CCLCS2 Season 2: Official Rules and Regulations

THIS COMPETITION IS OPEN TO STUDENTS WHO 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, ANY STUDENT FOUND TO BE INELIGIBLE MAY BE DISQUALIFIED AT ANY STAGE OF THE COMPETITION. AS A RESULT, THEY AND/OR THEIR ROSTER WILL NOT MOVE FORWARD TO THE NEXT ROUND OF THE COMPETITION AND WILL FORFEIT ANY PRIZES THAT THEY EARNED, BEING REQUIRED TO RETURN ANY PRIZES THAT THEY MAY HAVE ALREADY BEEN AWARDED

By entering and participating in the Competition, each student-athlete, as defined below under player eligibility, and any associated staff of the team (including, but not limited to coaches, managers, trainers, or other), unconditionally accept and agree to comply with and abide by all 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 Valve.

Table of Contents...Page Number

Introduction

CCLCS2 is a competitive league for Canadian universities and colleges to compete against one another in the PC-title Counter-strike 2, a tactical first person shooter developed and published by Valve Entertainment. 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.](#) Please make sure to open a ticket as CCL administration will not respond to unsolicited direct messages.

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

Map: A single game in a match

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

Bo3: A match consisting of a series of up to 3 games, otherwise known as a "best of three", where the first team to win the majority of games (2 games) wins the series.

Bo5: A match consisting of a series of up to 5 games, otherwise known as a "best of five", where the first team to win the majority of games (3 games) wins the series.

3. Player Eligibility

In order to be eligible to compete, all Players MUST:

- Be able to prove they are enrolled full time at an accredited higher learning institution in Canada for the Winter 2026 semester (or equivalent)
  - Players who are graduating at the conclusion of the Spring 2026 semester may be enrolled part time (or equivalent) and still be eligible to play.
- Be at least 18 years of age at the time of joining a schools roster when added to the roster. If an athlete is under the age of 18, they must provide a parent/guardian signature indicating consent to participate in the tournament.
- Be in possession of a Steam account that is in good standing. This same account MUST be used by this player for the duration of the competition

and is expected to have 2FA enabled.

- Be in possession of a Faceit account that is in good standing. This same account MUST be used by this player for the duration of the competition.

- Not be in possession of ANY Steam or Faceit account that is currently banned or has any restrictions placed on it.

  - Players who hold the following game bans on their Faceit accounts will be ineligible to play:

    - Cheating

    - Smurfing

    - Account Sharing

    - Verification Abuse

    - Ban Evasion

    - Malicious Activity

    - Unsportsmanlike Conduct

- [Join the CCL Discord Server](#)

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 A PLAYER'S INELIGIBILITY TO PLAY, IN

WHICH CASE THEY WILL NOT BE ADDED TO A ROSTER, OR THEY WILL BE IMMEDIATELY SUSPENDED 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 points of contact 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 5 eligible Players on their roster at all times, and may have up to a maximum of 9 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 Section 3. "Player Eligibility"
- The player must also:
  - Be on the roster for at least 24 hours before being able to play in any games, otherwise known as a "cooldown" period.
  - Not have played any part of a Match for another Team in the CCL Counter-Strike 2 League in the same season.
  - Not be on a roster for another Team in the CCL Counter-Strike 2 league in the same season.
  - Not have been previously removed from this Team in the same season
- Acquisition of a Player must not make the Team's roster of active Players exceed 10, as noted in Section 4.1 "Roster Size".
- 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, which denotes that point at which rosters will lock for the season.

Note: When acquiring a new Player, said Player must first receive approval by a League Operative. Please open a ticket to accelerate this process.

IF A PLAYER BEING ACQUIRED IS CONSIDERED INELIGIBLE, THEY WILL NOT BE ALLOWED TO PLAY. PLAYING A SEASON WITH AN 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 highlighted in Section 4.2. "Acquisitions" cannot be waived.

4.3. Coaches

Teams may have up to 2 registered coaches. There is no enrollment eligibility for coaches. During a Match, a team may have up to 1 active coach connected to the server. An active coach is allowed to communicate with a team's players ONLY during the Map selection process for each Match, timeouts, half-times, in between regulation and overtime, and in between Maps in a match. Active coaches may not communicate with players at any other time in a Match (**including** technical pauses). Any additional coaches a team has will not be permitted to communicate with players during a Match.

