



Novice League

**SUMMARY OF OFFICIAL
RULES AND CODE OF
CONDUCT**

2025 SEASON

LAST UPDATED: 5/25/25

1. INTRODUCTION AND AGREEMENT

1.1. Purpose. The general purpose of this rulebook, including any updates, changes, or amendments, thereto (“Series Rules”), have been adopted by the Catalyst Series Back Rooms (“CSBR”) in order to codify the rules and standard of conduct that will apply as a condition to participation in the league, and anything associated with the league, including streams or pre and post season exhibition games. These rules have been designed by the CSBR in order to ensure fair play, competitive integrity, and to create a positive and high quality experience for both the public and the players.

1.2. Agreement. By signing up for Catalyst Series or Catalyst Series Novice League, you agree to follow all the rules in this book, alongside allowing your gameplay/team comms to be used for promotional or showcase purposes. With this, you also agree to allow your voice in team related channels to be recorded and saved for future review.

2. ROLE OF THE CSBR

2.1. General Role of the CSBR. The CSBR will be responsible for organizing and managing the league, along with interpreting, applying, and enforcing the Official Rules.

2.2. Members of the CSBR. Current members of the CSBR include Nebula, Scott, Pr. Gibus, Mendez, and King Dumb.

3. LEAGUE FORMAT AND SCHEDULE

3.1. Preseason. Before the season starts, players will be presented with a signup form. In this form, they and a teammate will sign up together, as one team. Along with this, you will submit your six classes for the season, as well as your time zone. After this, you and your teammate will be granted a special role to give you access to a private text channel in the discord. Optionally, you may seek to find a mentor in the #looking-for-mentor channel, who will also be given your team's role to help you discuss strategy and gameplay. Once signups close, teams will be given their first matches and approximately one week to prepare before the season begins.

- (a) In order to sign up for the league, you must not have any outstanding bans or disciplinary actions either in the Catalyst discord or in the Gondola Patch Discord & Priv Servers. Alongside this, you must not have any outstanding bans with The Sentinel's Playground Discord & Server Cluster.
- (b) Any player who incurs a ban midseason will be disqualified from the league, and will leave their team without a 2nd member. The remaining member of the team may opt to either continue playing a series of 1v2s, or forfeit the season with no additional punishment.
- (c) In order to sign up as a team, you must get the all clear from the CSBR. Any player that has played in a full season of Major League CS, or CBL, will not be allowed to sign up. Attempting to smurf in this tournament will get you banned from any and all CS events going forward.

3.2. Regular Season.

- (a) The regular season of Catalyst Series Novice League will consist of 5 weeks of swiss style competition, much like the main season.
- (b) During each week of the regular season, it will be up to teams to schedule their games in accordance with their teammate's schedules. Mentors may aid in scheduling, but are not required to.
- (a) All match pairings every week will be predetermined before the start of the week, using an online bracket generator. These will be delivered to teams in writing at the start of the season.
- (c) During every game in the season, players MUST join one of two team discord voice channels. They are not required to use their microphone, but they must be in the team designated voice channel. Players may NOT be in a separate VC. If players are found to be doing this, they will be

immediately DQ'd and their team will incur a loss for that week. Mentors may NOT be in the voice channel during games.

- (d) Each team will have 5 matches during the regular season.
- (e) Matches will be played on a server pre-determined by the hosts. The server information will be given to players before the spectators in writing, as to allow all players participating in the game to join in. If the server conditions are bad enough, the hosts may decide to move to an alternate cluster if available. The alternate cluster must be verified by the CSBR, along with them having RCON access.

3.3. Match Structure. Each match will consist of a best of one, first to five set on one map as selected by the CSBR that week.

3.4. Map Selection. In order to remove a little bit of the mental stack from new players, the CSBR will handpick one map from the CS Station each week, for all games to be played on. (Map Pool can be found under Appendix V.)

3.5. Spawn Selection. Alongside this, instead of using spawn auction for spawn priority, the teams will select spawns via a coin flip, where the team with the highest seed will call heads or tails.

3.6. Game Settings. During each match, the game settings for the server will conform to the following standards:

- (a) Matches will be played using the standard competitive ruleset.
- (b) Matches will enforce a class masterban list. (See Appendix I for a current list of banned classes as well as the procedure for a mid-season ban in the event of an emergency) If a player spawns as a banned class at the start of the round, they must spectate immediately.
- (c) If two players from the same team spawn as the same class at the start of the round, one player must spectate immediately. As class lists are in effect, if a player spawns at the start of the round as a class that is not on their preselected list, that player must spectate immediately.
- (d) Team composition consists of 2 players, and optionally one mentor. The mentor cannot join the game to play under any circumstance, and is simply a spectator during gametime. A team may field any combination of its legal players for each round. If more than two players are on the same team,

extra players must spectate immediately until there are only 2 players left on the team.

