# CCL

## 2021

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# 1. Team Management

## 1.1. School Eligibility

    1.1.1. Schools must be an accredited two-year or four-year academic institution in the United States or Canada.

    1.1.2. Regional or satellite campuses of an academic institution will be regarded as two separate schools if they operate as separate athletic departments. Classification is at the discretion of CCL Staff.

    1.1.3. Online schools without a physical campus are ineligible.

    1.1.4. A school may have a maximum of 2 teams within the league.

## 1.2. Team Structure

    1.2.1. A team must have a minimum of four(4) eligible players on the roster.

    1.2.2. Teams are allowed up to three(3) substitute players on the roster for a total roster of seven(7) players.

    1.2.3. A team cannot exceed the roster cap at any point within the competitive season.

## 1.3. Team Representative

    1.3.1. A team can have a designated 'team manager' either from the school or their club to oversee their team.

      1.3.2.     A team manager when registering cannot be a member of the team, however, the team captain can be assigned some duties of the team manager if there is no team manager.

## 1.4. Team Identification

      1.4.1.     A team must have express written consent from an academic institution or club to use the name and logo or provide an unaffiliated name and logo consented for the CCL's use.

      1.4.2.     Team names must be approved by the University or Gaming Club represented.

      1.4.3.     Team names must be the School Name/Mascot or a different school approved name.

      1.4.4.     Schools with two teams must distinguish their teams using colors, JV/Varsity, or other means.

# 2. Player Eligibility

## 2.1. Player Definition

      2.1.1.     Player: Any person who registers to compete for a team in the CCL.

## 2.2. Academic Eligibility

      2.2.1.     Players must attend the accredited two-year or four-year academic institution of their team throughout the whole semester of the competitive season.

2.2.2. Players immediately become ineligible if they drop below full time enrollment.

2.2.3. Players must have a valid university provided email address (example@university.edu or example@university.ca).

2.2.4. Players must be a full-time student according to the university's official undergraduate or graduate requirements.

2.2.5. A player may attend a residential campus through online classes as long as they meet all other requirements.

2.2.6. Players must be in good academic standing with their academic institution. This includes but is not limited to academic probation, suspension, and expulsion. CCL and the player's school reserves the right to determine whether a player is eligible in any special and unexpected situations.

## 2.3. Player Requirements

2.3.1. Players must have their own unique IGN(PSN ID, Xbox Gamertag, or Battle Net account).

2.3.2. Players must verify their In-Game Name(IGN) with the league before competing in a match.

2.3.3. Players are not permitted to change their In-Game Name(IGN) within the competitive season without updating their CCL account.

2.3.4. In-Game Name(IGN) cannot be NSFW or unreadable. IGNs found in violation of said rule will be notified prior to the start of the

season. Failure to comply will result in the suspension of said

player until said IGN is changed. If the IGN is not changed prior to

the start of the competitive season, said player will be disqualified

from the season. CCL management reserves the right to determine

what is NSFW.

2.3.5.   Players must be 18 or older prior to the close of registration.

2.3.6.   Players may only compete for one(1) team and are not permitted to

switch teams for any reason within the competitive season.

2.3.7.   Players become immediately ineligible for the competitive season if

they have been signed to a Call of Duty League Pro Player contract

within the current title.

2.3.8.   Players are responsible for their personally provided equipment.

This includes but is not limited to consoles, controllers, headsets,

and an internet connection.

## 2.4.   Verification

2.4.1.   CCL reserves the right to ask for age verification documents at any

time including but not limited to: School issued ID,

State/Government-issued ID, birth certificate, or passport.

2.4.2.   CCL reserves the right to ask any player to provide specific proof of

eligibility for any reason.

2.4.3.   Intentionally registering player(s) under false information will result

in a School Ban.

# 3. Player Conduct

## 3.1. Out-of-Game Violations

3.1.1. Failing to follow administrator instructions.

3.1.2. Lack of respect toward CCL Staff.

3.1.3. Abuse of CCL Discord Channels.

3.1.4. Exhibiting bad sportsmanship towards another team.

3.1.5. Harassment toward anyone based on ethnicity, religious beliefs, sexual orientation, or disability on any platform.

