



CCLVAL Winter Series 2026: 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 Riot Games, Inc. or VALORANT Esports.



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Introduction

CCLVAL is a competitive league for Canadian universities and colleges to compete against one another in the PC version of VALORANT, a tactical first person shooter from Riot Games. 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

CCLVAL, CCLVAL Winter Series 2026: Synonymous terms for the VALORANT Winter 2026 competition hosted by the CCL

Map: A single game in a match



Match: A set of Maps played by two teams, the winner of the majority of these Maps is considered the winner of the Match

Bo3: A match consisting of up to 3 games, where the first team to win the majority of games (2 games) wins the series

Bo5: A match consisting of up to 5 games, where the first team to win the majority of games (3 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 Winter 2026 semester (or equivalent)
 - Players who are graduating at the conclusion of the Winter 2026 semester may be enrolled part time (or equivalent) and still be eligible to play.
- 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 a Riot 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.
 - This account must be publicly viewable on tracker.gg for seeding purposes
- Not be in possession of ANY Riot account that is currently banned or has any restrictions placed on it by Riot Games
 - This includes voice-chat and text-chat, as well as competitive queue restrictions
- [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 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 in the registration form.

4.1. Rosters Size

Teams are required to have at least 5 eligible Players on its roster at all times, and may have up to a maximum of 9 Players on the roster. All players must be registered on OPL to the team they are competing for

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 CCLVAL in the same season
 - Not be on a roster for another Team in CCLVAL 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 9, as noted in [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 Sunday of the first week in the Playoffs.
 - Teams will **not** be able to acquire new players once Playoffs have started

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. Please open a ticket if you are attempting to use your 1 emergency substitution.

4.3. Coaches

Teams can have up to 2 coaches registered. There is no enrollment eligibility for coaches. Only a registered coach may occupy the in-game coach slot in a Match.

During a Match, a team may have up to 1 active coach. An active coach is allowed to occupy a team's in-game coach slot and communicate with a team's players during the Agent and 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 VALORANT team. Therefore players from schools that have less than 10,000 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” VALORANT account to their OPL 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 an OPL account and link their VALORANT account. A team manager or captain must create an OPL team



which all players and subs are required to join. The ID of this OPL team is needed when a team registers for CCLVAL.

The registration period begins December 20th 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 CCLVAL, 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 entry fee. Once the \$50 entry fee has been paid, the team has officially secured their spot in the tournament.

5.1. Registration Restrictions

For the CCLVAL Winter series 2026, 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 CCLVAL Winter 2026 Series will consist of two stages, the groups stage and the playoffs stage.

The default time for all Matches are as follows:

- 5:00pm PST
- 6:00pm MST
- 7:00pm CST



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

Placements - 16 Teams

- January 30th, 8:00 pm EST

Groups Stage - 19 Teams

- February 6th, 8:00 pm EST
- February 13th, 8:00 pm EST
- February 20th, 8:00 pm EST
- February 27th, 8:00 pm EST
- March 6th, 8:00 pm EST
- March 13th, 8:00 pm EST
- March 20th, 8:00 pm EST
- March 27th, 8:00pm EST

Playoffs Stage - 13 Teams

- April 6th, 8:00 pm EST - Top 13
- April 13th, 8:00 pm EST - Top 8
- April 20th, 8:00 pm EST - Top 4
- April 24th, 6:30 pm EST - Third Place Match and Grand Finals

6.1. Seeding

Teams will be seeded for the groups stage based on the ranks of their top 5 players at the end of the previous act and how they place in their placement matches.

Seeding for the playoffs stage will be based on each team's performance during the group stage.



6.2. Groups Stage

Teams will be placed into 3 groups; Premier, Challenger, and Open. A team's seed will determine which group they are placed in.

During the first 7 weeks of the groups stage, each team will play a BO3 against every other team in their group. Unless agreed upon by both teams, the Match will be played at 8:00pm EST on the Friday of each week.

Matches may be rescheduled by teams with some restrictions. See [\(7. Match Rescheduling\)](#)

Once all matches in the groups stage have been completed, the teams in each group will be ranked from 1-6 according to points.

