relobbying on a member of the opposing team does not resolve the problem or creates stability or desync issues for the original host team, the host privilege must be returned to the original host team.

Mandatory substitution

A player must be substituted if any of the following apply after a relobby and host changes have been tried as described above:

- A player desyncs each turn
- A player disconnects from the game five times
- A player has technical issues for 30 minutes straight

If the team cannot find an eligible sub, the team must forfeit the game.

Unplayable game

If either team thinks a game is unplayable, tag “@CPL Staff” in #pl-lobby-links. The Staff member will either direct the teams to try corrective action or suspend the game.

If a Staff member is not available, the teams must discuss corrective action and whether the game is unplayable with each other.

If both teams agree that the game is unplayable, the game may be suspended to be replayed later. Post the agreement that the game was suspended and why in #pl-team-hub > PL Scheduling or #pl-lobby-links.

If one team thinks the game is unplayable, corrective actions described in the Desyncs, Relobbies, Host Changes, and Mandatory Substitutions sections of these rules have already been tried and discussed with the opposing team, and no Staff member is available, type in the game chat and in #pl-lobby-links that the team is leaving the game because it is unplayable. This is not a concession.

Both teams must upload **net_message_debug.log** and **net_connection_debug.log** and the game turn saves as described in the Penalties > Reporting an infraction section.

The CPL Staff team will evaluate the logs and turn saves. If they find that one team was primarily responsible for the game instability, the League Director will direct the more stable team to report the game as a technical forfeit win.

If the CPL Staff team decides that neither team is primarily responsible for the game instability, the League Director will declare the game suspended and ask the teams to replay it.

If the CPL Staff team decides that the game was not unreasonably unstable or that the corrective actions described in the Desyncs, Relobbies, Host Changes, and Mandatory Substitutions sections of these rules were not tried, the League Director will direct the team that did not think the game was unplayable to report the game as a technical forfeit win.

Suspended games

If a game cannot be completed and must be replayed, the game must start over with a new map seed on a later date.

Teams may negotiate whether to use the same draft. If the teams do not agree, the default is to start over with a new draft.

Game Reporting

The winning team must report the game in the #pl-game-reports channel. The report format must be exact so a bot can read the reports and calculate statistics on <https://civfrdata.fr>, CPL tab.

Use the Civ Drafter format. (The draft can be downloaded after the game is complete using the same Civ Drafter lobby link.)

- Add a line at the top "Div X" where X is 1, 2, or 3.
- Replace the team names with the team role.
- Remove "Victory team1/team2" with the winning team role.
- Change CC to the victory type if the game went to a victory screen.
- Fill in the turn the game ended.
- If the map was not the map actually played, change the map.
- If the timer ran out for any bans or picks, replace UNKNOWN with the ban or pick.
- Replaced "Player1" etc. with the players that played the leader.

Do not change the team or player order. Other teams want to know how the team draft was done.

The following example uses fictional Premier League teams and players.

Div 3

@Mudcats PL VS @GhostRiders PL

Victory @GhostRiders PL by CC T91

Tilted Axis

Map bans : Inland Sea East-West / Pangaea Classic / Lakes / Primordial / Rich Highlands / Seven Seas

Leader bans : Basil II / Genghis Khan / Kupe / Catherine de Medici (Black Queen) / Tomyris / Gitarja / Joao III / Philip II / Alexander / Harald Hardrada / Elizabeth I / Julius Caesar / Kublai Khan (Mongolia) / Trajan

@Mudcats PL

@Wolverine Lautaro

@Catwoman Victoria

@Spider-Man Cleopatra (Ptolemaic)

@Thor Victoria Age of Steam

@GhostRiders PL

@Superman Hojo Tokimune

@Wonder Woman Dido

@Batman Wu Zetian

@Asterix Gorgo (edited)

The League Director will react with the mod hammer once the game result has been recorded in Challenge.

