Breachers Champions League Official Rules

v5.0

last revised June 29th, 2026

Sections

1 Code of Conduct **2**

2 Schedule, Leaderboard, Match Organization **2**
2.1 Schedule 2
2.2 Leaderboard 2
2.3 Match Organization 2

3 Challenges **3**

4 Match Format **3**

5 Gameplay Clarifications and Restrictions **4**

6 Match Forfeits **5**

7 Teams and Players **5**

8 Streaming and Media **6**

9 Bugs **6**

10 Cheating and Exploits **6**

11 Decisions and Sanctions **7**

12 Post Season Rules **7**
12.1 Format 7

13 Definitions **8**

14 Punishments **8**

15 Change Log **9**

1 Code of Conduct

1.1 Play fairly and within the rules of the Breachers Champions League.

1.2 Treat your fellow gamers, teammates, competitors, spectators, and League officials with respect and dignity.

1.3 Discriminatory language, threats of violence, doxing, hate speech and other forms of harassment or unlawful behavior will not be tolerated.

1.4 Captains are responsible for their team's behavior.

1.5 Accusations of cheating or foul play will be taken seriously and should be brought to the attention of League Management directly via a ticket in the support server

1.6 Poor sportsmanship, disrespectful language, or trolling directed at league players or management in any league-owned event forum, will be considered misconduct and subject to punishment.

2 Schedule, Leaderboard, Match Organization

2.1 Schedule

2.1.1 The schedule for the season will be communicated by any of the League Managers in an announcements channel. It will remain consistent for the intended season unless otherwise announced.

2.1.2 The length of the regular season may vary from season to season but will have a minimum of 8 weeks with no maximum.

2.1.3 Once the regular season has completed there will be a post-season tournament with one gap week during which the bracket will be announced.

2.2 Leaderboard

2.2.1 The leaderboard will be determined based off ELO. ELO will be determined by the Glicko-2 algorithm and be used for rankings.

2.3 Match Organization

2.3.1 Teams are responsible for scheduling their own matches.

2.3.2 Matches should be scheduled within the discord thread provided for the match by the league.

2.3.3 Time to schedule matches by

2.3.3.1 For North America, matches should be scheduled by Friday 20:00 EST/EDT

2.3.3.2 For Europe, matches should be scheduled by Friday 20:00 GMT

2.3.4 Forced match scheduling

2.3.4.1 For North America, matches will be scheduled for Sunday 20:00 EST/EDT

2.3.4.2 For Europe, matches should will be scheduled for Sunday 20:00 GMT

2.3.4.3 These times can be overridden providing both teams agree to do so

2.3.5 Once the match has completed scores should be submitted using the thread or website as soon as possible.

2.3.6 Teams will play one match per week subject to the following rules

2.3.7 Once per season a team may choose to push a match to the next week, this can be done through the thread provided or the website.

2.3.8 Once a match has been scheduled by the teams not automatically, it can no longer be pushed and must be played.

2.3.9 A match must be played within the week it is assigned. ie. by the coming Monday since matches are generated on Tuesday.

2.3.10 A match may be pushed by League Managers if extenuating technical difficulties prevent it from being played ie. servers were down for multiple hours during the expected play time.

3 Challenges

3.1 Up to one time per week a team may choose to play an additional match called a challenge. An additional challenge will be granted to teams that do not receive a match and are marked as active when matches are generated.

3.2 A challenge will count in the same way as an official league match.

3.3 A team's captain or co captain may submit the challenge request at any point in the week. Once the challenge has been accepted by the other team a thread will be created for the match.

4 Match Format

4.1 A match consists of a BO3 (best of 3) maps:

4.2 The official map pool is listed below each may only be played one time

- Arctic

- Factory
- Hideout
- Ship
- Skyscraper
- Dam
- Mall

4.3 Home and Away Definitions
The home and away teams will be provided by the bot in the match thread. It will aim to give a 50-50 split of home and away throughout the season. Rematches will always be reversed from the last meeting.

4.4 The map ban and pick format is listed below:

1. HOME bans one map
2. AWAY bans one map
3. HOME bans one map
4. AWAY bans one map
5. HOME picks map one
6. AWAY picks starting side for map one (Revolters or Enforcers)
7. AWAY picks map two
8. HOME picks starting side for map two (Revolters or Enforcers)
9. HOME picks map three
10. AWAY picks starting side for map three (Revolters or Enforcers)

4.5 Captains are responsible for adhering to this format and is it is not followed moderators and/or league managers should be notified immediately.

4.6 Official match player count is 5v5 but may altered to the following

4.5.1. A 5v4 can be played

4.5.2. If both teams agree to do so a 4v4 can be played if neither team can have enough for a 5v5. However, a team is not expected to change from a 5v4 to a 4v4.

4.5.3. If a team has less than 4 players it is recorded as a forfeit and the match should not be played.

5 Gameplay Clarifications and Restrictions

5.1 Full 3rd party communications are allowed while playing.

5.2 Any in game communication may be muted.

5.3 Anyone not currently playing in the match must not communicate with anybody in the match when in game.

5.4 Players may be swapped out between maps or during maps.

5.5 Between maps each team may call ONE 10 minute timeout each, it can be ended early but any remaining time cannot be carried over for a second timeout.

