



CCLRL Season 1: Official Rules and Regulations

THE COMPETITION IS OPEN TO STUDENTS THAT ARE ENROLLED AT AN ACCREDITED HIGHER LEARNING INSTITUTION WITH A PHYSICAL ADDRESS IN CANADA. PLEASE REVIEW [SECTION 3](#) BELOW FOR FURTHER ELIGIBILITY REQUIREMENTS BEFORE ENTERING THE COMPETITION. UNLESS SPECIFICALLY PROVIDED AN EXCEPTION BY LEAGUE OPERATIONS, IF ANY STUDENT IS FOUND TO BE INELIGIBLE OR DISQUALIFIED AT ANY STAGE OF THE COMPETITION, THEY AND/OR THEIR ROSTER WILL NOT MOVE FORWARD TO THE NEXT ROUND OF THE COMPETITION AND IF APPLICABLE WILL BE REQUIRED TO RETURN ANY PRIZES THAT MAY BE AWARDED

By entering and participating in the Competition, each Student-athlete, as defined below, and any associated staff of the team (coach / manager / trainers / etc), unconditionally accept and agree to comply with and abide by these Official Rules and Regulations. All decisions regarding the interpretation of these Competition Rules lie solely with League Operations, the decisions of which are final and binding in all respects.

This competition is NOT affiliated with or sponsored by Epic Games or Rocket League Esports.



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Introduction

CCLRL is a competitive league for Canadian universities and colleges to compete against one another in the PC version of Rocket League. What follows is the collection of rules for the league.

Any questions regarding the content of this rulebook should be delivered via the [CCL discord](#). Make sure to open a ticket.



1. In - Season Updates

CCL may update the rulebook during the season to correct errors, handle edge cases that were not considered when writing the rules, or to incorporate new information or necessary rulings. Such updates will be published before the first match of the week. This is usually Sunday evening or Monday morning. If and only if an issue requires an immediate rule change, the rulebook might be updated during the play week.

The specific changes will be announced in the appropriate CCL discord announcement channels.

2. Definition of Common Terms

Game: A single game in a match

Match: Synonymous terms for a set of games played by two teams

Bo7: A match consisting of up to 7 games, where the first team to win the majority of games (4 games) wins the series

3. Player Eligibility

In order to compete, all Players MUST:

- Be able to prove they are enrolled full time at an accredited higher learning institution in Canada for the Fall 2025 semester (or equivalent)
 - Players who are graduating at the conclusion of the Fall 2025 semester may be enrolled part time (or equivalent) and still be eligible to play.



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- Be at least 18 years of age (when added to the roster). If an athlete is under the age of 18, they MUST have a parent / guardian signature indicating consent to participate in the tournament.
 - Be in possession of an Epic Games account. This same account MUST be used for the duration of the competition and is expected to have 2FA enabled.
 - Not be in possession of ANY Epic Games account that is currently banned by Epic

Official documents demonstrating each Player's eligibility will be requested for Teams upon registration.

Furthermore, CCL reserves the right to request a University / College transcript at any moment to prove any Player's attendance at the accredited higher learning institution they are registered to.

FAILURE TO PROVIDE CCL WITH THE DOCUMENTS MENTIONED ABOVE, OR FAILURE TO MEET THE ABOVE CRITERIA WILL RESULT IN THE PLAYER NOT BEING ADDED TO A ROSTER, OR THEIR IMMEDIATE SUSPENSION IF THEY WERE ALREADY REGISTERED TO A ROSTER.

4. Team Management and Rules

Every Team is required to have at least TWO points of contact for their Team who can be reached to coordinate scheduling and communications between Teams and / or CCL Staff. These can be Team Representatives, Coaches, Directors, or Team Captains. Points of Contact must be designated upon registration with a League Operative.



4.1. Rosters Size

Teams are required to have at least 3 eligible Players on its roster at all times, and may have up to a maximum of 6 Players on the roster.

Teams may have any number of non-playing members, who will be considered “Staff” and be given the Team Representative role in the CCL discord. This will allow managers, coaches, etc. the ability to reschedule the Team’s matches.

Note: Being a Team Representative is independent of the person’s eligibility for that roster.