Banned Exploits

An exploit is a game action that was not intended by the game design. Any new exploit not listed in the “Banned Exploits” or “Allowed Exploits” is not allowed. Inform the CPL Staff team of any new exploit so the exploit may be evaluated.

The following game actions are not allowed:

City trading

Trading cities between players is not allowed.

Liberating cities

Bringing a dead civilization back into the game by liberating a city is not allowed. A civilization is dead immediately when the last city is captured and may not be brought back into the game during the same turn.

Liberating a city for a second time is not allowed unless the city was last owned by the opposing team.

In either case the re-captured city must be razed.

Multiple city-state captures/renaming

Each player may capture and keep one city-state. If the player captures additional city-states, they must be razed.

If a player loses their one captured city-state, they are not allowed to capture an additional city-state.

Capturing a city owned by the opposing team that was previously a city-state does not count towards the city-state capture limit, unless the city is captured on the turn the opposing team captured the city-state.

Absorbing a city-state with a Great Person such as Stamford Raffles does not count towards the city-state capture limit.

Changing the name of a captured city-state is not allowed.

Different moves

Players must replicate their actions if the game relobbies on the start of the turn or a previous turn. Different significant actions like war moves, great people recruiting, and chopping walls or wonders may lead to a relobby and/or infraction.

Great Person auto-recruiting / late-turn passing

A Great Person must be recruited or passed before the last part of the turn.

Passing a Great Person so late in the turn that it causes an opposing player to auto-recruit an unwanted Great Person is unsportsmanlike conduct.

Auto-recruiting a Great Person with the intention of abusing slot order is unsportsmanlike conduct.

When half the turn has expired, any player with the option may be asked to take or pass. After war moves, this must be the first action of their turn. At a quarter remaining in any players turn the game may be paused and only resume when the player with the option has announced their decision.

A team that was forced to auto-recruit an unwanted Great Person or was denied a chance to recruit a Great Person due to slot order is entitled to a relobby.

Unit stacking

Units of the same type (land, naval, support, or religious) are generally not allowed to be stacked on the same tile in an area of active combat. A city is in an area of active combat if a warring opponent's military unit is within three tiles of the city or its encampment.

The offending player (whose units are stacked) must unstack, make room to unstack, or shift-enter units to safety as the first action of their turn. If the offending player fails to do so, their opponent is entitled to a relobby.

If the offending player cannot unstack, the stacked units must be deleted until only one of the unit's type remains on the tile before taking other actions.

If the offending player's first move is to make room to unstack, or shift-enter units to safety, the player must continue to only unstack, make room to unstack, or shift-enter units to safety until all units are unstacked.

If the opponent attacks in the area of active combat before the offending player has unstacked, the offending player may respond to the war moves before unstacking.

Making room to unstack may not include an attack.

If opposing players' units are stacked, the player whose unit is stacked on top must unstack at the first available opportunity.

Ships on land must be moved into water or a city center as soon as possible.

Civilian units may be unstacked or deleted at the end of turn if they cannot be unstacked.

Great People are not units and are not affected by this rule.

Failing to unstack when required to do so is an unsportsmanship violation.

Relic trading/abuse

Relics may not be traded before turn 20.

Generating relics from teammates using martyr abilities is not allowed.

Link/unlink to bypass zone of control

Using the link/unlink mechanic to bypass zone of control (ZoC) is not allowed.

Linking a civilian or support unit to bypass ZoC is allowed if the unit is not unlinked the same turn to walk multiple tiles through ZoC.

Alliance duplication

Duplicating alliances by any means is not allowed.

Resource duplication

Making trades that would exploit a bug in which more resources can be generated than are available for trade is not allowed.

Emergency aid/mission

Aid and emergency missions are not allowed.

Priority targeting anti-air units

Using planes to priority target anti-air units to kill them without taking any damage is not allowed.

Amani abuse

If you voluntarily remove Amani from a city state and doing so causes you to lose suzerainty over that city state, you may not reassign Amani to that city state for the next 5 turns.

