Onward Champions League Official Rules

v3.0

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1 Code of Conduct

1.1 Play fairly and within the rules of the Onward 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 and co-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 or derogatory comments, harassment, bullying, or trolling will be considered misconduct and subject to punishment. OCL maintains zero tolerance for harassment and bullying. These standards apply inside and outside OCL Discord and matches, including participation in other leagues and public interactions.

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. Announcements override these written rules, and later announcements override earlier announcements on the same subject. Season 2.5 is officially recorded as Season 3. Season 3 began August 31st, 2026 and runs for six weeks.

2.1.2 The length of the regular season may vary from season to season but will have a minimum of 6 weeks with no maximum.

2.1.3 Once the regular season has completed there will be a post-season tournament on the schedule announced by League Management. An announced season schedule overrides the usual one-gap-week arrangement.

2.2 Leaderboard

2.2.1 The leaderboard will be determined based on one factor ELO. ELO will determine the division each team is in and the place within that division.

2.2.2 Teams may move freely between divisions throughout the season.

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. Teams must set their status to active on the CLVR website to participate. Use `EST5EDT` when entering Eastern Time in the scheduling interface.

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 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 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.

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 Sunday since matches are generated on Monday.

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.

3.2 A challenge will count in the same way as an official league match. Optional cross-region challenges are allowed.

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. The first team to win two maps wins the match. Maps do not need to follow a DPI/custom/DPI sequence. If a team wins maps 1 and 2, map 3 is optional and is not recorded for league purposes.

4.2 Allowed DPI maps

- Bazaar
- Cargo
- Egress
- Quarantine
- Snowpeak
- Suburbia
- Abandoned
- Subway

4.3 Allowed custom maps

- Sand
- USS Quest
- Shipyard
- Arctic

4.4 The HOME team is the team with the higher elo. If both teams have the same elo the /flip command should be used after both teams choose either heads or tails, the winner of the flip is then the home team. The map ban and pick format is listed below:

1. Each team gets two map bans for the entire match. The HOME team bans first, then teams alternate until all four bans have been made. This replaces the previous ban structure. All maps must be selected from the remaining allowed map pool.
2. The HOME team chooses map or starting side for maps 1 and 3; the AWAY team receives the other choice. For map 2, the HOME team picks the map and the AWAY team chooses starting side. The map 2 pick must be shared within the hour before match start. Any change must be disclosed within a reasonable time frame in the match thread.
3. Hosting follows the existing procedure: the HOME team chooses host OR starting side for maps 1 and 3. If HOME chooses host, AWAY chooses starting side; if HOME chooses starting side, AWAY chooses host. The AWAY team chooses starting side for map 2 and the HOME team hosts map 2.

4.5 Captains are responsible for adhering to this format and if 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.

4.7 The round timer shall be five minutes.

5 Gameplay Clarifications and Restrictions

5.1 This section does not list all potential exploits or illegal actions. League Management may determine other actions that go against the spirit of the game to be illegal as well.

5.2 3rd party communications are not allowed while playing.

5.3 Any in game communication may not be muted.

5.4 Players must use their actual height in game and height may not change during a game.

5.5 Anyone not currently playing in the match must not communicate with anybody in the match when in game (players in the game cannot type in chat during a cast while the game is ongoing).

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

5.7 Between maps or after a round reset, each team may call ONE 10 minute timeout. It can be ended early but any remaining time cannot be carried over for a second timeout.

5.8 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.

5.9 All players are required to use ping monitoring software while playing. Pingmon, CLVR Ping Monitor, or another available ping plotter may be used. Players must capture their ping and jitter after each map. Failure to use a ping plotter may result in a warning, round overturn, or potentially a match overturn. If you have questions about whether your software satisfies this rule, please make a ticket in the support server. CLVR Ping Monitor is available on the Meta Quest store.