IF A TEAM DOES NOT MEET THE REQUIRED ROSTER SIZE, THE TEAM WILL NOT BE ALLOWED TO PLAY UNTIL THE SITUATION IS RESOLVED

4.2. Acquisitions

For a Team to acquire a new Player, the following must be true:

- The new Player must be FULLY eligible as defined in [3. Player Eligibility](#)
- The player must also:
 - Be on the roster for 24 hours before being able to play in any games
 - Not have played any part of a Match for another Team in a CCLRL League in the same season
 - Not be on a roster for another Team in a CCLRL League in the same season.
 - Not have been previously removed from this Team in the same season
- The acquisition of the Player must not make the Team’s roster of active Players exceed 6, as noted in [4.1 Roster Size](#).



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- Any acquisitions must be added to the Team's roster of active Players on the OPL Website. If there are questions or concerns about this process, please open a ticket.
 - Any acquisition must happen before the Monday of the first week in the Playoffs.

Note: When acquiring a new Player, the Player MUST first get approved by a League Operative. Please open a ticket to accelerate this process.

IF THE PLAYER BEING ACQUIRED IS CONSIDERED INELIGIBLE, THEY WILL NOT BE ALLOWED TO PLAY. PLAYING A SERIES WITH THE INELIGIBLE PLAYER WILL RESULT IN AN AUTOMATIC FORFEIT OF EVERY MAP THE PLAYER OR ACCOUNT IN QUESTION HAVE PLAYED, ALONG WITH A MAJOR WARNING FOR THE TEAM

4.2.1. Emergency Substitution

Teams have 1 emergency substitution to use per season, which will allow them to waive the 24 hour requirement. All other requirements in [4.2. Acquisitions](#) cannot be waived.

4.3. Team Registration Restrictions

For the Fall 2025 season, any single learning institution may have a max of two Teams registered in the CCL; however, B Teams will be waitlisted until the end of registration. Any additional Teams will not be recognized by CCL Operations.



4.4. Team Consolidation

In general, Teams may only represent one learning institution. However, CCL does acknowledge that some schools do not have enough students to sustain a VALORANT team. Therefore schools that have less than 5,000 full time students, MIGHT be allowed to join a nearby school's Team. Every such case is evaluated case-by-case by CCL Operations and is not guaranteed.

To request permission to join another school's Team, the Team Representative must open a ticket with the following information:

- The name of the school that does not have enough Players, along with a link to the school's official website.
- The name of the school that they want to merge with, along with a link to the school's official website.
- A link demonstrating the number of students enrolled in each school in the current year.
- Links to any documents demonstrating connections between the two schools.
- Documentation of the attempts and subsequent failure to make a Team.

Note that requests may be denied for failing to meet any of the following criteria:

- The relevance and connection between the schools in question.
- The demonstrated effort put into assembling a Team before asking to join another school's Team.
- The schools being physically close to each other.
- The skill of the Players trying to join the established Team, and potential for abuse of the exception.
- The ability of the accepting school to maintain a starting five of at least 3 Players



Rejections of request are final and may not be appealed.

4.5. Main Accounts

Players **MUST** connect their “Main” Epic Games account to compete in the tournament. Players found actively hiding their main accounts, may face repercussions and penalties at the discretion of League Operations.

4.5.1. Naming Restrictions

Team names, as well as account names, must be appropriate and free of vulgar and obscene profanities and derivatives that may confuse fans and other Players. The CCL has the right to ask a Player to change their name for any reason. Name changes during the season may only occur if they are necessary to remain eligible for play.

Players or Teams may not change their Usernames, in-game names, or Team Names without approval from the CCL. Name changes without prior notification to League Operations may result in disciplinary action. All such names **MUST** comply with these rules and the CCL may request that they be changed at any time.



5. Tournament Structure

5.1 Qualifiers

Teams will compete in a Swiss format, playing three best-of-five (Bo5) matches. Once all Qualifier matches conclude, the top eight Teams will advance to the Premier Group, while the remaining teams will enter the Open Group.

5.2 League Play

All Regular Season matches will be in a best-of-seven (Bo7) format

5.2.1 Premier

After the Qualifiers, the top eight teams will advance to the Premier Group. Throughout the season, each team will face every other team within their group.