Points will be allotted based on the results of the match:

- A match win of 2-0: **4 points**
- A default win: **4 points**
- A match win on 2-1: **3 points**
- A match loss of 1-2: **1 points**
- A match loss of 0-2: **0 points**
- A default loss: **0 points**

The team with the most points in a group will be Ranked #1 in their group and the team with the lowest amount of points in their group will be ranked #7 in their group. In the case of a tie in points between teams, tiebreakers will be used to determine which team ranks higher. See [\(6.4. Tiebreakers\)](#)

All Premier teams will automatically be awarded the top seven seeds in the Playoffs. The Top 5 teams from Challenger will be awarded the next five playoff spot and the



bottom Challenger team and top 3 open teams will play in a single-elimination LCQ for the last playoff spot

The 6 highest ranked teams which did not already qualify for playoffs, will compete in a series of BO1 matches on March 2nd. The seeding for this bracket will be based on performance in the groups stage. The winner of this bracket will advance to the playoffs and be seed 10.

6.3. Playoffs

The 13 qualified teams will be placed into a single elimination playoff bracket with cross - seeding being done based on their group and final standing placement in the group stage.

Each team will play one BO3 Match each week with the winner of the Match continuing on in the bracket. The final two teams will play a BO5 the final week of the season to determine the winner of the CCLVAL Winter 2026 Series. The game to decide the third place team will also be a BO5. The number of Teams advancing to the playoffs can change based on participation and scheduling needs.

6.4. Tiebreakers

Rankings Leading into the Postseason will follow this tiebreaker method:

1. Cumulative Points (Match Wins)
2. Cumulative Map Wins
3. Cumulative Overall Round Differential (Total rounds won - total rounds lost)
4. Head - to - Head Record (The result of the match played between the two teams, if applicable)
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.

6.5. Score Reporting

All matches are expected to have their scores reported by the winning Team. **This includes streamed matches.**

A Team is required to submit a report for their match through OPL that includes:

- Post-game scoreboard screenshots of each map played in the Match
- The final match score (Ex. 2-1)

This must be done before the reporting deadline for a Match.

Whichever comes first will be used as the reporting deadline for a Match:

- 24 hours after the end of the Match
- OR**
- 8:00am EST the Sunday following the Match

For example:

- If a Match is played at its default time of February 2nd at 3:00pm, the score must be reported by February 3rd at 3:00pm at the latest.
- If a Match originally scheduled for February 2nd at 3:00pm EST is played at a rescheduled time of February 8th at 8:00pm, the score must be reported by February 9th at 8:00am at the latest.



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

7. Tournament Stages

7.1 Qualifiers

Teams will compete in a double elimination format, playing three best-of-one (Bo1) matches. Once all Qualifier matches conclude, the top four teams will advance to the Premier Group, the next 6 teams will be placed in the Challenger Group, while the remaining teams will enter the Open Group.

7.2 League Play

7.2.1 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.

7.2.2 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.

7.3. Playoffs

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.

8. Match Rescheduling

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 started at 12:00am or later on the originally scheduled Sunday and 11:59pm EST on the Saturday of that week.

For example, a Match with a default time of February 2nd, 3:00pm EST can be played any time between:

February 2nd, 12:00am EST - February 8th, 11:59pm EST

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.

8.1. 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.**

8.2. 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.

8.3. 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;



-
- Friday at 8:00pm EST of the play week

8.4. 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

For example, Team A wins Map 1 and Team B wins Map 2 in a BO3. The score in Map 3 is currently 4-9 with Team B in the lead and Team A decides to Forfeit:



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- Team A receives a Default Match Loss
 - Team B receives a Default Match Loss
 - Team A has their Map Wins recorded as +2
 - Team B has their Map Wins recorded as +0
 - The Round Differential from Map 1 is not recorded
 - The Round Differential from Map 2 is recorded and added to Team A and Team B's total Round Differential
 - Map 3 is recorded as a 4-13 win for Team B and is added to Team A and Team B's total Round Differential

For this reason, It is almost always better to continue to play out a Match if you are able to rather than Forfeiting.

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.

9. Match Setup & Procedures

In a standard match, an active coach or a player of a participating team in a Match will be expected to create a lobby and invite the opposing team to join via a lobby code or friend invite. This person is considered the host of the lobby. If your Match is being streamed by the CCL, a member of CCL staff will act as the lobby host.

