

College CoD 2024 Rulebook Preface

- 1.1. The 2024 Season Rulebook is a living document that applies to the regular season and playoffs of the CCL in 2024. This rulebook will go into effect on the first day of matches (February 3rd, 2024) and continue until the conclusion of the 2024 Championship Playoffs. A log of changes will be maintained at the end of the document containing all changes to the 2024 Season Rulebook.
- 1.2. Players are expected to know and understand all rules listed in this Season Rulebook & The [Player Handbook](#).
- 1.3. If conclusive evidence is found of exploitation of any rules listed below to help/hurt a team, action may be taken against the involved parties at the discretion of CCL staff.
- 1.4. All players are required to participate in 15 minutes of Trash Talk in every CCL match.

2. Team Structure

- 2.1. A team must have a minimum of four (4) eligible players on the roster to participate in the Premier League. An additional four (4) eligible players are required to add an Open team in the Open League alongside your Premier team.
- 2.2. Teams without Open League counterparts are allowed up to three(3) substitute players on the roster for a total roster of seven(7) players.
- 2.3. Teams with exactly eight(8) players must have an Open team.

- 2.4. Open League teams must distinguish themselves from their Premier League counterparts using either the word “Academy” or a color in their name.
- 2.5. Players are not permitted to change their In-Game Name(IGN) at any time during the regular season or playoffs without consent from CCL staff.
- 2.6. Once Roster Lock has passed, teams may not add new players to the roster.

3. Gameplay

3.1. Platform

- 3.1.1. Eligible platforms include: Playstation 4, Playstation 5, Xbox One, Xbox Series X/S, PC.
- 3.1.2. Input is limited to controllers only.

3.2. General Ruleset

- 3.2.1. All tournament matches are played in a variant format in the following order without repeating maps until one team reaches the number of wins necessary to end the series. All matches are Best of 5 unless explicitly stated otherwise.
 - 3.2.1.1. Best of Threes: Hardpoint, Search and Destroy, Control(if necessary)
 - 3.2.1.2. Best of Fives: Hardpoint, Search and Destroy, Control, Hardpoint(If necessary), Search and Destroy(If necessary)

- 3.2.1.3. Failure to set the correct game mode settings will result in a map forfeit for the hosting team per section 3.2.4.4.

3.2.2. Hosting

- 3.2.2.1. Hosting teams are responsible for making their lobby invite only.
- 3.2.2.2. If a player joins within a map who is not on either team's roster, the hosting team will receive a Map Forfeit.

3.2.3. Veto Process

- 3.2.3.1. Vetoes are to be done before the designated match time.
- 3.2.3.2. Home Team is the team that is marked 'Home' on the schedule or has a seed closer to 0. The team on top of the matchup on the bracket page and on the left of the match page on LeagueOS will always be the Home team.
- 3.2.3.3. For any matches without a higher seeded team there will be a coinflip to determine which team gets to choose to start as Home Team or Away Team.
- 3.2.3.4. Higher seeded Team must choose to act as Team A or Team B.
- 3.2.3.5. Hosting
 - 3.2.3.5.1. Team A gets first choice of which map to host.
 - 3.2.3.5.2. Team B gets second choice of which map to host.
 - 3.2.3.5.3. Team A gets third choice of which map to host.

3.2.3.5.4. Team B hosts the remaining two maps.

3.2.3.5.5. The team not hosting the map chooses sides for that map.

3.2.3.6. Hardpoint

3.2.3.6.1. Team A bans one map.

3.2.3.6.2. Team B bans one map.

3.2.3.6.3. Team A picks Map 1 from the remaining maps.

3.2.3.6.4. Team B picks Map 4 from the remaining maps.

3.2.3.7. Search and Destroy

3.2.3.7.1. Team B bans one map.

3.2.3.7.2. Team A bans one map.

3.2.3.7.3. Team B picks Map 2 from the remaining maps.

3.2.3.7.4. Team A picks Map 5 from the remaining maps.

3.2.3.8. Control

3.2.3.8.1. Team A bans one map.

3.2.3.8.2. Team B picks Map 3 from the remaining maps.

3.2.4. In-Game Ruleset and Settings

3.2.4.1. All matches are to be played using the in-game settings outlined in the [CDL Ruleset](#) unless otherwise announced.

3.2.4.1.1. Until the CDL Game Modes have been fixed, all matches should be played with identical rules in your own game mode with one exception:

3.2.4.1.2. Kill-cams should be **ON** for all matches.

3.2.4.2. All matches are to be played using the Map Pool outlined in the [CDL Ruleset](#).

3.2.4.3. All matches are to be played using the Restricted Items outlined in the [CDL Ruleset](#).

3.2.4.4. Failure to correctly set up settings will result in a Map Forfeit.

3.2.4.5. If settings become glitched the map should be replayed.

3.2.4.6. If the CDL Ruleset receives an update in the middle of the week, all matches in the current week will be played with the old version of the CDL Ruleset, and the updated CDL Ruleset will go into effect starting on the following Monday.

3.2.4.6.1. CCL reserves the right to change or alter these to attempt to achieve competitive integrity week-to-week.

3.2.4.7. CCL staff do not enforce Gentlemen's Agreements (GAs) at any time, but do heavily encourage teams to follow them.

3.2.5. Disconnects

3.2.5.1. Hardpoint - If a player disconnects before the cumulative total of 200 points scored and the team with the disconnect is within 50 points, the hosting team must end the map and

restart the lobby and the teams will replay the map with the same sides.

