

AUREUS CONTENTIO

SEASON 2

Official Competition Rulebook

Final Draft



AUREUS ORDINATIO · SINCE 2021

AUREUS CONTENTIO

SEASON 2 · 2026-2027

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1. Introduction & Scope

This rulebook governs every tier of Aureus Contentio ("AC") Season 2: Opening Cup, Swiss Cup, AC Cup, AC Series, AC Championship, AC Challengers, AC Masters, AC Community League, and AC Youngsters League. It applies to all players, coaches, team officials, and spectators participating in or attending an official AC match.

Where a rule in this document conflicts with a tier-specific note in Appendix A or Appendix B, the tier-specific note governs for that tier only. Where this rulebook is silent on a point, Aureus Contentio staff ("staff") has final discretion to rule on the matter in the spirit of the rules below.

2. Tournament Structure

Aureus Contentio Season 2 runs nine competitive tiers side by side across the season, each with its own format, schedule, and (where applicable) prize pool and AC Points allocation. Full per-tier detail — team size, format by stage, frequency, entry fee, and prize pool — is in Appendix A. Registration windows for every tier are in Appendix B.

All matches are played on official Ubisoft competitive settings unless a specific exception is stated in Section 5.4 (Operator Policy).

3. Eligibility

To register and play in any Aureus Contentio tier other than AC Youngsters League, a player or coach acting as a player must meet all of the following:

- Be 18 years of age or older.
- Reside in the EU region.
- Hold a Ubisoft Connect account in good standing (not subject to a Ubisoft or BattlEye ban) at the time of registration and for the duration of the competition.

Coaches are not required to meet the age or region requirement above. A coach who does not meet it may still be registered and may coach, but may not play in any match under any circumstance, including as an emergency pickup under Section 4.4.

3.1 AC Youngsters League exception

AC Youngsters League exists specifically to give younger and academy players a path into competitive AC, and carries its own separate eligibility framework in place of the 18+/EU rule above:

- An official academy team of an existing organization/brand (the team must demonstrate it is officially recognized as that organization's academy team); or
- A "young team" where every player is 15 to 18 years old, with the roster permitted exactly one primary player aged 19 years or older plus one substitute also aged above 19+ — and across the season, in more than half of the team's played matches, no more than 2 of the 5 fielded players may come from that 19+ bracket.

Eligibility for AC Youngsters League is verified by a named Academy Partner Coordinator, who confirms each team's academy/age status directly to staff before that team is accepted; staff do not independently verify age or academy status for this tier.

4. Registration, Rosters & Team Composition

4.1 Roster size

Across every tier except AC Youngsters League, a team roster consists of:

- Minimum 3 core players.
- Maximum 5 core players, plus up to 2 substitutes, plus 1 coach.

4.2 Roster lock

A team's roster locks at the close of that tier's registration window (Appendix B). No player may be added or removed after lock except through the roster-change process below.

4.3 Roster changes after lock

A team that needs to change its roster after lock must open a ticket in the designated Discord roster-change channel. Staff review and approve or deny each request individually — there is no standing recurring transfer window; every post-lock change is a staff-reviewed exception.

4.4 Pickup / substitute players

If a team cannot field enough of its own registered players for a given match, it may field an outside pickup player, provided that player is declared to staff at least 30 minutes before the scheduled match start.

4.5 Coaches

A team may register one coach. A registered coach may communicate with their team at any time, including during live rounds, subject to the general Code of Conduct in Section 12.

5. Match Procedure

5.1 Punctuality & no-shows

Both teams must be ready to begin 15 minutes before the scheduled match start. A grace period of 15 minutes after the scheduled start time is granted for a team that is not yet ready or not yet present.

- If, once that grace period expires, one team is still not ready or present, the match is forfeited to the ready team. Where the tier uses league standings, the forfeiting team loses 1 point in that tier's table in addition to the loss.
- If neither team is ready or present when the grace period expires, both teams are marked no-show and the match is not played; each team's standings are penalized per the no-show provision above.
- In Bo3 and Bo5 matches, a player arriving late may join once the map in progress concludes. In Bo1 matches, the short-handed team plays on with fewer players unless the opposing team agrees to allow the late player to join before the round starts.

5.2 Lobby setup

The higher-seeded team (or the team listed first for that match on the bracket/schedule) is responsible for creating and configuring the match lobby with the correct competitive settings. Where staff has assigned a caster or observer to the match, staff creates the lobby instead.

5.3 Map veto process

Before every veto step below, a coin toss decides which team acts first; the higher-seeded team calls the toss. Each individual ban or pick decision must be made within 4 minutes; a team that fails to act within its 4 minutes forfeits that decision to a random ban/pick by staff from the remaining pool.

Best of 1

Teams alternate banning one map at a time from the full map pool until a single map remains. That map is played.

Best of 3

Sequence: Ban, Ban, Ban, Ban, Pick, Pick, Ban, Ban. Each team bans twice, then each team picks one map (these two maps are played as games 1 and 2), then each team bans twice more from what remains. The single map left after all bans and picks is decided by a coin flip and played as the deciding map if the series reaches game 3.