## 3.2. In-Game Violations

3.2.1. Any attempt to interfere with their own or another player's connection to the game or other required services to compete.

3.2.2. Any form of ringing or recovering the account of another player.

3.2.3. Any form of collusion including, but not limited to, deliberately losing a match, or sending/receiving information in any form from someone other than the team members.

3.2.4. Any 3rd party software or hardware that alters the game or input of an individual is prohibited.

3.2.5. The use of a keyboard or mouse is strictly prohibited.

3.2.6. The use of a programmable controller such as, but not limited to a Strike Pack or jitter mod is prohibited.

    3.2.6.1. Scuf, Battle Beavers, Astro C40, Xbox Elite, and DUALSHOCK 4 Back Button Attachments are allowed.

3.2.6.2.    Opponents may submit evidence related to these devices to CCL League Operations for review.

3.2.6.3.    CCL League Operations may enforce a hand cam for a player under investigation for using these devices.

3.2.6.3.1.    Failure to comply may result in a Player Suspension or Expulsion.

## 3.3.    General Conduct

3.3.1.    Playing under the influence/credible evidence showing the use of performance enhancing or illegal substances will result in punishment.

3.3.2.    Any sort of currency exchange as a result of actions or stats within an official CCL Match will lead to Player Expulsion or Team Disqualification. (Betting, gambling, paid fantasy)

3.3.3.    If a player is unsure whether a certain action is a violation, they should check with CCL before they perform the action.

# 4.   Penalties

## 4.1.   Individual Penalties

4.1.1.    Player Suspension

4.1.1.1.    A suspended player may be deemed ineligible for at minimum one game and at maximum 75% of the games within the regular season.

4.1.1.2.     A suspended player will still count toward the roster cap for the duration of their suspension.

4.1.1.3.     If a team does not have a substitute and has a suspended player, all matches until the end of the suspension will be automatically forfeited.

4.1.2.     Player Ban

4.1.2.1.     If a player receives a ban they are deemed ineligible for the remainder of the competitive season.

4.1.2.2.     A banned player will still count toward the roster cap for the duration of the competitive season.

4.1.2.3.     If a team does not have a substitute and has a banned player, all matches for the remainder of the competitive season will be automatically forfeited.

4.1.3.     Player Expulsion

4.1.3.1.     If a player receives an expulsion they are deemed ineligible until reinstated by CCL management.

4.1.3.2.     An expelled player will still count toward the roster cap for the duration of the competitive season.

4.1.3.3.     If a team does not have a substitute and has an expelled player, all matches for the remainder of the competitive season will be automatically forfeited.

## 4.2. Team Penalties

4.2.1.    Map Forfeit

    4.2.1.1.    If a team receives a Map Forfeit the map the infraction occurred will be forfeited and will result in a win for their opponents.

4.2.2.    Match Forfeit

    4.2.2.1.    If a team receives a Match Forfeit the match will count as a 3-0 victory for their opponents unless otherwise stated.

4.2.3.    Team Disqualification

    4.2.3.1.    If a team is disqualified they are deemed ineligible for the remainder of the competitive season.

4.2.4.    School Ban

    4.2.4.1.    If a school receives a ban all teams from the school are deemed ineligible for the remainder of the competitive season.

    4.3.    Players are required to follow the instructions set by the league, its staff, or this handbook. CCL reserves the right to evoke any listed punishments deemed necessary in a situation where a violation has occurred.

    4.4.    A player or group of players has the right to appeal or reduce a punishment by the league citing proof or precedent from past CCL infractions within the current competitive season.

# 5.   Gameplay

## 5.1.   Platform

5.1.1.   Eligible platforms include: Playstation 4, Playstation 5, Xbox One,

Xbox Series X, PC

5.1.1.1.   Input is limited to controller only.

## 5.2.   General Ruleset

5.2.1.   All CCL Regular Season matches are played in a best-of-five

format. With the order of Hardpoint, SnD, Control, Hardpoint(If

necessary), SnD(If necessary).