5.6 Once the 10 minutes has passed, the match must proceed, if a team no longer has the required players they will forfeit the next map and receive another 10 minutes if there are more maps to play.

5.7 Bots must be enabled in all lobbies that are being used for matches.

6 Match Forfeits

6.1 Teams have a 15 minute period to start the match once the scheduled time has passed. Any team obstructing the start past this time, they will forfeit map one and receive another 10 minutes to be ready.

6.2 If that 10 minutes passes then the obstructing team will forfeit the match entirely.

7 Teams and Players

7.1 Players are allowed to register multiple Meta accounts to one PCL account.

7.2 Player and team names along with team logos must not infringe upon Intellectual Property of another person, organization, etc. and must not violate the CoC.

7.3 Players must follow ToS for any device or service they use to compete

7.4 Teams have a max roster size of 10 players

7.5 The age minimum for captains is 14 years

7.6 Substitutes and Ringers are not allowed for regular or challenge matches

7.7 A 14-day cooldown from competition will be applied to any player who leaves a team during the regular season, which starts upon the date they have left.

7.8 Rosters will be locked on the 2nd to last week of the the regular season, ie. for a 10 week season once week 8 has completed rosters will become locked.

7.9 Team rosters, on the discord or website, cannot change during a match.

7.10 A player must be rostered for at least 24 hours before being allowed to compete in a match.

7.11 Only the 14-day cooldown may be waived by the opposing team. This must be done in the match thread prior to the game starting.

8 Streaming and Media

8.1 At least 1 player per team must record and/or stream the match. The recording or VOD must be available for at least 2 weeks after the match has been completed.

8.2 Any stream of an official match should have a delay of at least 100 seconds.

8.3 The recording should have game audio, and communication audio if possible.

8.4 In the event management requests a recording or VOD, failure to do so may result in loss of league points and/or forfeit of the match.

8.5 League Managers at any point may require a player to record their POV for any length of time.

9 Bugs

9.1 If a player disconnects from the game, the round is still valid.

9.2 If the game experiences an update that causes a large number of bugs, the League Managers may postpone the season indefinitely until such issues are resolved.

10 Cheating and Exploits

10.1 Any cheating, exploiting, or circumvention of the rules must be brought to the attention of Moderators and League Managers through a ticket

- Tickets should be made immediately following the match and you must submit evidence within 72 hours.

10.2 Cheating includes manipulating game code, injecting any inputs through use of external software not required to run the game.

10.3 Exploiting is the abuse of game mechanics in an unintended way or in a way that gives an unfair advantage. Exploiting includes but is not limited to the following:

- Pixel walks

- Going outside map boundaries
- Playspacing
- Using a VPN to artificially increase ping (management notes that in rare cases VPNs may actually increase connection stability)

10.4 Viewing the opposing team's stream is prohibited

10.5 Everyone is responsible to have a connection (ping) as good as possible for their region and technical situation. Any tools used to drop packets or increase ping are prohibited.

11 Decisions and Sanctions

11.1 League Managers have the final word on any action taken.

11.2 Any formal dispute towards a team or player should be handled through a ticket any other requests to so will be ignored.

11.3 Any decision made by League Managers will be posted the people involved or in Captains Chat if necessary.

11.4 Failure to comply with any decisions made by League Managers will result in indefinite suspension or a ban until compliance has occurred.

11.5 In the event of a conflict of interest League Managers will recuse themselves as necessary.

12 Post Season Rules

12.1 Format

12.1.1 The post season format will be announced soon.

13 Definitions

Playspacing: Moving in your playspace to create an unnatural movement in game. Another definition is moving in your playspace to create a movement in game that is otherwise unachievable through controller input alone, except the use of the in-game lean feature.

1. What is playspacing (This is not an exhaustive list):
   - Moving in your playspace in the direction of movement in game to exceed the normal maximum speed
   - Moving in your playspace back behind a corner to un-peak faster then normal
2. What is not playspacing (This is not an exhaustive list):
   - Using the built in lean function
   - Moving in your playspace while not using your thumbstick to recenter
   - Moving in your playspace while not using your thumbstick to lean

BO3: Best of 3. Three maps are played and the team that wins 2 wins the match.

14 Punishments

- One instance of breaking the rules on a map will result in forfeiting a round to the other team
- More than one instance of breaking the rules on a map will result in the map being forfeited to the other team
- If both teams break the rules then either the penalties will be offset or the match will be replayed.

15 Change Log

v5.0
- Adjusted home and away to use bot determined sides instead of elo
- Removed ability to waive 24 hr cooldown
- Required at least one player to record a match

v4.0
- Added new maps to the pool (Dam, Mall).
- Required bots to be enabled.
- Removed outdated post season format.
- Updated the leaderboard rankings to use new elo system.

v2.0
- Changed map pool
- Updates rules to be synced with other leagues
- Updated the post season rules

v2.0 rev.1
- Added 5.7: Bots must be disabled in all lobbies that are being used for matches.
- Added section 14 detailing punishment for breaking rules
- Updated the recording mandate to be for all players instead of just one (8.1)
- Added sub point to 10.1 about ticket procedure