Pavlov Champions League Official Rules

v8.1

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1 Code of Conduct

1.1 Play fairly and within the rules of the Pavlov 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 platform, 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.

2.2.2 Divisions will be assigned by ELO, the number of teams in each division will not exceed 20 but may be smaller depending on number of overall teams. The number of teams in a decisions can be changed throughout the season at any point by League Managers.

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 as soon as possible.

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

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

2.3.6.2 Once a match has been scheduled by the teams it can no longer be pushed and must be played. An exception to this is the auto schedule a team may still push this game.

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

2.3.6.4 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.

2.3.7 If a cross region match is being played and neither team's available times are sufficiently overlapping, League Managers may declare the match a draw if scheduling was done in good faith by both teams. If one team was not acting in good faith they will forfeit the match. If both teams fail to act in good faith then penalties may be applied.

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.

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 maps:

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

4.2.1. League Managers may modify the map pool at any point within the season by providing at least a one week notice to teams.

- Stahlbrecher (4332873)
- Stockpile (4397184)
- Oilrig (4499790)
- Inferno (4565441)
- Cache (4546938)
- Dust 2 (4460907)
- Overpass (4656789)
- Mirage (5091313)
- Streets (5189931)
- Harbor (Official)

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 (CT or T)
7. AWAY picks map two
8. HOME picks starting side for map two (CT or T)
9. HOME picks map three

10. AWAY picks starting side for map three (CT or T)

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 Games must be played on an official server provided by PCL unless none are available within the regions as defined by 4.8

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

4.7.1. A 5v4 can be played

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

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

4.8 Server Selection Rules:

4.8.1 NA vs NA: NAE, NAC, NAW may be used

4.8.2 NA vs EU: NAE, EUW may be used

4.8.3 NA (with APAC) vs NA: NAW (preferred), NAC may be used

4.8.4 NA (with APAC) vs EU: NAC

4.8.5 EU vs EU: EUW, lobbies (if EUW server is not available) may be used

4.8.6 In the event no servers are available notify a team manager and play on a lobby following the re-roll rules in 5.10.

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 The 50 cal IS ALLOWED in PCL, but the scope must remain unaltered

5.5 When dual wielding guns you may not stack them inside one another, or use a physical stock for both.

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

5.7 Between maps each team may call ONE 10 minute timeout each per game, 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 If a server crashes and teams have swapped sides, then the map should start again from the side swap with the corresponding scores

5.9.1 The game must be reset by giving each team the correct number of rounds in any order

5.9.2 Rounds should be given by using the suicide button in the menu or allowing one team to kill the other. To save time both teams should agree upon a spot to meet each round until the half.

5.10 For a server re-roll to be valid it should be signaled by calling a vote end before the buy phase of the first round has ended, an exception to this is if a player has not loaded in. If that occurs then at least one player on that team should use the suicide button in the menu to signal as much. If a team refuses to accept a valid re-roll as defined in 4.7 then it should be brought to the attention of the Team Managers immediately.

5.11 Any lobbies used for official matches must NOT have any content mods applied to the lobby.

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 2^{nd} 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

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 Players may not spam use doors to prevent players from being able to exit said door

10.5 Viewing the opposing team's stream is prohibited

10.6 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 PLAY IN:
The play in will be a round robin with two groups, each match will consist of one map. The higher elo team will ban two maps, then the lower elo team will ban three maps, finally the higher elo team will pick from the remaining maps and the lower elo team pick the side. The highest placed

team from each group will advance to the finals. Unless otherwise specified previously all regular season rules apply.

12.1.2 TOURNAMENT:
The tournament will be a single elimination eight team bracket. The top six teams in the end of season standing sorted by elo will automaticaly qualify. The remaining two come from the play in. Each round will be BO3 following the regular season format.

12.2 Scheduling

12.2.1 PLAY IN: There will be one week for the play in round. Each team will play all other teams in their group once for a single map. If no agreed upon time can be reached for matches those will be automatically scheduled for Saturday at 5:00 pm Eastern with 40 minute intervals following the bracket order.

12.2.2 TOURNAMENT: Each round will consist of one whole week where the game can be played at any point. If no agreed upon time can be reached the game will be scheduled for 5:00 pm Eastern.

13 Definitions

Playspacing: Moving in your playspace to gain an unnatural movement in game

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

14 Change Log

8.1
- Update Streets to be the new version
- Update Mirage to be Harck's version

8.0
- Replace Museum with Cache and Manor with Dust 2.
- Add section 4.3 regarding home and away renumber subsequent sections
- Adjust 4.4 (formerly 4.3) to use home and away instead of lower and higher elo.
- Change 4.8 (formerly 4.7) to reflect mandatory use of provided servers.
- Added all details about the post season to section 12.

7.0
- Update map pool, removed: Cache, Cobble, and Dust 2; swapped oilrig for og version; added manor, inferno, and museum.
- Added section 12 post season rules, subsequent sections have been renumbered.

6.2
- Added rule 5.11 regarding content mods

6.1
- Added rule 4.7 on server selection
- Added rule 5.10 on re-rolls
- Changed version of Dust 2 in pool change goes into effect 12/16/24
- Reworded 8.2 for clarity

v6.0
- Increase roster size to 10 players
- Remove all language around league points as elo will solely be used going forward
- Allow league manager to change map pool in season
- Updated map pool
- Added rule 2.3.7;; regarding cross region scheduling difficulties

v5.1
- Added rule 5.9

v5.0 rev.2
- Removed Whitesand from pool
- Clarified number of timeouts
- Fixed grammatical errors

v5.0
- Overhaul of rules to reflect new processes
- Reworded many rules for clarity
- Allowed the 50 Cal