- (e) If any team violates rules A-D, the round is forfeited to the opposing team. If a round is forfeited, all players on the forfeiting team must spectate immediately and the round is counted towards the opponent's round score. If the engine-declared winner of the forfeited round is the forfeiting team, the map must be reset and scores must be corrected to account for the forfeited round. After the round score has been corrected, the match may resume as normal.
- (f) The entirety of a round must be played on a server with the configuration settings listed in Appendix II. If a round(s) is played under settings not matching the listed settings, all rounds/maps played with the incorrect settings do not count towards either team's total season score.
- (g) The entirety of a game must be played on a server hosting the wads listed in Appendix III in the listed order. All rounds/maps played without the required wads do not count towards either team's total season score.

3.7. Playoffs. Four to Eight teams will participate in a single elimination bracket composed of the top seeding teams from the regular season. Playoffs will be structured as followed:

- (a) Each playoffs match is a best-of-3 map series. In the event of a draw on any given map, neither team will be awarded a win.
- (b) In each match, the higher seeded team will select the first map of the match from the designated map pool.
- (c) The loser of each map will pick the next map, and the winner will select which spawn to use.
- (d) The standard ban process will still be followed during each map selection phase.
- (e) Players are still expected to schedule games amongst themselves, according to their teams' availability. Mentors are still allowed to assist with scheduling.

3.8. Finals. At the end of the playoffs, the two teams that remain will participate in a finals series to determine who is the overall winner of the season.

- (a) Finals is a best-of-5 map series. In the event of a draw on any given map, neither team will be awarded a win.

- (b) The map selection process is forgone in favor of playing on a team's home field. In winners and losers finals, the higher seeded team will play on their home field first, following an AABBA format.
- (c) Players are still expected to schedule games amongst themselves, according to their teams' availability. Mentors are still allowed to assist with scheduling.

3.9. Breaking Ties. In the event that two or more teams are tied in the overall standings at the end of the general season (for determination of playoff seeding), such ties will be broken as follows.

- (a) The team that has the better overall map differential (Maps won - Maps Lost) over the course of the season will prevail.
- (b) Secondly, the admins will compare the overall round differential (Rounds won - rounds lost.) The team with the better ratio will prevail.
- (c) If both of those are still tied, admins will compare frag differentials. The team with the higher ratio will proceed.
- (d) Should all three of these statistics be tied, The teams game times will be compared. The team with the lower overall game time, will proceed.

3.10. Match Day Logistics. The hosts will provide teams with a detailed description of Team obligations on each day which the team competes. (I.E. What server to join, what map they'll be playing against what team.)

3.11. Referees. Each match will be regulated by referees selected by the hosts. They are officials responsible for making judgements on every match or game-related issue, question, and or situation which occurs before, during, and immediately following a game or match. Their oversight includes, but is not limited to:

- (a) Checking overall server settings and performance.
- (b) Checking and monitoring player performance and comms and the field of play
- (c) Escalating penalties in response to rule violations during or outside of a game match.
- (d) Creating the Game lobby and or Server with the designated settings for each match. When all players are in and ready, the game admin will signal that it's time to start the game by resetting the map and communicating in all chat.

3.12. Team Composition. A team's roster for competition may only contain the players and classes listed on the roster submitted at the beginning of the season.

4. LEAGUE INTEGRITY

4.1. Cheating and Game Integrity. Players must compete to the best of their skill and ability at all times. Any form of cheating by Players, Teams, or Administrators will not be tolerated. All Players, Teams, and Administrators are prohibited from influencing or manipulating any game match (whether a league match or otherwise) with the intent that any aspect of the match is determined by anything other than the competitive merits. Examples of cheating or behavior impacting game integrity are not exhaustive, and include without limitation:

- (a) Collusion, match fixing, or any other action to intentionally alter, or attempt to alter, the results of any game, match, or tournament. (or any components thereof.)
- (b) Attempts to interfere with another player's connection to the game service through Distributed Denial of Service (DDoS) or any other means.
- (c) Bot use, wintrading, drophacking, ghosting (I.E. a game spectator illegally provides information about an opponent's positions and/or movements), inducing another player to lose a match, and receiving leaked confidential information of another team.
- (d) Misuse or hacking of game servers/client.
- (e) Signing up under an alias or otherwise attempting to register as someone you aren't.
- (f) Violent, Threatening, or Harassing behavior in any game or league setting; and
- (g) Any other actions or conduct that threatens to undermine the integrity of the league and its teams. (See appendix IV)

4.2. Behavior. All teams and players must at all times observe the highest standard of personal integrity and good sportsmanship, and act in a manner consistent with the best interests of the league. Teams and Players are expected and required to behave in a professional and sportsmanlike manner in their interactions with other competitors, league officials, members of the CSBR, Free Agents, and spectators.