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 Counter-Strike 2 team. Players from schools that have less than 15,000 enrolled full time students may 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" CS2 account to their Faceit profile 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 must notify the CCL if they wish to change their usernames, in-game names, or team names during the season. All name changes must still comply with the above rules. Name changes without prior notification to League Operations may result in disciplinary action.

5. Registration

In order to register, all players and subs of a team must create both a Faceit account and an OPL account and link their Steam account. A team manager or captain must create an OPL team which all players and subs are required to join. When a team registers for CCLCS2 its name on the OPL platform must be set to the name of the representing school or team and cannot be left as the default template (team_username).

The registration period begins January 2nd and **ends on January 23rd at 11:59pm EST.** All teams must have successfully completed the registration form by the end of the registration period if they intend to compete.

In order to register, a team must have:

- A minimum of 5 eligible players and up to 4 eligible substitutes
- An OPL team with the above players and subs registered
- Two designated team contacts
- Player and substitute proof of enrollment

Once a team has registered for CCLCS2, they will be contacted by a CCL representative to confirm the status of their application.

After a team has completed the registration form they will have 1 week from the time they are contacted by the CCL to provide any outstanding information and documentation (unless otherwise agreed upon between the applicant and League staff).

Once the CCL has reviewed a team's application and confirmed the team is eligible to compete, an email will be sent with next steps. The team will then have 1 week from the time they receive the eligibility email to pay the $50 Varsity Membership Fee. Once the $50 Varsity Membership Fee has been paid, the team has officially secured their spot in the tournament.

5.1. Registration Restrictions

For CCLCS2 Season 2, any single learning institution may have a maximum of two Teams registered. One of these teams must be designated the A-Team, and the other, the B-team.

All B-Teams will be waitlisted until the end of the registration period. Any additional Teams will not be recognized by CCL Operations.

5.2. Registration Priority

Available spaces will be allotted on a rolling "first come, first served" basis, with the exclusion of B-teams. If 24 A-Teams apply, any additional A-Teams will be put on a waitlist until the previously registered A-Teams are all deemed eligible to compete.

- In the event that there are 24 A-teams from different learning institutions registered and deemed eligible to compete, B-Teams will be unable to compete.
- In the event that there are less than 24 teams from different learning institutions, registered A-Teams on the waiting list will have the opportunity to compete in the tournament. Priority will be given according to the sign-up order of the waitlisted A-Teams.
- In the event that there are less than 24 teams from different learning institutions registered, as well as no A-Teams on the waitlist, B-Teams will have the opportunity to compete in the tournament. Priority will be given according to the sign-up order of the registered B-Teams.

6. Tournament Structure and Operations

The CCLCS2 Season 2 will consist of three stages: Placements, Regular season, and Playoffs.

The default time for all Matches are as follows:
- 5:00pm PST
- 6:00pm MST
- 7:00pm CST
- **8:00pm EST**

- 8:00pm AST
- 9:30pm NST

Default match days will always be Mondays. Please keep in mind that time zone differences may change once daylight savings ends. The default match time will always be 8:00pm EST

Important Dates

Placements
- January 26th @ 8 PM EST

Regular season
- February 2nd to March 16th

Playoffs
- March 23rd to April 13th

6.1. Placements

Teams will compete in a double elimination format, playing a maximum of three best-of-one (Bo1) matches. Once all Qualifier matches conclude, we will use match results, previous placing and FACEIT Elo to determine the skill level of each team and place them in their respective divisions.

6.2. Premier

The top 8 teams from placements will be placed in the premier group where they will face every other team within their group throughout the season. The season will be played under round robin format.

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

6.3. Open

The remaining teams from qualifiers will be placed in the Open Group. Teams will play once a week over the course of seven weeks. The season will be played under a round robin format.

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

6.4. Playoffs

All Premier teams will automatically make it into the playoffs along with the top 2 teams from the Open division. The remaining teams will be filled by the qualifying teams from our LCQ.

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.

6.5. Tiebreakers

Rankings Leading into the Postseason will follow this tiebreaker method:

1. Points
2. Match Wins
3. Overall Round Differential (Total rounds won - total rounds lost)
4. Head - to - Head Record (Record against a tying Team)
5. 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.

6.6. Score Reporting

All match results must be reported through the OPL platform by both teams participating in a match. Once both teams have reported the same outcome of a match.

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.

If both teams in a Match agree to a reschedule, a Match can be played at a different time than the default time. Rescheduled matches must be played between 12:00am or later on the originally scheduled Monday match day and 11:59pm EST on the Sunday of that week.