Victor Embrasure promotion abuse

Moving Victor with the Embrasure promotion out of a city then moving him back into the city in the same turn to get more than one extra ranged shot is not allowed.

Pantheon abuse

Founding more than one pantheon or founding a pantheon more than once is not allowed.

Failing to choose a pantheon in the turn that it is available to prevent another player from founding a pantheon the next turn is not allowed.

Duplicate religions/beliefs

Players on the same team are not allowed to have the same beliefs.

Players on the same team or different teams are not allowed to have religions with the same icon. This creates extra beliefs for both players with the duplicate religion.

Either situation must be immediately corrected with a relobby.

Phantom city

Settling a city settled in negative loyalty then pillaging it more than once after it rebels is not allowed.

Settling a city in negative loyalty is legal if the city has at least four tiles that can be attacked by land or by sea and if the team that settled the city pillages it only once after it rebels.

Trader abuse

Sending a trader to complete city-state quests, create a road, create a trading post, or unlock eureka's, then resetting the trader with the spacebar or with any other means the following turn is not allowed. Declaring war to reset the trader after the following turn has completed is allowed.

Negative gold-per-turn

A player is not allowed to be in negative gold-per-turn if the player has a current gold-per-turn deal from another player.

A player may send gold-per-turn to a teammate if it does not make the sending player negative gold-per-turn.

If either of these situations happens unintentionally, it must be immediately corrected by sending a gold-per-turn deal that takes the player out of the disallowed gold-per-turn condition.

Congress votes for spectator

Players are not allowed to vote for or against a spectator in the World Congress. Spectators must vote for or against one of them in Congress.

Archaeologist abuse

Artifact trading to generate more than three artifacts per archeologist is not allowed.

Multiple unique improvements in a city

Settling a city in a way that locates multiple unique improvements in the city is not allowed if the game allows only one of the unique improvement per city.

District duplication

Using the production queue or any other means to circumvent district construction conditions or limits is not allowed.

Sweden Nobel Peace Prize

Gaining points in a World Congress competition by repeatedly trading favor is not allowed.

GDR corps/army

Using a Great General to form a GDR corps or army is not allowed.

Third-party tools

Use of third-party tools is prohibited. This includes the use of macros, scripts, and auto-clickers.

Spy abuse

Any spy generated when a player loses their capital must be deleted.

Allowed Exploits

These actions are explicitly allowed. If an exploit is not listed below as allowed, the exploit is banned. Ask a CPL Staff member for an opinion if there is doubt about whether a game move is allowed.

Production stacking

Stacking production for one turn by emptying the production queue and letting the turn roll-over or force ending it is allowed.

Shift-entering moves

Executing queued moves with a shift-enter is allowed.

Loyalty/settler lens

Using loyalty/settler lenses to estimate the position of the opposing team cities and city states is allowed.

Resource manipulation

Emptying a player's strategic resources reserves by queuing units and then cancelling them, then accepting strategics from teammates is allowed.

Scorched earth tactics

Scorched earth tactics are allowed. For example, a player whose city is likely to be captured by the opposing team may place districts or wonders on city tiles to prevent the opposing team from benefiting from the tiles.

Attacking through units

Attacks through a player's own units are allowed. For example, a heavy cavalry unit may be able to attack a city center through a field cannon and return to its starting tile if the cavalry unit has enough movement.

Casters

General caster information

Casters join the game as spectators to provide viewers with a more general view of the game than a player's point of view. Casters own their stream content and are free to publish it.

Casting a CPL official game gives CPL permission to share the stream on CPL social media channels.

A maximum of two casters are allowed as Spectators in a Premier League game.

A caster must be on time in order not to delay the game and must stay for the entire game. If there is trouble pursuing the cast, the caster must contact a CPL Staff member.

Caster behavior

The caster must uphold a good image of the CPL. They should avoid using foul language on stream. The caster should be as unbiased as possible towards the players and teams.