All scheduled matches for the season must be completed by the last day of the week (Sunday). Teams who fail to complete a match without permission from League Operations will receive a double-forfeit of that match.

5.2.2 Open

After the Qualifiers, the remaining teams will be placed in the Open Group. During the season, each team will play one match per week over the course of seven weeks.

All scheduled matches for the season must be completed by the last day of the week



(Sunday). Teams who fail to complete a match without permission from League Operations will receive a double-forfeit of that match.

5.3. Playoffs

All Playoff matches will be in a best-of-seven (Bo7) format

Each individual group will have its top eight Teams move on to the national playoffs, against the other groups top eight Teams.

Playoff Teams will be placed into a single elimination playoff bracket with cross - seeding being done based on regular season finish, and tiebreakers as applicable.

Each Team will be given a time and date in which they need to complete their match. For each round, the winning Team will move onto the next, until one Team remains, and is declared the playoff champion. The number of Teams advancing to the playoffs can change based on participation and scheduling needs.

5.4. Tiebreakers

Rankings Leading into the Postseason will follow this tiebreaker method:

1. Points
2. Head - to - Head Record (Record against a tying Team)
3. Game Wins
4. Coin Flip



If any steps resolve the tie for one or more Teams but not all Teams, a new tie will be declared between the remaining tied Teams. This tie will be resolved using the same tie breaking procedure.

6. Match Setup & Procedures

These settings will be used for every game played in CCL in both the main season and the playoffs

6.1. Default Server

The game must be held on the default server unless another server has been agreed on by both parties. The default server is US Central

6.2. Map Pool

The Default map for all CCLRL games is **DFH Stadium**, however if both teams agree an alternative map can be played as long as it is the default size.

6.3. Match Settings

Game Mode: Standard 3v3

Mutators: None



6.4. Technical Timeouts

Technical Timeouts are pauses in the flow of a game made by the CCL or Host at their sole discretion due to any reason they deem reasonable. There is no predetermined duration for Technical Timeouts.

6.5. Host Responsibilities

The host is responsible for ensuring all Teams and Production Staff are ready for the start of the match. If the Host is a spectator and is recording the match, both Teams and the CCL must be given access to the recording.

Failure to host a match in accordance with the expectations will result in a Warning and if the Host repeatedly fails to host a match correctly, the Host and / or their organization may be banned from being a Host in the future.

Furthermore, should the lobby be started with the incorrect settings, the Host must initiate a rehost as soon as possible. Failure to do so will be considered a “failure to host a match in accordance with the expectations”.

6.5.1. Streamed Matches



If your match is scheduled to be broadcasted and / or recorded by the league a Production Staff member will be assigned as your Host. The Host will share the lobby details with both teams prior to the match start time.

6.5.2. Off Air Matches

Either team may Host the lobby and must share the lobby details with the opposing team.

As part of the agreement on the Host, Teams are encouraged to discuss and agree whether the Host should be in a public CCL Discord channel, along with anything else that the Team or Host may consider an issue.

6.5.3. Observers and Streaming Procedure

Streams:

- Players can stream their perspectives without CCL approval
- Teams cannot refuse streams on institutional platforms or if requested by the CCL
- Stream titles must include "CCL", "CCLRL" or "Canadian Collegiate League"

Observers:

- For streams that are not on institutional platforms, both teams must agree for an observer to join the match



6.6. Punctuality

Teams must be in the lobby and ready to play their match no later than 15 minutes after the scheduled match start time. Teams must also be in the lobby and ready to play each subsequent game no later than 2 minutes after the previous map ended.

Being “ready to play” includes, but is not limited to:

- Having 3 eligible Players present
- Being in the private match

Teams that are 15 minutes late will be forced to forfeit the match. However their opponents must inform them that they will be enforcing the lateness penalty before starting to play. If a match was started, neither Team can be forced to retroactively FF the match.

To successfully enforce the lateness penalty, a Team Representative must open a ticket and provide the following information:

- A screenshot of the lobby showing one Team is “ready to play” and showing the opposing Team is not “ready to play”
 - This screenshot must also show the current date / time \
- A screenshot of the opposing Team being contacted about the match
- A screenshot of the opposing Team being informed that the lateness penalty is being enforced



If a Team successfully enforces the lateness penalty, the match result is final and cannot be replayed / rescheduled

Teams that are 10 minutes late to any subsequent map will be forced to forfeit the remainder of the match. However the opponent must follow the same procedure as stated above. If a game was started, neither Team can be forced to retroactively FF due to punctuality for that map.