- (a) Teams and Players may not use obscene or offensive gestures or racial/gendered/sexual profanity in their tags, player handles, game chat, and live play communications. This rule applies to English and all other languages, and includes abbreviations and/or obscure references.

- (b) Teams and Players are expected to settle their differences in a respectful manner and without resorting to personal attacks, threats, or intimidation of any kind.
- (c) The obligation to behave in a professional and sportsmanlike manner includes an obligation on the part of the teams and players to arrive on time and ready to compete for all games.
- (d) Catalyst Series is a place for players from around the world, from different cultures, and from different backgrounds to come together to compete and share their passion for this game. Players and Teams should be focused on bringing the community together through incredible competition, celebrating the players, map makers, coders, and anyone else who's contributed to 8BDM over the many years it's been worked on. Players, Teams, and administrators must refrain from disruptive or divisive behavior, commentary, or any other forms of expression during official Series events or streams. Players and Teams may not convey messages of any political nature during the season.

4.3. Anti-Harassment. The CSBR is committed to providing a competitive game environment that is free of harassment and discrimination.

- (a) In furtherance of this commitment, players, teams, and administrators are prohibited from engaging in any form of harassment or discrimination (Either In game or outside the game), including without limitation that which is based on race, color, religion, gender, national origin, age, disability, sexual orientation, gender identity, or any other class and characteristic.
- (b) Bad Manners/disrespect itself isn't banned, but when it escalates into the isolated, targeted, and continued harassment of a single player, then it becomes an issue.
- (c) There is a zero tolerance policy to this rule. Teams or players caught doing this will be punished to the full extent of the ruleset, including but not limited to complete disqualification.

4.4. Non-Disparagement. Teams, Players, and Administrators have the right to express their opinion in a professional and sportsmanlike manner.

4.5. Software. Any intentional use, or attempted use, by a player of any bugs or exploits in the game is strictly prohibited. The CSBR will determine the bugs and exploits prohibited by this rule and whether a player has taken advantage of

a bug or exploit in violation of this rule Should an exploit prove game-changing enough, referees may call for a replay of the map/game. (See Appendix VI.)

4.6. Reporting. Upon becoming aware of any conduct prohibited by this section, Players, Teams, and Administrators are required to immediately report the details to the CSBR. Failure to comply with this requirement is an independent violation of these rules.

CATALYST SERIES COMPETITIVE RULESET

APPENDICES

TO BE USED FOR ALL SEASONS PLAYED IN MM8BDM-V6A AND BEYOND
UPDATED MAY 25TH, 2025 2023 FOR ZANDRONUM 3.2

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APPENDIX I: GLOBALLY BANNED CLASSES/PROCEDURE FOR QUICK-BANS.

QUICK-BAN PROCEDURE:

IN THE EVENT ANY ONE MEMBER OF THE CSBR BELIEVES A CLASS WILL BE PROBLEMATIC ENOUGH TO WARP THE SEASON AROUND ITSELF, THEY MAY CALL FOR A VOTE FOR TO QUICK-BAN. SHOULD A VOTE BE CALLED, THE CSBR WILL MEET AND DISCUSS THE BAN, EVENTUALLY PUTTING IT TO A VOTE. SHOULD THERE BE A 60% SUPERMAJORITY VOTING TO BAN THE CLASS, THE BAN WILL GO INTO EFFECT AT THE START OF THE NEXT TOURNAMENT WEEK. IN THE EVENT A PLAYER HAS THE BANNED CLASS ON THEIR ROSTER, THEY MAY OPT TO TRADE THE CLASS OUT FOR FREE, SO LONG AS THEY INFORM THE CSBR WHO THEY ARE TRADING BEFORE THEY RECEIVE THEIR MATCHUP FOR THE WEEK.