Best of 5

Sequence: Ban, Ban, Pick, Pick, Ban, Ban, Pick, Pick. Each team bans once, then each team picks one map, then each team bans once more, then each team picks one more map — four maps are set in the order picked. The map remaining after all bans and picks is decided by a coin flip and played as the fifth map if the series requires it.

5.4 Operator policy

No operators are banned at the start of Aureus Contentio Season 2 — the full official operator pool is legal in every tier. Staff reserves the right to ban any operator found to be game-breaking or subject to a significant exploit, with at least 2 weeks' public notice before the ban takes effect.

6. In-Match Technical Issues

6.1 Technical pauses

A team may call one technical pause per map for a genuine technical issue affecting one of its players. There is no fixed maximum duration for a technical pause, but during a pause no player may communicate with anyone outside their own team — including the opposing team, spectators, or the broadcast.

6.2 Rehosts

A map may be rehosted (restarted from 0–0) only if the disruption occurs within the first 15 seconds of the preparation phase, or the first 30 seconds of the action phase, and no damage or eliminations have occurred in that round. Outside that window, the map continues from its current state and no rehost is granted.

6.3 Disconnects

A disconnect during a round is not automatically restarted. Staff reviews the circumstances and, at their discretion, may restart the round at the score immediately prior to the disconnect if doing so is fair to both teams. Absent a staff-approved restart, the match continues from its current state.

7. Tie-Break Procedures

Where a group stage or round-robin standing ends level between two or more teams, ties are broken in the following order until the tie is resolved:

1. Round difference (rounds won minus rounds lost, across the group stage).
2. Head-to-head result between the tied teams.
3. Match win percentage.
4. Round win percentage.
5. A tiebreaker match between the remaining tied teams.

8. Anti-Cheat & Match Integrity

- BattlEye must be enabled for every player in every official match, without exception.
- Every player must run an approved match-recording tool for the full duration of every official match, and upload the recording to the designated match folder within 48 hours of the scheduled match start time. Recordings must be retained for at least 7 days after the match ends in case of a dispute.
- First missed upload: an official warning. Repeated failures may escalate through the general sanctions ladder (Section 13) up to disqualification. A technical issue does not excuse a missed upload.
- MOSS must run at all times during the match.
- Falsifying, editing, or otherwise tampering with a required recording results in disqualification or a more severe sanction at staff's discretion.
- Any third-party software that modifies the game, automates player input, or gathers information from a delayed broadcast/stream ("stream sniping") during play is prohibited and subject to sanction.

9. Rescheduling

A scheduled match may be moved to a different time only with the agreement of both teams. The request must be submitted to staff via a Discord ticket before the original scheduled start time. The new time is not official until staff confirms it; absent confirmation, the original schedule stands and Section 5.1 (Punctuality & no-shows) applies to it as normal.

10. Broadcast & Streaming Rights

By registering for any Aureus Contentio competition, a player, coach, or team official grants Aureus Contentio the right to broadcast, record, and stream their participation in official matches, and to reuse that footage afterward — including VODs, clips, and highlight reels — for the promotion of Aureus Contentio and its partners.

11. AC Points System

AC Points are awarded for season-long standing purposes in the tiers below. Each tier's points are awarded by finishing placement in that tier's main event.

Tier	1st	2nd	3rd	4th	Next band
Opening Cup	250	125	75	75	25 (5th–8th)
Swiss Cup	200	100	50	25	10 (5th–8th)
AC Cup	100	70	45	45	20 (5th–8th)
AC Series (all 6 instances)	400	250	150	100	50 (5th–8th)
AC Championship (both instances)	1250	800	450	450	200 (5th–8th)
AC Community League #1	100	70	45	30	0
AC Challengers	1500	1000	500	350	200 (5th&6th)

Full band breakdowns (5th–32nd where applicable) are in detail on the discord.

11.1 Tiers that currently award no AC Points

AC Masters, AC Community League #2 and AC Youngsters League do not award AC Points under the current plan. AC Youngsters League is purely developmental and never will. And all AC Points are made to Qualify teams for the AC Masters.

12. Prize Money & Economics & RCS CLASS

All Entry Fee and Prize Pool / Winner Prize figures below are in Euros (EUR), except Swiss Cup's Prize Pool and Winner Prize, which are in Swiss Francs (CHF).

Tier	Entry Fee	Prize Pool (Min–Max)	Winner Prize (Min–Max)	RCS CLASS
Opening Cup	0 EUR	25 EUR	25 EUR	I to E CLASS
Swiss Cup	0 EUR	50 CHF	50 CHF	I to B CLASS
AC Cup	10 EUR	75–100 EUR	50–70 EUR	I to E CLASS
AC Series (per instance)	20 EUR	250–400 EUR	150–250 EUR	I to D CLASS
AC Championship (per instance)	50 EUR	1,000–2,000 EUR	500–880 EUR	I to C CLASS
AC Challengers	25 EUR	750-1250 EUR	400-600 EUR	I to B CLASS
AC Masters (Open Qualifier entrants only)	15 EUR	1,000–2,000 EUR	460–1,000 EUR	I to B CLASS
AC Community League #1	0 EUR	100 EUR	100 EUR	I to E CLASS
AC Community League #2	0 EUR	75 EUR	75 EUR	I to E CLASS
AC Youngsters League	0 EUR	— (no prize pool)	—	I to C CLASS

AC Masters' 15 EUR combined entry fee is charged once per team, to Open Qualifier entrants only — direct invitees and Closed Qualifier entrants (ranks 5–12) are not charged. That fee also funds AC Community League Instance #2's fixed prize pool.