6.7. Starting Three & Disconnects

Teams must start every game with 3 Players each. Furthermore, Teams are only required to start every game with 3 Players. If, for example, a Player disconnects during a game, that Player's Team is required to finish the game regardless if the player is able to reconnect. Following the conclusion of the game, the team is allowed 10 minutes to reconnect the player or a sub to the lobby. After the 10 minutes has concluded the team must either have 3 players in the lobby or they will forfeit a **single game**. for every subsequent 5 minutes another game will be forfeited until the match has concluded.

6.8. Substitutions

Teams are allowed to substitute Players in between games. The substitutes must be eligible Players on the Team's roster.

Teams are also encouraged, but not required, to state to their opponents and the Host that they are switching out their Players, up to 1 at a time between games.



Teams are expected to be aware of who the eligible Players on their Team are, as substituting an ineligible Player may result in a full match forfeiture.

6.9. Player Equipment

All Players are responsible for ensuring the performance of their equipment, including, but not limited to: computer hardware and peripherals, internet connection, and power.

A problem with Player equipment will not be considered by the CCL as a reason to extend any of the time limits listed in this Rulebook.

6.9.1. Input Devices

The accepted input devices for the CCL are keyboards, mice, and controllers.

The use of macros (on input devices or otherwise) is considered cheating and will be handled on a case to case basis.

7. Match Rescheduling

Teams will be allowed to reschedule their Match in the event that the assigned Match time is unfavourable and / or will not allow a Team to have a full roster present.



7.1. Reschedule Confirmation

League Operations must be provided confirmation that the reschedule had been agreed upon by both Teams. The proof must be submitted and dated from before both the originally assigned Match time and the rescheduled Match time.

Acceptable methods for providing League Operations with reschedule confirmation include:

- One Team stating in the assigned reschedule chat that the match had been rescheduled and the other Team agreeing
- One Team submitting a screenshot of DMs showing the other Team agreeing to the rescheduled time.

We recommend that Teams confirm their reschedule 24 hours in advance. Failure to inform League Operations will result in the reschedule being voided.

7.2. Reschedule Restrictions

Matches may not be rescheduled to start less than 5 hours before the latest score reporting time. We recommend Teams play their match no later than Saturday of the assigned match week at 11:59pm EST.



7.3. Default Time

Should the Teams not be able to agree on a time to reschedule to, the match time will remain the last time the Teams had rescheduled to. If there is no such time, the match time will default to the time listed on the public schedule, which for this season is;

- Tuesday 8:00pm EST of the play week

7.4. Score Reporting

All matches are expected to have their scores reported by the Teams. This includes streamed matches.

The **winning** Team must submit a report for their Match before either of the following:

- 24 hours after the match has concluded
- The first Sunday after the default match date at 5pm EST

If neither Team submits a score report before the reporting deadline, both Teams will get a forfeit loss for the Match.

8. Good Sportsmanship Rules

Additionally, to all rules and mechanics established in Rocket League, competitive play in the CCL is subject to the following good sportsmanship rules:



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- Teams and Players are expected to perform and play at their best at all times during any match, and to avoid any behaviour inconsistent with principles of honesty, and fair play

9. Sanction(s) & Penalties

Infringement of any of the rules, requirements and obligations presented in the **Rulebook**, may trigger competitive Sanction(s) and penalties. These Sanction(s) and penalties may be in addition to any other sanctions and penalties which may be applied on the Ubisoft account of the Player.

Sanction(s) and penalties for each type of infraction are categorized in the Penalty Index.

The Penalty Index indicates for each type of infraction a range of Sanction(s) from minimum to maximum as well as a limitation period which will run from the notification or discovery of the infraction (whichever occurs the latest) and during which infractions may be penalized under the Penalty Index. The Penalty Index shall not be considered exhaustive and the CCL may penalize other behaviour if considered in good faith to be in breach of the Rules.

Scope of punishment may vary, as illustrated in the table below and may include, but is not limited to, temporary and definitive suspension period(s) for a Team, Player or Team Staff member, round loss, map or match forfeits, etc.