5.10 Gun and Head Tilt restrictions. The gun may not be tilted more than 90 degrees while firing: Sight must be level or above trigger. Your head may not tilt more than 30 degrees unless prone. Gun and head tilt of any degree may not be combined while behind cover. When shooting OVER cover (head peeking), players may not exceed 45 degrees of gun tilt to manipulate the game's character rendering. The restrictions shown in this first- and third-person mismatch video also apply.

5.11 If a player disconnects three times within one game either in tent or during the match they will be ineligible for the rest of the game.

6 Equipment, Spots, and Utilities clarifications

6.1 Equipment and Utility

6.1.1 M203 frag and smoke are allowed on all maps with a limit of one M203 frag grenade per round

6.1.2 Night vision will not be allowed on day maps. You may use if the game gives them to you (ie. night maps such as subway)

6.1.3 The shield is currently not allowed due to a glitch with c4s

6.1.4 Volk drones are not allowed due to glitches with maps

6.1.5 Marsoc drones are banned from league play

6.1.6 Flares are allowed

6.1.7 RPGs are allowed on medium and large maps (see section 14 definitions)

6.2 Banned Spots

6.2.1 Bazaar: side of buildings on 2nd story ledge. walking on fences.

6.2.2 Downfall: cockpit of the helicopter. Climbing of objects in Helicopter bungalow to gain access to the roof.

6.2.3 Quarantine: get on top of the fuselage from the South.

6.2.4 Suburbia: on top of the brown/tan sandbags

7 Match Forfeits

7.1 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.

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

8 Teams and Players

8.1 Players are allowed to register multiple Meta or Steam accounts to one OCL account (discord/website).

8.2 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. Additionally, logos for teams have to be PNG images with a transparent background for logos.

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

8.4 Teams have a max roster size of 8 players

8.5 The age minimum for captains is 14 years

8.6 Substitutes and Ringers are allowed for regular or challenge matches, but not playoffs.

8.7 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.

8.8 Rosters will be locked on the deadline announced by League Management for the season. Season 3 roster changes were permitted until 11:59 pm Eastern Time on September 13th, 2026; roster lock took effect on September 14th, 2026.

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

9 Streaming and Media

9.1 Every player on a team must record and/or stream their POV for the entire match. The recording or VOD must be available for at least 2 weeks after the match has been completed.

9.2 Any stream should have a delay of at least 180 seconds.

9.3 The recording should have game audio and communication audio.

9.4 Players must submit the recording or VOD requested by staff, including the entire POV footage when requested. Incomplete submission or failure to comply is treated as no POV submitted. Failure to submit may result in loss of league points, a round or map overturn, or a match overturn or forfeit.

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

10 Bugs

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

10.2 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.

11 Cheating and Exploits

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

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

11.1.2 Clips from casts will not be accepted as sole evidence; they must be accompanied by a player POV recording or VOD. League staff may use the cast VOD at their discretion for further investigation.

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

11.3 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)

11.4 Viewing the opposing team's stream is prohibited

11.5 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. Players may be placed on an escalated recording mandate which would require them to record POV while also recording ping and jitter through a ping plot while in the game.

11.6 Jiggle Rules: A player may only peak one time per three seconds

- A quick peek turned into an engagement part way through will not be counted as a full peek
- When measuring the three seconds it is counted from the start of the peek

- This rule applies to any peek of the same corner
- A player does not have to present for the peeking rule to be applied
- Refer to this video link for reference
- Infraction of this rule can lead to round overturns, map overturns, or match forfeit. If both teams are seen breaking this rule it can lead to a re-play of the match

12 Decisions and Sanctions

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

12.2 Any formal dispute towards a team or player should be handled through a ticket; any other requests will be ignored. Staff will not discuss support tickets in direct messages, general chat, or other public channels.

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

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

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

12.6 OCL reserves the right to carry over bans if deemed necessary from other leagues. This is on a case by case basis depending on ban reason, severity, length, and more. CLVR bans announced in the CLVR bans channel apply across BCL, OCL, PCL, and XCL for their stated duration. Banned players must not be added to any team using their banned Discord account or any alternate account. Teams that add banned players will face applicable punishments.