AC Challengers 25 EUR entry fee is charged once per team for the Qualifiers. That fee also funds AC Community League #1

RCS CLASS limitations may be subject to exemptions from Invited teams.

13. Code of Conduct

All players, coaches, team officials, and attendees must conduct themselves in an appropriate and respectful manner toward other teams and players, spectators, the broadcast team, and Aureus Contentio staff.

13.1 Harassment

Harassment includes, without limitation: offensive statements or actions related to sex, gender, age, sexual orientation, disability, physical appearance, body size, race, or religion; sharing sexual imagery in a public space; deliberate intimidation or stalking; and sustained interruption of matches, streams, or other AC events. Harassment of any kind is grounds for sanction up to disqualification.

13.2 Names & logos

Team and player names, logos, and avatars must not contain offensive or racist content. Staff may require a team or player to change a name or logo it deems offensive or inappropriate; non-compliance may result in disqualification.

13.3 Spam

Sending messages to the point of annoyance, in-game or out-of-game, is considered spam. A first offense receives a warning; continued violation results in a ban.

13.4 Confidentiality

The content of protests, support tickets, and other correspondence with staff is confidential. Publishing that content without staff's written consent may result in disqualification.

13.5 Reporting

A Code of Conduct breach occurring before or during a match must be reported to staff immediately. A report filed only after the match has concluded may not be considered, as delayed reporting implies the reporting team accepted the situation at the time.

14. Sanctions

Aureus Contentio applies an escalating sanctions ladder for rule violations, in increasing order of severity:

1. Warning — for a first-time or minor violation (e.g. a first spam offense, an unintentional cosmetic/settings issue).
2. Round forfeit — for an in-match violation such as an illegal cosmetic, incorrect match settings, or fielding an unregistered player.
3. Map forfeit — for a more serious or repeated violation, or one occurring before/after a match.
4. Tournament disqualification — for serious misconduct or an accumulation of rule violations.

Cheating, use of macros, or use of any prohibited software results in an immediate and permanent ban, bypassing the ladder above.

15. Protests & Final Authority

A team disputing a match outcome or a staff ruling must open a ticket in the designated Discord protest channel. Decisions made by staff are final and binding on all players, teams, team officials, and other participants; there is no further appeal beyond the staff ruling.

Appendix A — Per-Tier Quick Reference

Tier	Frequency	Team Size	Format by Stage	AC Points
Opening Cup	1×/season	8	Single elim — Bo1 except Final (Bo3)	Yes
Swiss Cup	1×/season	4–8	Single elim — Bo1 except Final (Bo3)	Yes
AC Cup	18×/season	8–16	Bo1 through Semifinal, Bo3 Final	Yes
AC Series	6×/season	16 (32 qualifier)	Swiss qualifier & Group Stage Bo1, Semifinals Bo3, Final Bo5	Yes
AC Championship	2×/season	32 (64 qualifier)	Qualifiers & Group Stage Bo1, Semifinals Bo3, Final Bo5	Yes
AC Challengers	1×/season	12 (64 qualifier)	Qualifiers & Group Stage Bo1, playoffs Bo3, Grand Final Bo5	Yes
AC Masters	1×/season	10 (64 qualifier)	Qualifiers & Group Stage Bo1, playoffs Bo3, Grand Final Bo5	No
AC Community League #1 & #2	2×/season	12	Group Stage Bo1, playoffs Bo3, Grand Final Bo5	#1 Yes #2 No
AC Youngsters League	1×/season	12	Round-robin Bo1, Semifinals/3rd Place Bo3, Grand Final Bo5	No

Appendix B — Registration Windows by Tier

Windows are given as an offset from an anchor event, since exact calendar dates shift with the season schedule. Full resolved dates for Season 2 are on each tier's own tab of the Season 2 Calendar workbook.

Tier	Opens	Closes
Opening Cup	10 days before competition start	48 hours before competition start
Swiss Cup	14 days before competition start	72 hours before competition start
AC Cup	5 days before Day 1's first game	24 hours before Day 1's first game
AC Series	10 days before its qualifier start	1 day before its qualifier start
AC Championship	20 days before qualifier leg 1	2 days before qualifier leg 1
AC Challengers	21 days before qualifier leg 1	1 day before qualifier leg 1
AC Masters	21 days before its first Open Qualifier	1 day before its first Open Qualifier
AC Community League	As soon as the paired tier's qualifiers conclude (confirm-participation window, not open signup)	2 days before the League's own start
AC Youngsters League	4 weeks before League Matchday 1	2 days before League Matchday 1