Match reschedules must be agreed upon before the scheduled or previously agreed upon start-time of a Match.

Teams who fail to complete a match without permission from League Operations by the deadline will receive a double-forfeit of that match.

7.1. 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.**

7.2. 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.

7.3. 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: **Monday at 8:00pm EST of the play week.**

7.4. Match Forfeiture

Teams who are unable to play a Match (due to player availability or otherwise) and are unable to reschedule their Match time, have the option to forfeit their Match.

Forfeiting a Map in advance, will allow a team to avoid league penalties for not attending a Match. In order to forfeit a Match, the following must be done:

● You must inform the opposing team of your intent to forfeit the Match

● You forfeiting team must notify admins in the assigned reschedule chat

If a team Forfeits a Match before it has begun, the opposing team will receive a Default Match Win and the forfeiting team will receive a Default Match Loss. The round scores for the Match will be recorded as 0-0 and will not affect the Round Differential of either team in the Match.

If a team forfeits an in-progress Match:
  ● The forfeiting team will receive a Default Match Loss and the winning team will receive a Default Match Win
  ● Any Map Wins and the Round differential of them that the forfeiting team received in the Match will be void
  ● Map Wins and Round differential of Map(s) won by the team who is not Forfeiting, will be recorded.

● Any remaining rounds in the Map will be awarded to the opposing team

Any team may forfeit up to two matches in the competition. Being unable to attend more than two matches will result in a team being removed from the competition and Varsity Membership Fees are non-refundable.

8. Match Setup & Procedures

8.1. Server

- Rounds: Best out of 24
- Round time: 1 minute 55 seconds
- Start money: $800
- Freeze time: 20 seconds
- Buy time: 20 seconds
- Bomb timer: 40 seconds
- Overtime rounds: Best out of 6
- Overtime start money: $12,500
- Round restart delay: 5 seconds
- Break during half time in overtimes: disabled
- Prohibited items: none

8.2. Map Pool

- Ancient
- Overpass
- Dust 2
- Inferno
- Mirage
- Nuke
- Anubis

In the event that a new map is added to the map pool mid-tournament, it will be restricted from use for two weeks to allow teams time to prepare. Until two weeks have elapsed, the previous map pool will be used. Admins will provide announcements about any changes to the map pool.

8.3. Map Vetoes

A match of CS2 begins with a map ban sequence where both Teams alternate banning and selecting maps of the Official map pool in a predefined order.

Please conduct the map bans on OPL as they have a built-in Pick & Ban system. If the system is down for any reason, please follow the format below:

The higher seeded team will choose whether they would like to be Team A or B in the map selection process.

The map selection process for a **BO3** goes as follows:
● Team A bans one map
● Team B bans one map
● Team A picks Map 1
● Team B picks side for Map 1
● Team B picks Map 2

- Team A picks side for Map 2

- Team A bans one map
- Team B bans one map and pick the other
- Team A picks side for Map 3

The map selection process for a **BO5** goes as follows:
- Team A bans one map
- Team B bans one map
- Team A picks Map 1
- Team B picks side for Map 1
- Team B picks Map 2
- Team A picks side for Map 2
- Team A picks Map 3
- Team B picks side for Map 3
- Team B picks Map 4
- Team A picks side for Map 4
- One map remains
- Team B picks side for Map 5

8.4. Player Settings

8.4.1. Configuration Files

All configuration changes are allowed as long as they do not give an unfair advantage comparable to cheating. A player or team may be penalised for the presence of disallowed settings in any config file, regardless of if it is in use, or even stored in the game folder in question. Participants are required to contact the tournament administration if they are unsure on the validity of a command and its value.

8.4.2. Scripts

All scripts are strictly prohibited, with no exceptions. This includes any in-game binds that execute more than one movement and/or attack action (e.g., jump-binds, bunnyhop scripts, etc.). Participants may be penalised for forbidden scripts in any config file, regardless of if it is in use, or even stored in the game folder in question.

8.4.3. Graphic Drivers

Any modification or changing of the game using external graphics solutions or other 3rd party programs are strictly prohibited and may be punished as cheating.

8.4.4. Overlays

All kinds of overlays which will show the usage rate of the system in any way in-game (e.g. Discord overlay, Rivatuner Overlay) are forbidden. Overlays which show only the frames per second (FPS) are not forbidden and can be used.

