

CCL

2021

HANDBOOK

**PRESEASON, 2020
SEASON, 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 must have a designated 'team representative' either from the school or their club to oversee their team.

- 1.3.2. A team representative when registering cannot be a member of the team, however, in certain instances the team captain will be assigned some duties of the team representative.

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 consent of League Staff.
- 2.3.4. In-Game Name(IGN) cannot be NSFW. IGNs found in violation of said rule will be notified prior to the start of the season. Failure to

comply will result in the ineligibility 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. 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.
- 2.3.7. Players may only compete for one(1) team and are not permitted to switch teams for any reason within the competitive season.
- 2.3.8. 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.
- 2.3.9. 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 phishing 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. Using a programmable controller or keyboard/mouse such as, but not limited to a Strike Pack or jitter mod is prohibited.
 - 3.2.5.1. Scuf, Battle Beavers, Astro C40, Xbox Elite, and DUALSHOCK 4 Back Button Attachments are allowed.
 - 3.2.5.2. Opponents may submit evidence related to these devices to CCL League Operations for review.
 - 3.2.5.3. CCL League Operations may enforce a hand cam for a player under investigation for using these devices.
 - 3.2.5.3.1. 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 [Under Construction]

- 5.2.1. All matches are to be played following the current CDL Rules.
- 5.2.2. All matches are played in a best-of-five. With the order of Hardpoint, SnD, Control, Hardpoint(If necessary), SnD(If necessary).
- 5.2.3. Home team/Higher Seed will host maps 1, 3, and 5. Away team/Lower Seed will host maps 2 and 4.

5.3. Timeliness

- 5.3.1. Matches which are not completed within the allotted time frame and have not received an exemption from staff will receive a double forfeit.
 - 5.3.1.1. 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.
 - 5.3.1.2. 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.
 - 5.3.1.3. 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.
 - 5.3.1.3.1. If a team cannot play at the scheduled time due to a game patch. The team that cannot play must contact their opponents at minimum 12 hours before the scheduled match time.
- 5.3.2. Failure to report to a match within 15 minutes of scheduled time will result in a map forfeiture.

- 5.3.3. Failure to report to a match within 20 minutes of scheduled time will result in a match forfeiture.
- 5.3.4. Extreme circumstances will be evaluated at the discretion of the CCL.
- 5.3.5. 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.

5.4. Disconnects [Under Construction]

5.4.1. Hardpoint

- 5.4.1.1. If a player disconnects before the end of the 3rd hardpoint and the team with the disconnect is within 30 points, the hosting team must end the map and restart the lobby and the teams will replay the map with the same sides.

5.4.2. Search and Destroy

- 5.4.2.1. If a player disconnects 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.

5.4.3. Control

- 5.4.3.1. If a player disconnects before the end of the 1st round of control the hosting team must end the map and restart the lobby and the teams will replay the map with the same sides.

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

5.5. Streaming

- 5.5.1. Teams and players may not stream their match if the match is being streamed to the official CCL channel by a CCL production team.
- 5.5.2. If there is no CCL production, teams may allow spectators to stream their match using any streaming platform.
 - 5.5.2.1. Both teams must provide explicit written agreement to allow the spectator(s).
 - 5.5.2.2. The spectator must be an official representative from the university, and they must stream to the aforementioned university's or club's channel.
- 5.5.3. If there is no CCL production, players or organizations are allowed to stream their POV on any streaming platform.
- 5.5.4. All streams are required to have a ninety(90) second delay for competitive integrity.
- 5.5.5. CCL may revoke the above rights to stream at any time.

5.6. Stats Submission [Under Construction]

- 5.6.1. Stats are to be submitted by the winning team within 24 hours of the match time.

- 5.6.1.1. Failure to do so will result in a Match Forfeit for both participating teams.
- 5.6.2. Stats will not include forfeited maps or matches.
- 5.6.3. Stats are to be submitted using video format only.
 - 5.6.3.1. Submissions must show stats for all players in the lobby.
 - 5.6.3.2. Submissions must be in 720p or higher resolution.
- 5.6.4. Acceptable video formats include:
 - 5.6.4.1. PS4 Share
 - 5.6.4.2. Xbox DVR
 - 5.6.4.3. PC recording software of choice
 - 5.6.4.4. Twitch Clips without obtrusive overlay
- 5.6.5. Unacceptable video formats include:
 - 5.6.5.1. Twitter video
 - 5.6.5.2. Phone video
 - 5.6.5.3. Twitch Clips with overlay obstructing stats
- 5.6.6. Failure to comply with these rules will result in a Match Forfeit for the winning team.
- 5.6.7. Failure to submit individual map stats will result in a formal warning and subsequent violations will result in a Match Forfeit.

6. Regular Season [Under Construction]

6.1. Season Format

- 6.1.1. Season Format will be announced before the start of the season due to the large amount of teams signing up.
- 6.1.2. The goal of the season is to provide teams with a minimum of 12 scheduled games. This number does not include playoff or playoff qualifier games.

6.2. League Week

- 6.2.1. The League week will operate Monday through Friday for the entirety of the season.
- 6.2.2. Teams must contact both opponents by 7:30pm EST, Tuesday of the League week, failure to do so will result in an automatic Match Forfeit.
- 6.2.3. Divisions will be assigned a default match time for Tuesdays and Thursdays based on time zones.
 - 6.2.3.1. Default Match times will be assigned to divisions based on which time zone the majority of teams are located in.

Timezone	Day	Default Match Time #1	Default Match Time #2
Eastern	Tuesday	8:00pm	9:30pm
Central	Thursday	8:00pm	9:30pm

Mountain	Thursday	7:00pm	8:30pm
Pacific	Thursday	8:00pm	9:30pm