5.2.2.   Teams are responsible for making their lobby invite only.

5.2.2.1.   If a person joins within a map the hosting team will receive a

Map Forfeit.

## 5.3.   Veto Process

5.3.1.   Home team/Higher Seed will host maps 1, 3, and 5. Away

team/Lower Seed will host maps 2 and 4.

5.3.2.   Hardpoint

5.3.2.1.   Away team bans one map.

5.3.2.2.   Home team bans one map.

5.3.2.3.   Away team picks Map 1 from the remaining maps in the

pool.

5.3.2.4.    Home team picks Map 4 from the remaining maps in the

pool.

5.3.2.5.    Away team picks Map 1 side.

5.3.2.6.    Home team picks Map 4 side.

5.3.3.    Search and Destroy

5.3.3.1.    Home team bans one map.

5.3.3.2.    Away team bans one map.

5.3.3.3.    Home team picks Map 2 from the remaining maps in the

pool.

5.3.3.4.    Away team picks Map 5 from the remaining maps in the

pool.

5.3.3.5.    Home team picks Map 2 side.

5.3.3.6.    Away team picks Map 5 side.

5.3.4.    Control

5.3.4.1.    Home team bans one map.

5.3.4.2.    Away team bans one map.

5.3.4.3.    Remaining map is played.

5.3.4.4.    Away team picks Map 3 side.

## 5.4.    CCL Ruleset(v1.0)

5.4.1.    All matches are to be played following the current CCL Ruleset.

5.4.2.    Maps

5.4.2.1.    Hardpoint: Apocalypse, Checkmate, Garrison, Moscow, Raid

5.4.2.2. Search and Destroy: Checkmate, Express, Miami, Moscow, Raid

5.4.2.3. Control: Checkmate, Garrison, Raid

5.4.3. Restricted Items

5.4.3.1. Primary Weapons:

5.4.3.1.1. All Light Machine Guns

5.4.3.1.2. All Tactical Rifles

5.4.3.2. Secondary Weapons:

5.4.3.2.1. All Shotguns

5.4.3.2.2. All Launchers

5.4.3.2.3. All Specials

5.4.3.2.4. All DLC Weapons

5.4.3.3. Attachments

5.4.3.3.1. SWAT 5mw Laser Sight

5.4.3.3.2. Ember Sighting Point

5.4.3.3.3. Dual Wield

5.4.3.3.4. Suppressors (All)

5.4.3.3.5. Thermal sights (All)

5.4.3.3.6. Flashlights (All)

5.4.3.4. Tactical and Lethals

5.4.3.4.1. Stimshot

5.4.3.4.2. Decoy

5.4.3.7.3.    Spy Plane

5.4.3.7.4.    Counter Spy Plane

5.4.3.7.5.    Armor

5.4.3.7.6.    Sentry Turret

5.4.3.7.7.    Care Package

5.4.3.7.8.    Napalm Strike

5.4.3.7.9.    Air Patrol

5.4.3.7.10.   War Machine

5.4.3.7.11.   Attack Helicopter

5.4.3.7.12.   H. A. R. P.

5.4.3.7.13.   VTOL Escort

5.4.3.7.14.   Chopper Gunner

5.4.3.7.15.   Gunship

5.4.4.   Settings

5.4.4.1.   The default CDL settings in private match for Hardpoint,

Search and Destroy, and Control.

5.4.4.1.1.   The CDL Pro settings are not to be used

5.4.4.2.   Scorestreak Settings

5.4.4.2.1.   Score Reset on Death - Enabled

5.4.4.2.2.   Scorestreak Death Penalty - 100%

5.4.4.2.3.   Artillery - 1600

5.4.4.2.4.   Cruise Missile - 2000m

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

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

5.4.4.4.    Lobby should be closed.

5.4.4.4.1.    If a player joins and spawns in the hosting team will receive a Map Forfeit.

5.4.4.4.2.    If there is evidence of potential exploitation of this rule to hurt a team, the parties involved may be punished.