8.4.5. Custom Data

Players are not allowed to use any form of custom game files during their official matches. Counter-Strike skins are allowed to be changed, but "Agent" player skins are forbidden. Any other changes including, but not limited to, modification of sprites, radars, HUDs and scoreboards are strictly forbidden.

8.4.6. Device Drivers

Using device drivers to pre-install/pre-script illegal macros on the participant's devices (keyboards, mice, sound cards) is forbidden and may be punished as cheating. Moreover, the usage of technology like SOCD is also strictly forbidden.

8.5. Map Procedures

8.5.1. Match Breaks

Participants may have at least a 10 minute break between maps in a best of three (Bo3) and best of five (Bo5) match. In Bo5 matches, teams will also get a break of at least 20 minutes between maps 3 and 4. The exact length of these breaks will be communicated by the tournament administration.

8.5.2. Number of Players

All matches must have five players per team in the server in order to be eligible to begin(5v5), no other combinations are allowed. If a participant fails to show up with enough players, the match will be counted as a no-show and will result in a forfeit.

If a player disconnects during an ongoing round, the current round will be played to completion. If the map is not over at that point, the game should be paused until the player can return. If the original player is unable to return, the team has the choice to forfeit the season or to continue it with four players.

If a participant would have to play on with less than four players, the opposing participant will receive a default win, otherwise known as a forfeit win.

8.5.3. Match Interruptions

If a match is interrupted for reasons beyond the control of the participants (e.g. server or player crash), tournament administration will restore the round using Counter-Strike's backup & restore feature, but in some scenarios, as detailed below, may decide to replay the round or even a whole match:

> ● If the issue takes place before any damage or significant gameplay has occurred, and the opponent or referee has been immediately notified, the round will be restored.

● If the issue takes place during a round and after damage has been made, and the outcome of the round can still be determined (e.g. a single player has dropped but others remain), then the round will not be replayed or restored. The round will continue to be played and will count. Special exceptions can be made if the damage dealt was ruled insignificant e.g. accidental teammate damage dealt at the start of the round or if the damage dealt was by the team that was affected by the crash.

● If the issue takes place during the round, after damage has occurred and the outcome of the round cannot be determined (e.g. due to server crash), the match will be restored to the beginning of the round.

● If the issue takes place during the round, after damage has occurred and the outcome of the round is obvious (e.g. one team is saving with 10 seconds remaining),but it cannot be continued due to, for example, a server crash, then the round can be awarded to the team that was likely to win that round.

Matches will not be stopped and/or rounds will not be restored or replayed in cases where it is clearly a participant's fault (e.g. mis-buying a weapon, intentionally disconnecting from the match, etc...).

8.5.4. Use of Bugs and Glitches

The intentional use of any bugs, glitches, or errors in the game is forbidden. It is at the discretion of the tournament administration as to whether or not the use of said bugs had an effect on the match, and whether or not they will award rounds, or the match, to the opposing team; or if they will force a rematch. The usage of the following bugs is strictly forbidden. It is at the tournament administration's discretion whether or not a punishment is necessary:

● Moving through clipped areas where the movement is not intended by the design of the map (any walls, ceilings, floors etc).

● Planting the bomb in a location where it cannot be defused

- Planting the bomb in such a way that no one can hear the beeping sound, or the planting sound.
- Pixel walking. A player is considered to be pixel walking if they sit or stand on invisible pixels on the map, where there is no visible edge.
- Disrupting any map features with the use of items (e.g. stopping the train on Overpass).

Any bug or in-game exploit not currently indicated in this list shall be escalated to CCL so that CCL can investigate as to whether such bug exploits, or in-game exploits must be barred from usage in any competition of CCL.

8.6. Tactical Timeouts

Teams may take up to three (3) tactical timeouts during regulation rounds. These may be used in separate rounds or in succession. To call a tactical timeout, the Team must use the in-game "call vote" function. Team Coaches may communicate with the Players during tactical timeouts. After regular time is over, all tactical timeouts are reset to one (1) per team. After six (6) overtime rounds if a winner hasn't been decided teams will reset to one (1) tactical timeout each. This will repeat until a winner has been decided.