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LAST UPDATED: 5/25/25

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APPENDIX II: SERVER SETTINGS

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Dmflags 543703174
Dmflags2 12583936
Zadmflags 4243587
Compatflags 0
Compatflags2 0
Zacompatflags 1052690

Winlimit 3

Sv_afk2spec 0
Sv_aircontrol 0.5
Sv_cheats 0
Sv_fastweapons 0
Sv_forcerandomclass 0
Sv_gravity 800
Sv_jump 0
Sv_lmscountdowntime 25
Sv_maxclients 32
Sv_maxlives 1
Sv_maxplayers 12
Sv_maxteams 2
Sv_nocallvote 1
Sv_nounlagged 0
Sv_noteamselect 0
Sv_pure 1
Sv_unlagged_debugactors 0
Sv_unlimited_pickup 0
Sv_useteamstartsindm 1
Sv_allowprivatechat 0
sv_allowvoicechat 0

Lmsspectatorsettings 2
Timelimit 0
Winlimit 5

Ws_minfov 70
Ws_maxfov 120
CBM_LMSGas_Time 420
CBM_Timer_Bonus 60
CBM_LMSGas_Damage 2
Yd_lmsloadouts 0
Yd_nohealingscale 0
Yd_nopitprotect 0
Yd_weaknesssetting 0
Trill_dd_sv_statdisplay false
trill_dd_sv_deathprintout true
trill_dd_sv_extendedscoreboard true
trill_dd_sv_damagenumbers false
trill_dd_sv_healnumbers false
trill_dd_sv_hitsound false
trill_dd_sv_fragssound false
trill_dd_sv_realtimedamage false
trill_dd_sv_realtim knocks false
trill_ss_sv_overtimecap 0

Deathmatch 1
Teamlms 1
Buckshot 1
Instagib 0

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APPENDIX III: REQUIRED WADS

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IWAD:

Megagame.wad

PWADS:

MM8BDM-v6a.pk3

thepits-v1e.pk3

Classes-v9fh.pk3

Gondolapatchv2.7.pk3

Fovcompfinalv7.pk3

trill-pingbutton-v5h.pk3

pb-gondola-support-v1a.pk3

trill-sideswap-v1.pk3

Ctfcap2e.pk3

csstation3.0_authinfo_test4.pk3

Catalyst-Bonusacs-v1c.pk3

Damage display has been temporarily axed, owing to an exploit where players with sufficient knowledge of rcon can spy on other player's hp without anyone else knowing.

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APPENDIX IV: PUNISHMENTS FOR SPECIFIC THINGS

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Punishments are handled on a per player basis unless stated otherwise. The CSBR has the authority to make a final decision on severity of punishment.

Collusion/Match Fixing - Permanent ban from the league, no warnings.

Attempts to interfere with a match via any means - Depending on the severity, punishments may range from immediate removal of the server to disqualification from the tournament.

Throwing Games - Permanent ban from the league, no warnings.

Bot Use - Disqualification from the tournament, plus a 1-season ban.

Win Trading - Immediate Disqualification from the tournament, handed out on a per-team basis.

Misuse/Hacking of Servers - Immediate and Permanent ban from the league.

Signing up under alias/Smurfing - Permanent ban from the league.

Violent, Threatening, or Harassing behavior - Punishment ranges from a 1 game bench to a full disqualification from the league plus one season ban.

Attempted Use of Bugs - One map loss.

Failure to report - You will receive the same punishment they do.

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APPENDIX V: MAP POOL

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LAST UPDATED: 9/22/2025

**MAP POOL - MM9DW1, MM5STO, MM10STR (MODIFIED), MMDSON,
MMDVOL, JAM09, EGG27, MM8DUO, MM7DW1, MM7BUR, MM2DW2,
ARK04, EGG36, ALP06, MM5DAR, BUR10, MME6KNI, MMVURA, ROZ19,
MOM22, MOM01 (LIGHTLY MODIFIED), CMCP08 (RETEXTURED), MMKPUN,
MOM27, PEGG05, MM2BUB2, MOM03 (MODIFIED), MMBTEN, PAP19,
REAL01, TTT03**

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APPENDIX VI: BANNED EXPLOITS VS. LEGAL EXPLOITS

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LAST UPDATED: 4/28/24

Any exploit that allows a player to get and stay OOB is entirely banned. This would be something like the elecman bug in the old version of MOM22. Any bug abusing map geometry is also forbidden. Things like using the ghost ladders in TTT04, or using hover classes to float below the bridge in MOM03.

Legal exploits will be added as they come up, but currently the one that comes to mind is Frost Man's M1 going up through 3d floors on maps like 5sto. This is a widely known piece of knowledge, and as such is fine.