## 5.5.    Timeliness

5.5.1.    Matches which are not completed within the allotted time frame and have not received an exemption from staff will receive a double forfeit.

5.5.1.1.    If a team can provide evidence of an attempt to schedule the match and the other team proves unresponsive, the team may submit evidence to staff and will be taken into consideration when determining the forfeit.

5.5.1.2.    If a team schedules a match with another team, it is their responsibility to show up to the match at the given time, unless they have asked to reschedule their match no later than twenty-four (24) hours in advance. Failure to do so will result in that team receiving a forfeit.

5.5.1.3. If a match is scheduled on the same day as a game patch both teams will be responsible for being ready for the scheduled match time.

5.5.1.3.1. If a team cannot play at the scheduled time due to a game patch. Notify your opponents as soon as possible. Failure to do so will result in a Match Forfeit.

5.5.2. Failure to report to a match within 15 minutes of scheduled time will result in a map forfeiture.

5.5.3. Failure to report to a match within 20 minutes of scheduled time will result in a match forfeiture.

5.5.4. Extreme circumstances will be evaluated at the discretion of the CCL.

5.5.5. Matches may not begin with a Man Down. If a team is not able to field four players at the scheduled match time, that team is required to forfeit.

## 5.6. Disconnects

5.6.1. Hardpoint

5.6.1.1. 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.

5.6.2.    Search and Destroy

    5.6.2.1.    If a player disconnects before a bomb is planted 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.

5.6.3.    Control

    5.6.3.1.    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.

5.6.4.    If a player disconnects outside of the parameters , the map should be played out as if there was not a disconnect.

## 5.7.    Streaming

5.7.1.    Teams and players may not stream their match if the match is being streamed to the official CCL channel by a CCL production team.

5.7.2.    If a team is selected to be on a CCL Production they must alert staff of any possible conflicts 24 hours in advance.

    5.7.2.1.    Failure to do so will result in Match Forfeit.

5.7.3.    If there is no CCL production, teams may allow spectators to stream their match using any streaming platform.

    5.7.3.1.    Both teams must provide explicit written agreement to allow the spectator(s).

5.7.3.2. The spectator must be an official representative from the university, and they must stream to the aforementioned university's or personal channel.

5.7.4. If there is no CCL production, players or organizations are allowed to stream and/or upload their POV on any platform.

5.7.5. All streams are required to have a ninety(90) second delay for competitive integrity.

5.7.6. If a team is on a CCL Production they must be in the CCL Discord voice channels during the match.

5.7.7. CCL may revoke the above rights to stream at any time.

## 5.8. Stats Submission

5.8.1. Stats are to be submitted by the winning team within 24 hours of the match completion.

5.8.1.1. Failure to do so will result in a Match Forfeit for both participating teams.

5.8.2. Stats will not include forfeited maps or matches.

5.8.3. Stats are to be submitted using video format only.

5.8.3.1. Submissions must show stats for all players in the lobby.

5.8.3.2. Submissions must be in 720p or higher resolution.

5.8.4. Acceptable video formats include:

5.8.4.1. YouTube Video link

5.8.5. Unacceptable video formats include:

5.8.5.1.    Twitter video

5.8.5.2.    Phone video

5.8.5.3.    Twitch Clips with overlay obstructing stats

5.8.6.    Failure to comply with these rules will result in a Match Forfeit for the winning team.

5.8.7.    Failure to submit individual map stats will result in formal warnings and subsequent violations will result in a Match Forfeit.

## 5.9.    Coaches

5.9.1.    Coaches are not allowed to be in vocal contact of any kind with players during a map.

5.9.2.    Coaches are allowed to be in vocal contact with their players in between maps and series.

## 5.10.    Substitutions

5.10.1.    Teams are not allowed to substitute players in between maps.

5.10.2.    Teams must contact CCL Staff if there is an issue that requires a substitution such as connection errors, or personal emergencies.

5.10.3.    Teams are permitted to switch their lineups in between series without informing CCL staff as long as all players are on the roster and eligible.

# 6.    CCL 2021 Season

## 6.1.    Season Format

6.1.1.    The 2021 CCL Season will contain 2 splits with 180 teams

participating.