8.7. Technical Pause

a) Teams are limited to ten (10) minutes total of technical pauses per Map. After this time has run out a Team may use a tactical timeout to allow more time to resolve issue(s).

b) Teams are allowed to donate a portion of their technical time to their opponent during the match.

c) If an issue cannot be resolved within the allotted ten (10) minutes, Team(s) can request additional time from the Tournament Operations Team. This

additional time will be given at the discretion of the Tournament Operations Manager.

d) Technical pauses may be called at any time but will come into effect at the next freezetime, or immediately if called during a freezetime. The Player who has an issue must immediately notify the Tournament Official in their Playing Area.

e) All communication (including but not limited to text and voice communication between Players and Team Coaches) is forbidden during a technical pause. Warnings will be given for first infringement and more severe sanctions will be imposed for multiple breaches including but not limited to removal of tactical pauses, financial penalties and in severe cases loss of map.

f) Players must continue to play out any ongoing round until the pause has come into effect to allow Tournament Officials to make a decision according to the Handbook.

g) The misuse of a Technical Pause for a non-technical issue will result in the game being un-paused. Repeated misuse of a technical pause for non-technical issues may result in loss of a map, or series, at the discretion of tournament administration.

8.8. Administrative Rehosts

Administrative Rehosts are used to deal with a bug or glitch that occurred and was deemed to adversely affect a round. Teams who wish to enact a Rehost must declare this to the enemy team either during the round in which the bug occurs or immediately following the round.

If the Match is being hosted by the CCL, a League Operative will determine whether a given issue may require an Administrative Rehost.

If the Match is not being hosted by the CCL, the Teams may agree among themselves to use an Administrative Rehost. If the Teams cannot come to an agreement, one Team may call for an admin to review match footage and make a decision.

There is no limit to the number of Administrative Rehosts that could be called during a Match however if Teams are suspected of abusing Administrative Rehosts, they may be investigated and penalized for such abuse.

8.8.1. Standard Rehost Procedure

If the rehost was called outside of freeze time, the current round must be finished, and the rehost may only initiate once the round is over. Once a rehost is confirmed, the following should happen, in this order:

1. The Host will take a screenshot of the in-game scoreboard
2. The Host will take a screenshot of their communications with the opposing team that confirm they are agreeing to a rehost for a specified Map
3. The host will open a ticket to inform CCL staff of the rehost
4. All players, coaches and spectators will quit the current game lobby
5. The Host will create a new lobby and re-invite all participants
6. Players should be in the lobby and resume play within 5 minutes of the creation of the new lobby

The rehosted game will:
● Be played on the same Map in which the rehost was called
● Have teams start on the same side as in the Match where the rehost was called

If the Host takes longer than 2 minutes to invite the Players after loading into the lobby, they will receive a Warning. If this continues, the Host may lose their Hosting rights.

If the invited Team takes longer than 5 minutes to join the lobby and be ready, they will receive a Warning. If the Team is still not in the lobby 5 minutes after the Warning has been given, the Team will be forced to forfeit the remaining rounds in the map. map is continued, the offending Team cannot be forced to retroactively forfeit.

To report an infraction, open a ticket immediately with League Operations.

8.8.2. Host Responsibilities

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

The Host must be able to receive rehost requests from both Teams.

If the Host is a spectator in the match, they are forbidden from talking to or showing their viewpoint to Players in that match without at least a 3 minute delay.

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, if the Host is a spectator and does talk to a Team or show their viewpoint without the appropriate delay, the Host's organization will be banned from hosting a match for the remainder of the season in addition to forfeiting any rounds where this infraction took place.

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".

8.9. Streamed Matches

If your match is scheduled to be broadcasted and / or recorded by the CCL, a Production Staff member will be assigned as your Host.

8.10. Observers and Streaming Procedures

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", "CCLCS2" or "Canadian Collegiate League"
- Streams must have a 180 second delay

Observers:

- For streams that are not on institutional platforms, both teams must agree for an observer to join the match
- Teams cannot have contact with observers during a map

8.11. Punctuality

Teams must be in the lobby and ready to play their match no later than 15 minutes after the agreed upon match start time. Teams must also be in the lobby and ready to play each subsequent map no later than 10 minutes after the previous map has ended.

Being "ready to play" includes, but is not limited to:

- Having picked their map(s)
- Having the lobby set for the current map
- Having 5 eligible Players present in-game in the player slots

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. If a

match was started, neither Team can be forced to retroactively FF the match, even if a team was late.

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 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 map was started, neither Team can be forced to retroactively FF due to punctuality for that map.