- Only a team's registered players/substitutes are allowed to occupy a team's player slots in a lobby
 - All 5 of a team's player slots **MUST** be filled before the Match can begin
- Only a team's active registered coach is allowed to occupy a team's coach slot in a lobby



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- Observer slots may be occupied by CCL staff OR if both teams agree to allow observers for the purpose of streaming a Match

The following settings will be used for every map played in CCL in both the main season and the playoffs.

9.1. Server

The game must be held on a server with the lowest ping differential between teams, unless both teams agree on another server. If a decision about which server to play on cannot be reached, an admin can be asked to decide for the teams.

9.2. Map Pool

The Map pool will follow the current competitive season map rotation:

- Haven
- Bind
- Split
- Breeze
- Pearl
- Abyss
- Corrode

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.



9.3. Match Settings

Mode: Standard

Allow Cheats: Off

Tournament Mode: On

Overtime: Win By Two: On

Play Out All Rounds: Off

Hide Match History: Off

9.4. Map Bans

A match of VALORANT 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 OPL 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



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- 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

9.5. New Maps, Agents, Weapons, and Ability Changes

All new maps, agents, weapons and agents who under-go major reworks will be restricted from use in any Match for two weeks upon release to allow teams time to prepare. After two weeks have elapsed, the map/agent/weapon will be eligible to use in Matches.

Agents, maps or weapons with major bugs may be restricted from use in Matches for any period of time at the discretion of the CCL. These restrictions will mirror that of the restrictions currently being used in professional play.



Admins will provide announcements about any changes to map, agent and weapon eligibility.

9.6. Cosmetics

All in-game cosmetics (such as gun skins, gun buddies and sprays) may be used in Matches unless stated otherwise.

If a bug from an in-game cosmetic causes it to create an unfair-advantage when used, the cosmetic will be restricted from use in Matches until the bug is corrected. Admins will provide announcements about any changes to cosmetic eligibility.

9.7. Usage of Bugs or In-Game Exploits

Intentionally using any in-game bug or exploit during a match is prohibited. An exploit is considered utilizing any game mechanic that is not functioning as intended. If you are unsure whether something violates the CCL's rules against using game exploits and bugs, please consult with a CCLVAL admin before attempting it in a match.

A list of common bug exploits or in-game exploits that are prohibited from being used in any competition of CCL is indicated below and will be updated by the CCL from time to time. These are known unintended mechanics that have been banned for use in the CCL and, at minimum, will carry an immediate round loss and / or further Sanction(s).



- Boosting teammates onto boxes using the “walk and crouch” method
- Standing on ledges or geometry that are not intended to be accessible by the player
- Placing “mollies” or any other placeable abilities in out-of-bounds areas of the map that are still able to deal damage or status effects to players
- Accessing and playing in out-of-bounds areas of the map
- Using decorative map geometry, such as the leaves on Lotus and Pearl, to avoid flashes or other abilities
- Placing abilities through unintended surfaces, such as placing deadlock’s wall from “hell” through the floor to “heaven” on Ascent
- Placing abilities in un-intended areas outside of the map which allow for an advantage, such as placing Cypher’s spycam in out-of-bounds areas to see through walls
- Using Jett’s tailwind ability, Neon’s high gear ability or Raze’s blastpacks and Showstopper on unintended geometry to “superdash” or gain more height, space or speed than is intended by the ability

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.

9.8. Tactical Timeouts

Tactical Timeouts are short pauses in the flow of a game that can be requested by a Coach or Player during a buy phase. In order to request a Tactical Timeout, The Coach or Player must use the in-game timeout feature by typing /to or /timeout to trigger a timeout vote. Once the timer begins on the screen, both team’s coaches



can communicate with their teams for the duration of the timer. After the 60 second timer disappears from the screen, coaches must cease communication.

Each Team may request two Tactical Timeouts per map during any given Match. If a Map goes to overtime, each team may request one timeout during the overtime period, regardless of how many timeouts they have already used. A team cannot request more than one timeout in overtime on a single Map.

