

X8 Champions League Official Rules

Version 1.1

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1 Code of Conduct

1.1 Play fairly and within the rules of the X8 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 Season championship matches will occur after the regular season has concluded.

2.1.1 Information about the championships will be released before the championships begin.

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 the number of overall teams. The number of teams in a division can be changed throughout the season at any point by League Manager

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 Teams will have matches against teams within any region. I.e., cross-regional matches will occur.

2.3.4 Time to schedule matches by:

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

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

2.3.5 Forced match scheduling:

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

2.3.2 For Europe, matches will be scheduled for Sunday 20:00 GMT.

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

2.3.6 Once the match has completed, scores should be submitted using the thread as soon as possible.

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

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

2.3.2 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 forced match schedule (a team may still push this match).

2.3.3 A match must be played within the week it is assigned. I.e., by the coming Monday since matches are generated on Tuesday.

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

2.3.8 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.

2.4 Match Substitutes

2.4.1 The use of player substitutes is allowed in official matches and challenge matches.

2.4.2 Player substitutes must have the Substitute role within the XCL Discord and are not allowed to be on any team while having the role.

2.4.3 If a team wishes to use a player substitute, they must inform the other team within the match thread and state the name of that substitute.

2.4.4 A player substitute is not allowed to substitute for the same team for more than 2 different matches.

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 best of 3.

4.2 The official map pool is listed below and each may only be played one time during a match:

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.

- Temple
- Depot
- Midtown
- Nautica
- Neo-Yakuza

4.3 The map ban and pick format is listed below:

4.3.1 Prior to match start, teams should reach out to each other via Discord with picks.

4.3.2 Teams can elect to choose a map or side for each of their pick(s).

1. Lower ELO team bans one map
2. Higher ELO team bans one map
3. Lower ELO team picks map one or side for map one
4. Higher ELO team picks map one or side for map one (based on lower ELO team's choice)
5. Higher ELO team picks map two or side for map two
6. Lower ELO team picks map two or side for map two (based on higher ELO team's choice)
7. Lower ELO team picks map three or side for map three
8. Higher ELO picks map three or side for map three (based on lower ELO team's choice)

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

4.5 Games will be played in a custom lobby where captains are responsible for sharing the code with each other for.

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

4.6.1. A 5v4, 4v3, or 5v3 can be played.

4.6.2. If both teams agree to do so a 4v4 or 3v3 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 or 3v3.

4.6.3. If a team has less than 3 players in a match, the map is recorded as a forfeit and the map 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.

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

5.6 Once the 10 minutes have 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 If the map crashes and teams have swapped sides, then the map should start again from the side swap with the corresponding scores or, if both teams agree, the map may instead be replayed from the beginning.

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

5.7.2 Rounds should be given by allowing one team to kill the other. To save time both teams should agree upon a spot to meet at each round until the half.

5.8 If a player fails to connect into the map when a map starts, that player's team may choose to create a new custom lobby for all players to rejoin. They must do so immediately if they choose to do this. If a team refuses to accept a new custom lobby due to a player failing to connect to the map, then it should be brought to the attention of the Team Managers immediately.

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 those 10 minutes pass, then the obstructing team will forfeit the match entirely.

7 Teams and Players

7.1 Players are allowed to register multiple accounts to one XCL 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 8 players.

7.5 The age minimum for captains is 14 years.

7.6 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.

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

7.8 Team rosters, on the Discord or website, cannot change during a match.

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

7.10 Any cooldown, either the 14-day or 24-hour 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 All teams must permit League-sanctioned spectators or casters access to official matches upon request.

8.2 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.

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

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

8.5 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.

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

8.7 League Casters must abide by the code of conduct maintained by the Casting Coordinator and approved by the League Moderators.

8.8 League Moderators may permit a co-caster to stream on another private channel to assist with replay capture.

8.9 Unofficial Observers/Spectators may be used if both teams agree so, and are subject to the following rules:

8.9.1 Spectating an official match without publicly casting is strictly prohibited.

8.9.2 Casters must be registered for XCL within the XCL Discord.

8.9.3 The XCL Casting Team reserves the right to override a community cast at any time.

8.9.4 Co-casters must follow the rules of a caster.

8.9.5 All casters are subject to the rules listed in Section 8.

9 Bugs

9.1 If a player disconnects from a map, the round is still valid so long as the overall rounds played in that map do not exceed 1 round.

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 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 do so will be ignored.

11.3 Any decision made by League Managers will be posted to 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 Definitions

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

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

13 Change Log

V 1.0
- XCL Rules are officially released

V 1.1
- Changed rule 2.3.3 to allow for cross-region matches
- Added rule 2.3.8
- Reworded rule 5.8 for clarity
- Added section 2.4
- Changed rule 7.6 to allow for player substitutes in section 2.4