8.12. Starting Five

Teams must start every map with 5 Players each. Furthermore, Teams are only required to start every map with 5 Players. If, for example, a Player disconnects during a match, that Player's Team is permitted to do any of the following, without incurring a penalty as a result of this rule:

- Continue playing that map without rehosting or pausing and hoping the missing Player reconnects
- Continue playing that map without rehosting or pausing, with no intention of the missing Player reconnecting

- Using one of their rehosts to minimize the time they have to play with a missing Player, and get the disconnected Player back in
- Using one of their rehosts and then resuming that map without 5 Players

Teams who attempt to play a map with less than 5 Players from the representing university will receive a Warning and will be given an automatic forfeit for every map.

8.12. Substitutions

Teams are allowed to substitute Players in between maps. 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 2 at a time between maps.

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.

8.13. Player Equipment

All Players are responsible for ensuring the performance of their own 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, nor will be considered as a reason to allow additional Team Rehosts or call for an Administrative Rehost.

8.14. Player Ping

All Players are responsible for ensuring that their ping / latency is below 150ms consistently. For a Player's ping to not be considered "below 150ms consistently", they must be shown to have over 150ms ping in 3 separate instances, across 2 separate rounds.

If a Player fails to have a ping below 150ms consistently, they will receive a warning for the first offense. Any further instances will result in a suspension in accordance with the Penalty Index.

9. Good Sportsmanship Rules

In addition to the rules and mechanics established in Counter-Strike 2, competitive play in the CCL is subject to the following good sportsmanship rules:

- 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.
- Intentional team killing is strictly forbidden.
- Teams and Players are expected to show respect to other competing teams and refrain from unsportsmanlike behaviour both in and out of matches.
- Teams and Players must not engage in any kind of harassment, discriminatory behaviour or hate speech.
- Teams and Players must keep a level of professionalism when communicating in the CCL Discord server.
- Teams and Players are expected to be respectful of all League staff.
- Teams and players are expected to be respectful of all production staff involved with streaming CCLCS2 Matches (both staff of official CCL streams and staff of individual school streams). This includes but is not limited to Producers, Casters, Observers, and Stream Moderators.

10. 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 Steam/Faceit 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.

10.1. 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 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.

10.2. 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.

10.3. 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.

10.4. Round Forfeiture Procedure

If a Team violates a rule which results in them being forced to forfeit a round, the round loss will be applied as follows:

- The round in which the violation occurred
- A subsequent round in the map being played, if it would be played when all previous losses were awarded
- The reversal of a round won by the offending Team in the map being played

Any further round forfeitures will simply be ignored, and the offending Team will end up with an effective forfeiture of the map being played.

If the round forfeiture is assessed after the match, the round losses will be applied as described above, as they were applied during the match, However, a Team will not end up with a score that is impossible to achieve during a real match. Furthermore, the Teams will not be called back to complete a map, nor would the score be modified to match a possible final score for the map.

If the round forfeiture is assessed during a match, and the assessment of the round forfeiture does not determine the winner of the map, the Host will conduct a Team Rehost on the behalf of the offending Team with the following expectations:

- The Host will put losses for the offending Team where appropriate in the round history
- Neither Team is required to repeat their setup from the last round played

If the round forfeiture is assessed during a match, and the assessment of the round forfeitures does determine the winner of the match, the score for the map will be recorded, and the host will continue to the next map, or end the Match if there is no subsequent map.

11. 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.

Prize amounts are allocated per team. They are distributed as follows:
- Playoff Champion of CCLCS2 Spring season 2026: 50% of the prize pool
- Runner-up: 25% of the prize pool
- 3rd place: 15% of the prize pool
- 4th place: 10% of the prize pool

12. 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.

13. 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.

14. 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	2	6 Months	12 Months	12 Months

	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.				
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 broadcast while playing it.	2	12 Months	Lifetime	24 Months
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	2	6 Months (Team)	12 Months (Team)	12 Months

	with the infraction of match-fixing				
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 outside of authorized timeframes.	1	Warning	Map Forfeit	N/A
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	Lifetime	N/A

			confidential information shared		
Minor Misconduct	May include any of the following prohibited behaviour ● 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, sustained disruption of discussion, or continued one-on-one communication after requests to cease ● Lack of respect and provocation, including verbal insults or insulting gesture or defamation Depending on the nature of the prohibited conduct, a minor may qualify as a Major misconduct.	2	Warning	6 Months	12 Months
Major Misconduct	Any of the following prohibited behaviour qualifies as Major misconduct: ● Any action or statement which may be found offensive and related to gender	2	12 Months	Lifetime	36 Months

	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				