Timeouts that are not used do not carry over to the next Map or Match and are lost.

9.9. Technical Pauses

Technical Pauses are pauses in the flow of a game made by a team due to technical issues such as connectivity issues or peripherals malfunctioning. Each team may call up to one Technical Pause per map that must be called in the buy phase of a round and can last a maximum of 10 minutes.

To initiate a Technical Pause, the following must happen in-order:

- The Host will write in chat a message that indicates that they are starting a Technical Pause
- The Host will pause the match timer via the options menu
- Once the Tech issue is resolved or if it has been 10 minutes, the Host will confirm that both Teams are ready to continue to play
- The Host will end the pause via the options menu

For pauses that last longer than the allocated time, the offending Team will receive a Warning. For repeated infractions, the Team will be forced to forfeit the remaining rounds in the map.



During a Technical Pauses, all players are prohibited from moving, using abilities and purchasing equipment. Teams are not permitted to communicate amongst their coach or discuss gameplay or the match amongst themselves during the entire duration of a Technical Pause. Failure to comply will be sanctioned.

Technical Pauses may also be called anytime by the CCL during an official streamed match to resolve issues related to the stream. Technical Pauses called by the CCL can be called any number of times and for any duration necessary.

9.10. 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.



9.11. Standard Rehost Procedure

If the rehost was called during the action phase, the current round must be finished, and the rehost may only initiate once the round is over.

If a Rehost is called in the first half of a Map, the Map will be restarted from the beginning. If the Rehost is called in the second half of the map, the map will be restarted from the beginning round of the second half. In this case, both teams will have their round-win score modified to the score they had at the beginning of the first half.

The following procedures must be done in-order to enact a rehost:

- The host will take a screenshot of the in-game scoreboard which includes the round win/loss progression
- 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
- The host will open a ticket to inform CCL staff of the rehost
- All players, coaches and spectators will quit the current game lobby
- The host will create a new lobby and re-invite all participants
- 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
- Have all players pick the same agents 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.

9.12. 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”.

9.13. 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.

9.14. 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”, “CCLVAL” or “Canadian Collegiate League”
- Streams must have a 180 second delay
- Streams must have the “Show blood” setting toggled off

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



9.15. 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.

9.16. 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 pausing and hope the missing Player reconnects
- Continue playing that map without pausing, with no intention of the missing Player reconnecting
- Call a technical pause to try and allow the missing player to reconnect to the match

Teams who attempt to play a map with less than 3 Players from the representing university will receive a Warning and will be an automatic forfeit for every map.

9.17. 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 forfeit.

9.18. 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.

9.18.1. Input Devices

The only accepted input devices for the CCL are keyboards and mice. The use of controllers is prohibited. The use of macros (on input devices or otherwise) is considered cheating.

Players found to be using a controller as an input device will receive a warning and will be strictly monitored for the rest of the season.

9.19. 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.

10. Good Sportsmanship Rules

Additionally, to all rules and mechanics established in VALORANT, 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 CCLVAL 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



11. 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 VALORANT 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.

11.1. 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.

11.2. 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.



11.3. 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.

11.4. 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 result in the offending Team being forced to forfeit the Map.

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.

12. 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. Uncomplete 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.

Entry Fee: \$50 CAD (to be paid once your eligibility is confirmed)

Prizing: TBA

1st Place: 50% of Prize Pool

2nd Place: 25% of Prize Pool

3rd Place: 15% of Prize Pool

4th Place: 10% of Prize Pool

13. Confidentiality

Any communication or discussion privately hold 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.

14. 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.

15. 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 broadcast while playing it.	2	12 Months	Lifetime	24 Months
Evidence Tampering	Evidence tampering is defined as elements or findings indicative of substantial and	2	12 Months	Lifetime	24 Months



	purposeful measures to impede an investigation, through the tampering and destruction of evidence.				
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 outside of authorized timeframes.	1	Warning	Map Forfeit	N/A
Noncompliance With CCL	Self-explanatory type of infraction	1	Warning	Match forfeit	N/A



Instructions					
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, sustained disruption of discussion, or continued one-on-one communication after 	2	Warning	6 Months	12 Months



	<ul style="list-style-type: none"> requests to cease 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