13 Post Season Rules

13.1 Format

13.1.1 The HOME team is the team with the higher seed. Seeding is determined by end of season rankings.

13.1.2 The playoff structure, qualification requirements, match lengths, and map selection, side selection, and hosting procedures will be announced by staff.

13.2 Scheduling

13.2.1 Post-season scheduling will be announced by staff. Season 3 playoffs are scheduled for October 12th–18th, 2026 and finals for October 19th–25th, 2026. Teams schedule their matches based on availability.

14 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. The first team to win two maps wins the match. If a team wins 2–0, an optional third map is not recorded for league purposes.

Medium and Large Maps: Bazaar, Quarantine, Abandoned, Egress, Snowpeak, Shipyard, USS Quest, and Sand.

15 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.

16 Change Log

v3.0
- January 2025: Allowed timeouts after round resets and optional cross-region challenges; retained mandatory ping monitoring.
- March 2025: Clarified the one-M203-frag-per-round limit, POV submission penalties, support ticket communication, and combined gun/head tilt restrictions.
- August–September 2025: Banned Marsoc drones, removed Downfall, and required map 2 picks to be shared within the hour before match start, with changes disclosed in the match thread.
- November 2025: Reiterated zero tolerance for harassment and bullying and responsibility of captains and co-captains for team conduct.
- March–April 2026: Updated map selection and hosting rules; added enforcement of CLVR bans across leagues and alternate accounts. The later season format replaces the old map ban procedure.
- August 2026: Updated the complete map pool to eight DPI maps and four custom maps; introduced two bans per team once per match, HOME first then alternating. HOME chooses map or side for maps 1 and 3, with AWAY receiving the other choice. Removed the DPI/custom/DPI requirement. An optional map 3 after a 2–0 result is not recorded for league purposes. Retained the existing hosting procedure.
- August 2026: Strengthened ping plot and requested POV compliance requirements; incorporated the mismatch video into rule 5.10 and added the 45-degree gun tilt restriction when shooting over cover while retaining all other tilt restrictions.
- September 2026: Updated roster lock to September 14th following the September 13th, 11:59 pm Eastern deadline; clarified conduct standards apply inside and outside OCL Discord and matches.
- October 8th, 2026: Recorded Season 2.5 officially as Season 3, set this document to v3.0, and replaced the playoff structure and procedures with announcement by staff. Retained the announced October playoff and final scheduling windows.

2.0
- Added Downtown to maps
- Allowed drones on all maps
- Allowed flares an all maps
- Added new custom maps

1.5
- Rewrote 4.4 to clarify HOME vs AWAY, all sub points were rewritten to use HOME and AWAY
- Added 13.1.1 around HOME vs AWAY, all subsequent points were re-numbered.

1.4 rev.1
- Fixed a spelling error in 5.11

v1.4
- Updated section 13 regarding post season rules to reflect the tournament format.
- Added 11.1.2 regarding acceptable evidence
- Updated the restriction on the M203

v1.3
- Removed 8.10: 24 hr cooldown when joining a team
- Removed 8.11: allowed teams to waive cooldowns
- Changed side picks (4.4)
- Added East Village to map pool
- Added rpg to allowed weapons (6.1.7)
- Added medium and large maps to definitions
- Added 12.6: ban carryovers from other leagues
- Added 5.11: disconnect ineligibility

v1.2
- Added side picks to 4.4
- Added 4.7 specifying round timer
- Added 5.10 clarifying head and gun tilt rules

v1.1
- Added section 6 for additional restrictions on gameplay. (all subsequent sections have been renumbered.
- Added 5.1, 5.4, and 5.9. no limits, height rules, and ping monitoring respectively. (other rules in section 5 have been renumbered.)
- Added 11.6 for further clatification on jiggle peaking