3.2.5.2. Search and Destroy - If a player disconnects before the first kill during an SnD round the host team must end the map and restart the lobby using the round score and sides from the time of the disconnect. If a player disconnects outside of the parameters, the round should be completed, and then the host team must end the map and restart the lobby using the round score and sides from the end of that round.

3.2.5.3. Control - If a player disconnects during a round of control, before a point is completely captured, the hosting team must end the map and restart the lobby using the round score and sides from the time of the disconnect. If a player disconnects outside of the parameters, the map should be played out as if there was not a disconnect.

3.2.5.4. In the event of repeated disconnects, or failure to be able to join a lobby, teams may forfeit their right to host to avoid a map forfeiture for timeliness.

3.3. Tiebreakers

3.3.1. At the end of the regular season, teams will be ranked depending on the following tiebreakers.

3.3.1.1. Match Win Percentage

3.3.1.2. Head to Head Record

- 3.3.1.3. Head to Head Map Win Percentage
- 3.3.1.4. Map Win Percentage
- 3.3.1.5. If after these parameters there is a 3 or more way tie there will be a round robin between the 3 or more teams consisting of 1 game of Search and Destroy.
- 3.3.1.6. If teams are still tied after the round robin they will be ranked based on their round win percentage within the round robin.
- 3.3.1.7. Coin Flip

3.4. Streaming and Broadcasting

- 3.4.1. All players are prohibited from streaming while playing on an official CCL broadcast.
- 3.4.2. All players are permitted to stream their own POV during any match that is not on the official CCL broadcast.
- 3.4.3. Approved Varsity teams are permitted to have a spectator in CoDCaster for any match that is not featured on an official CCL stream.
- 3.4.4. Club teams are permitted to have a spectator in CoDCaster for any match not featured on an official CCL stream only if they have explicit written permission from their opponents.
- 3.4.5. All streams are required to have a ninety(90) second delay for competitive integrity.

- 3.4.6. CCL may revoke the above rights to stream at any time for any reason.

3.5. Reschedule Policy

- 3.5.1. All matches are expected to be played at the default match times listed on the LeagueOS platform and in regional schedules.
- 3.5.2. If a team can't play at the default time for a Regular Season match, they may reach out to the opposing team's Point-of-Contact and request a reschedule. The match may be rescheduled anytime during the assigned week, but must be completed before the following Sunday by 11:59pm EST.
 - 3.5.2.1. To request an exemption to reschedule outside of these parameters, message a CCL Admin.
 - 3.5.2.2. Some bracket play matches may be rescheduled with explicitly approval from a CCL Admin, but most bracket play matches can not be rescheduled.
- 3.5.3. Both teams must give written agreement to the new match time. Upon giving written agreement, the new match time will be treated as if it was the default match time, and Timeliness rules listed in the [Player Handbook](#) will be applied to the new match time. If written agreement is not given to the new proposed match time, the default match time will remain in effect, and all teams are expected to abide by it.

- 3.5.4. If a team states that they cannot play a match at the default time and the opposing team does not agree to reschedule, it will be considered a Match Forfeit for the team that cannot play at the default time. The team receiving the forfeit win must submit a screenshot of this confirmation on LeagueOS.
- 3.5.5. A team stating in writing they will forfeit cannot be reversed. The opposing team from that point onward is exempt to all timeliness rules surrounding the match time.
- 3.5.6. If there is a conflict surrounding the circumstances of a Match Forfeit, elevate the issue to a CCL Admin.

3.6. Score and Statistics Reporting

- 3.6.1. Both teams are required to report the score of the match on the LeagueOS platform.
- 3.6.2. Both teams are required to submit evidence of the match scores and select the map and mode that was played.
- 3.6.3. Byes are not considered a win or a loss, and do not need to be reported on the LeagueOS platform.
- 3.6.4. Forfeits are considered a 3-0 win with a 1-0 map score for each map. Forfeits must be reported on the LeagueOS platform and must include the screenshot of the other team forfeiting.
- 3.6.5. Scores must be submitted within 24 hours of when the match was played.

4. Open Rules

4.1. Substitutions

- 4.1.1. All Open players can be used as a substitute for the corresponding Premier league team as needed.
- 4.1.2. Premier roster players may not substitute down into Open at any time for any reason.
- 4.1.3. Open roster players may not substitute to another Open team at any time for any reason.
- 4.1.4. If an Open team withdraws from the league for the rest of the season, those Open players can still substitute into Premier league matches as needed.

4.2. Roster Swap

- 4.2.1. At designated times throughout the regular season, teams can promote up to two Open players up to the Premier roster and demote up to two corresponding Premier players to the Open roster. This is a permanent swap, and Premier and Open substitute rules apply to these new rosters.
- 4.2.2. Roster swap periods:
 - 4.2.2.1. TBD

Change Log

- 1. April 1st, 2024

- a. Added Section 1.4.

2. February 4th, 2024

- a. 3.2.4.1.1 and 3.2.4.1.2 have been added to the rules regarding game modes until the CDL game modes are fixed and these rules will be removed.

3. February 1st, 2024

- a. Main and Academy wording updated to Premier and Open.
- b. Map Veto Process in 3.2.3 has been updated to match CDL Ruleset.
- c. GA rules in 3.2.4.7 have been updated to say CCL encourages teams to follow GAs.
- d. Added 3.5.2.2 clarifying bracket-play reschedule rules.
- e. eFuse platform wording updated to LeagueOS wording.
- f. Section 4.1 Substitution rules have been loosened to more freely allow Open players to substitute for Premier. Open players may substitute to Premier and also play their Open matches.