PENALTY TYPE	DESCRIPTION
Competitive Warning	Lowest form punishment, a simple



	warning given to the Player or Team.
Competitive Suspensions and Ban	A Player or Team can be temporarily barred from competing in any CCL competition or in exceptional cases, banned from the CCL permanently. The Penalty Index provides the possible range of suspension for the different types of infractions, whose list shall not be considered exhaustive. In addition, a Player or Team may be temporarily barred from competing in any CCL competition while the CCL conducts an investigation.
Competitive Penalties	Certain infractions prepared by a Team and / or one of its Players' may be penalized by a round loss, map loss, or match forfeit depending on the severity of the infraction, as illustrated in the Penalty Index.

The CCL reserves the right to proceed with any other penalty method in relation to the infraction and to issue sanction(s) going beyond the maximum Sanction(s) indicated in the Penalty Index if justified by the severity of the infraction. All aforementioned infractions may be combined and lead to more severe Sanction(s) in case of repeated infraction.



9.1. Notification and Enforcement

The Sanction(s) will depend on the type of infraction, as defined in the Penalty Index

- Sanction(s) for infractions of category 1 will be issued and notified by CCL officials to the Team's Point of Contact.
- Sanction(s) for infractions of category 2 may be discussed between CCL Officials and the Sanction(s) will be notified by CCL officials to the Team's Point of Contact. CCL may issue preliminary conservative measures (including Player and / or Team temporary suspension for the duration of the investigation) in case of reports of severe infractions of category 2.

Regardless of the category of the infraction, all communication related to an infraction will take place between the Team's Point of Contact and CCL officials.

9.2. Investigation Process

Upon notification of a breach of any of the Rules, CCL officials may trigger an investigation process to gather evidence and bring to light facts that support or contradict the breach that was notified.

Within a timeframe of 5 days following the notification of the breach, CCL officials will make reasonable commercial efforts to reach out to the school representing the person or people involved in such breach and inform them of the ongoing investigation. For sake of clarity, CCL officials are not bound to this timeframe of 5 days as the complexity of certain investigations may require additional time to be invested by the CCL in order to be performed. From this moment, the person or



people involved in such breach will have 3 days to come forward with any supporting elements or information contradicting the claims that triggered the investigation.

Any elements found during an investigation that is indicative of an investigated player purposefully taking measures to impede an ongoing investigation, by means of example through tampering and destruction of evidence, may result in Sanction(s) which may go up to the maximum Sanction(s) permitted for the offense under investigation.

9.3. Duty to Cooperate

All Teams, Players, Coach and Team Staff, are required to fully cooperate with CCL staff in connection with any internal or external investigation that is conducted relating to a suspected violation of the Rules, as well as comply with any request for information made by the CCL throughout an investigation. All Teams, Players, Coach and Team Staff in the CCL have a duty to tell the truth in connection with any such investigation, and a duty not to obstruct any such investigation, mislead investigators, or withhold evidence. The CCL are likely to draw an adverse inference in an investigation due to a failure to cooperate. Any Team, Player, Coach and / or Team Staff who fail, by action or omission, to cooperate with an investigation, including through producing the requested documents or other information requested, or failure to comply with any instructions or request for information issued by the CCL during an ongoing investigation, may, in addition to other remedies, be subject to Sanction(s) for violation of this Section.



10. Prize Payment

All prize money will be paid within 45 to 90 days after the end of the CCL Season. The CCL will communicate to the Team's Representative the applicable process and information required to receive the payment of the prize pool. Forms and other documents may be needed to be completed in full by the winning entity in order to process payment. Incomplete forms may trigger additional payment delays as payment of the prize money is dependent on the Team capability and obligation to provide a proper payment reception method.

11. Confidentiality

Any communication or discussion privately held and related to any confidential in nature components of the CCL, made either through written instruments or verbal communication which is made between CCL Staff and any Team, their Players and / or Team Staff shall be deemed strictly confidential and cannot be disclosed publicly without the prior written approval of the CCL.

12. No Gambling

No Player or Team Staff may take part, directly or indirectly, in betting or gambling (including fantasy esports gambling) on any result of any CCL match and / or any portion hereof.