6.1.2.    Split 1

6.1.2.1.    Teams will participate in a round robin amongst their

divisions.

6.1.2.2.    At the end of the Split 1 teams will be ranked 1 to 10 (or 12)

depending on the following tiebreakers.

6.1.2.2.1.    Split 1 Match Win Percentage

6.1.2.2.2.    Head to Head Record

6.1.2.2.3.    Head to Head Map Win Percentage

6.1.2.2.4.    Split 1 Map Win Percentage

6.1.2.2.5.    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.

6.1.2.2.6.    If teams are still tied after the round robin they will be

ranked based on their round win percentage within

the round robin.

6.1.2.3.    Once a standing has been determined the top half of each

division(5 or 6 teams) will be placed in the Top Cut of the

Region and the bottom half will be placed into the Bottom

Cut.

6.1.3.    Split 2

6.1.3.1.    Teams will play a round robin against the teams in their cut

that they did not play in Split 1.

6.1.3.2.    Split 2 standings are divided into a Top Cut and Bottom Cut

for each Region.

6.1.3.3.    After completion of the Split 2 round robin, standings will be

determined based on the following parameters.

6.1.3.3.1.    Cut Match Win Percentage

6.1.3.3.2.    Head to Head Record(Both Splits)

6.1.3.3.3.    Head to Head Map Win Percentage(Both Splits)

6.1.3.3.4.    Cut Map Win Percentage

6.1.3.3.5.    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.

6.1.3.3.6.    If teams are still tied after the round robin they will be

ranked based on their round win percentage within

the round robin.

6.1.4.    Regional Qualifiers

6.1.4.1.    The standings from the Split 2 will give each team a seed for

the regional qualifiers.

6.1.4.1.1. The top 4 in each Region's Top Cut will receive an automatic bid to the CCL 2021 Playoffs.

6.1.4.1.2. The remaining teams in the Top Cut will receive the 5th-10th(or 12th) seeds.

6.1.4.1.3. The top 4(or 6) teams in the Bottom Cut will receive the 11th(or 13th)-16th seeds.

6.1.4.1.4. The 5th-8th seeds for each region will receive a first round bye.

6.1.4.1.5. The 9th-16th seeds will play a single elimination match to advance and play the 5th-8th seeds.

6.1.4.1.6. The matchups for the first round are 9th vs 16th, 10th vs 15th, 11th vs 14th, and 12th vs 13th.

6.1.4.1.7. The winners of those matchups will then play a final qualification match vs the 5th-8th seeds.

6.1.4.1.8. These matchups will include 5th vs (12th or 13th), 6th vs (11th or 14th), 7th vs (10th or 15th), 8th vs (9th or 16th).

6.1.5. Playoffs

6.1.5.1. CCL 2021 Playoffs will consist of 64-teams, 8 from each Region.

6.1.5.2. Further details will be released soon

# 7. Changes to Date

## 7.1. 1/11/21

7.1.1.   Added clarification for various rules

7.1.2.   Default time change

7.1.3.   Added CDL Ruleset and mapset

7.1.4.   Added veto process

## 7.2. 1/18/21

7.2.1.   Default Time Change

7.2.2.   Clarification for various rules

## 7.3. 1/29/21

7.3.1.   Added Season Format

7.3.2.   Added Streaming rules

7.3.3.   Added Coaching rules

7.3.4.   Added Substitution rules

7.3.5.   Clarified Disconnect rules

## 7.4. 2/7/21

7.4.1.   Removed ban on streaks

7.4.2.   Clarified substitution rules

7.4.3.   Updated disconnect rules for Control

7.4.4.   Updated disconnect rules for Hardpoint

7.4.5.   Updated Streaming rules

### 7.5. 3/1/21

7.5.1.  Updated rules on scorestreak setup to account for ongoing glitch

7.5.2.  Added all DLC weapons to restricted items

7.5.3.  Updated Control disconnect rules

### 7.6. 3/14/21

7.6.1.  Updated Search and Destroy disconnect rules

7.6.2.  Split 2 standings criteria