Caster names in the game must match or be similar to their CPL Discord name.

Harassing, insulting, or being disrespectful towards players, teams, another caster, or the CPL team is not allowed. Casters are responsible for the behavior of co-casters. They must moderate their cast chat to remove comments that violate Twitch, YouTube, or Discord Terms of Service.

Casters should ask the host to fill in the team names in the game settings if this has not already been done. The team names will be displayed on each team's cities for the Spectators only.

Casters are not allowed to moderate the game or discuss the game with the players, except for the following:

- Incorrect game settings in the lobby or on turn one
- An observer is a player, not spectator
- A caster's join or desync status

If a caster notices a rule break, they should notify a CPL Staff member.

Spectator votes in World Congress

If there are two spectators in a game, they must communicate in private game chat that one votes A and one votes B on each World Congress resolution. They should try to choose options that are least likely to affect the game.

If there is only one spectator, the spectator must vote B for every proposition in Congress to balance the AI spectator, who usually votes A. The human spectator should try to choose the options least likely to affect the game.

Penalties

Infraction severity/sanctions

Infractions in Premier League games will be dealt with using a higher level of severity than they are in casual games.

Infractions by a player during a League game may result in a CPL warning or suspension for the player and League sanctions for the team.

Team sanctions may include loss of leader bans, loss of remap tokens, loss of a game, and disqualification from the season or League.

Reporting an infraction

Accidental rule breaks that are corrected in game will not be sanctioned unless the player or team has a pattern of such rule breaks. The CPL Staff team will evaluate the severity of the rule break, the circumstances, and the player's history to determine whether a rule break should be treated as accidental.

The CPL Staff needs all the turn saves from the game and two game log files. These files are overwritten by the next game, so these steps must be taken when the game in question completes.

Paste this into the Windows File Explorer Address Bar:

%LocalAppData%\Firaxis Games\Sid Meier's Civilization VI\Logs

Upload the files **net_message_debug.log** and **net_connection_debug.log**.

Compress this folder into a file:

Documents\My Games\Sid Meier's Civilization VI\Saves\Multi\auto

Upload all three files to this Google drive folder:

https://drive.google.com/drive/folders/1HhSKNYI2oSPGfY1ylaVIRiTmUKqASDuy?usp=drive_link

Suspended Players

Players who are suspended in CPL are not allowed to play in Premier League games until they are unsuspended.

CPL CWC Qualification Tournament

CPL CWC qualification will take place in a double-elimination Bo3 tournament (the Qualifier).

Participation

Each League team that wants to qualify for CWC through CPL must inform the League Director of that fact by the deadline posted by the Director. The highest ranking eight teams after post-season matches that want to qualify through CPL are eligible to compete for CPL's slots in CWC.

The defending CWC champion team has an automatic CWC slot and will not participate in CPL CWC qualification.

The Premier League Champion team is guaranteed a CPL CWC slot no worse than fourth. The Championship team may participate in the CPL CWC Qualifier to improve their slot position.

The League Director may schedule play-in matches before the qualification tournament starts to any of the following occur:

- The D2 regular season winner does not have a slot in the tournament
- The D3 winner has an exceptionally strong season and does not have a slot
- The ranking between teams that played in different divisions in the regular season is not clear

Structure

The highest ranking eight teams after post-season matches that want to qualify through CPL will be seeded one through eight in their season rank order. Division 1 teams (after advancement/relegation) rank higher than Division 2 teams, which rank higher than Division 3 teams.

The winner of the winner's bracket is the CPL CWC top slot. This team does not face the winner of the loser's bracket.

The winner and runner-up of the loser's bracket are the CPL CWC second and third slots, respectively.

The team eliminated in the previous round (loser's bracket round 3) is the CPL CWC fourth slot.

A tie break Bo3 between teams eliminated in loser's bracket round 3 will be held to determine any additional slots that CWC has.