13. Penalty Index

Type of Infraction	Definition	Category	Minimum	Maximum	Limitation Period
Match Fixing	Match fixing may be constituted by the action of pre-determining tampering or attempting to influence the outcome of a match, whether through bribery, threats, match throwing, or any other manner, in exchange of a benefit (financial or otherwise)	2	12 Months	Lifetime	24 Months
Match Throwing	Match throwing may be the action of purposely avoiding competing at one's best ability outside of the cases of match fixing. Examples of match throwing include but are not limited to: losing purposely to obtain a lower seed or rank, purposely losing to dodge an opponent in a competition bracket, etc. Overall, the intention behind forbidding match throwing is to provide a consistent minimum level of competitiveness and entertainment throughout the CCL.	2	6 Months	12 Months	12 Months
Cheating	Cheating is defined as any in-game or out-of-game technique that would provide an unfair advantage to a player. This includes but is not limited to the use of third-party software, any form of tampering with the game's code or servers, any gathering of information obtained from watching the match's	2	12 Months	Lifetime	24 Months



	broadcast while playing it.				
Evidence Tampering	Evidence tampering is defined as elements or findings indicative of substantial and purposeful measures to impede an investigation, through the tampering and destruction of evidence.	2	12 Months	Lifetime	24 Months
Ringer Use	Usage of a ringer may be constituted by having a Player not part of a Team playing instead of one of the Players in the roster of said Team	2	6 Months (Team)	12 Months (Team)	12 Months
Betting On Matches	Placing any bets on any aspect of the CCL competition, whether using money , virtual currency, or anything with monetary value. This type of infraction often culminates with the infraction of match-fixing	2	6 Months (Team)	12 Months (Team)	12 Months
Bug Exploit	A bug exploit may occur when a bug or in-game exploit known and flagged by the CCL, or commonly known as a bug exploit, is used during the competition	1	Warning	6 Months	6 Months
Breach of Competition Protocol	Breach of competition protocol is defined as any breach of a match and competition process of a match. This may include: requesting or causing unjustified pauses or delay to a match, noncompliance with the uniform policy, not sharing online competition results with LEAGUE OPERATIONS in a timely manner when requested	1	Warning	Map Forfeit	N/A
Unauthorized Communication During a Match	Unauthorized communications may include any communications between Players and / or Team Staff	1	Warning	Map Forfeit	N/A



	outside of authorized timeframes.				
Noncompliance With CCL Instructions	Self-explanatory type of infraction	1	Warning	Match forfeit	N/A
Inability to Show Up to Match	Self-explanatory type of infraction	1	Match Forfeit	6 Months	N/A
Breach of Eligibility Requirements	Shall mean any breach of the Eligibility Section of the Rulebook	2	Impacted Player suspended as long as necessary	Lifetime	12 Months
Player Addition Outside of Transfer Windows	Self-explanatory type of infraction	2	3 Months	12 Months	12 Months
Breach of Confidentiality	Shall mean any breach of the confidentiality section of the Rulebook	2	Depending on the nature of the confidential information shared	Lifetime	N/A
Minor Misconduct	<p>May include any of the following prohibited behaviour</p> <ul style="list-style-type: none"> • Any actions or statements which may be found offensive and related to age, physical appearance, social origin, political or other opinions • Any language or content deemed illegal, dangerous or threatening • Any negative comments towards CCL sponsors • Any conduct which interrupts the general flow of the tournament, 	2	Warning	6 Months	12 Months



	<p>sustained disruption of discussion, or continued one-on-one communication after requests to cease</p> <ul style="list-style-type: none"> Lack of respect and provocation, including verbal insults or insulting gesture or defamation <p>Depending on the nature of the prohibited conduct, a minor may qualify as a Major misconduct.</p>				
Major Misconduct	<p>Any of the following prohibited behaviour qualifies as Major misconduct:</p> <ul style="list-style-type: none"> Any action or statement which may be found offensive and related to gender identity and expression, sexual orientation, disability, or mental illness, ethnicity, nationality, skin colour, religion Impersonation of any team players, managers, admins, or other CCL staff. Deliberate intimidation, actual or threatened physical violence against another person Stalking, harassment, inappropriate physical contact, unsolicited sexual attention 	2	12 Months	Lifetime	36 Months