



Static Gaming League Official Rulebook

Rulebook Version 7.0

This rulebook was published January 10, 2023, by the Owner and CEO of Static Gaming League. The contents of this document will be effective in all Static Gaming League events starting on January 27, 2023. All members are expected to know and uphold the following rules while associated with Static Gaming League. Participants will not receive refunds or compensation for inability to play as a result of incurring a penalty due to violation of Static Gaming League rules and regulations.

Rulebook Table of Contents

1. Roster and Player Rules

1.1 – Liability Clause

1.2 – Individual Player Eligibility

1.3 – Roster Limits

1.4 – Account Ownership

2. Game Rules and Settings

2.1 – Series Lengths

2.2 – Game Settings

2.3 – Map Pool

2.4 – Map Bans

2.5 – Banned Operators

2.6 – Cosmetics

2.7 – Team Communication/In-Game Subs

2.8 – Banned In-Game Actions

2.9 – Match Scheduling/Rescheduling

2.10 – Tiebreaker Logic

3. Timeouts and Rehosts

3.1 – Tactical Timeouts

3.2 – Rehosts

4. Moss and Player Integrity

4.1 – Moss

4.2 – Player Integrity/Code of Conduct

5. Prize Winnings and Payout Regulations

5.1 – Payout Policy and Qualifications

5.2 – Legal and Required Documents

5.3 – Taxes and Fees

Roster and Player Rules

Section 1

1.1 – Liability Clause

(1.1.1) All members are expected to know and uphold the following rules while associated with Static Gaming League. Participants will not receive refunds or compensation for inability to play as a result of incurring a penalty due to violation of Static Gaming League rules and regulations.

1.2 – Individual Player Eligibility

(1.2.1) All players and participants must be in cooperation with all Static Gaming League and Generation Esports rules and regulations to be eligible to compete in any sanctioned competition. (1.2.2) No player is allowed to compete in a sanctioned event if they are Battleeye/Fairfight banned and/or Tab banned for any reason. (1.2.3) Player's Uplay names must not be unrecognizable or indistinguishable. (1.2.4) Players must live in the USA, Canada, or Mexico and be at or above the age of **16** to be eligible to play in an SGL sanctioned event. (1.2.5) Players must also maintain a consistent ping of less than 120ms to be eligible to play in matches.

1.3 – Roster Limits

(1.3.1) Teams must have a minimum of 5 players and may have a maximum of 8 players on their roster, this number includes subs and support staff. Teams must have 3/5ths of the players that were on the qualifying roster to maintain their spot in SGL. (1.3.2) Teams may have two active captains at any given time, these players will be the contacts between admin and the team. They will also oversee bans and making sure players are kept up to date on any rule changes. (1.3.3) Rosters lock 24 hours before the scheduled start time. Name changes are allowed at any point before game time if admins or staff are notified in advance. (1.3.4) Teams are allowed 2 emergency subs per a season that may be used without the other team's approval. After that teams will be forced to play with rostered subs, or the subs must be approved by the other team.

1.4 – Account Ownership

(1.4.1) Game accounts used in official tournaments must belong to the individual participating using that game connection. (1.4.2) At no point in time may players share accounts with each other or use an account of another person, regardless of if they are in the tournament or not.

Game Rules and Settings

Section 2

2.1 – Series Lengths

(2.1.1) Matches are to be played as a best of 1 in open qualifiers in the regular season, a best of 3 in the playoffs, and finals. (2.1.2) Day tournaments will all be single elimination brackets with best of one matches (the only exception to this will be the finale, which will be best of three). (2.1.3) Weekend tournaments will be broken into two primary sections, Phase 1 and Phase 2. Phase 1 will always take place on the Friday night starting at the time announced for that particular event. This phase will consist of 4, best of one rounds of a traditional Swiss bracket to provide "placement" for phase 2. Phase 2 will be a two day (spanning over the Saturday and Sunday) double elimination bracket. All matches will be best of one with a best of three final. This bracket will be generated based off of the standings of phase 1.

2.2 – Game Settings

(2.2.1) Playlist Type: Normal Mode. (2.2.2) Map Selection: To be determined by map veto in accordance with the tournament stage series length in 2.1.1 and the corresponding map veto procedure in section 2.4. (2.2.3) Time of the Day: Day. HUD Settings: Pro League. Server Type: Dedicated Server. Match Settings. Number of Bans: 4. Ban Timer: 20. Number of Rounds: 12. Attacker/Defender Role swap: 6. Overtime Rounds: 3. Overtime Score Difference: 2. Overtime Role Change: 1. Objective Rotation Parameter: 2. Objective Type Rotation: Rounds Played. Attacker Unique Spawn: On. Pick Phase Timer: 15. Reveal Phase Timer: 5. Damage Handicap: 100. Friendly Fire Damage: 100. Injured: 20. Sprint: On. Lean: On. Death Replay: Off. Game Mode: Bomb. Plant Duration: 7. Defuse Duration: 7. Fuse Time: 45. Diffuser Carrier Selection: On. Preparation Phase Duration: 45. Action Phase Duration: 180. Voice Chat: Team Only

2.3 – Map Pool

(2.3.1) Bank, Border, Chalet, Club House, Kafe Dostoyevsky, Oregon, Skyscraper, Theme Park, and Villa.

2.4 – Map Bans

(2.4.1) All map bans on events that are hosted through Generation Esports will be done on their platform. The chat feature on the matchups will be used between teams to discuss map banning. (2.4.2) The following format will be followed for bans in best of one matchup: Team 1 bans a map. Team 2 bans a map. Team 1 bans a map. Team 2 bans a map. Team 1 bans a map. Team 2 bans a map. Team 1 bans a map. Team 2 bans a map. The remaining map will be played. (2.4.3) The following format will be followed for bans in best of three format: Team 1 bans a map. Team 2 bans a map. Team 1 picks the first map. Team 2 picks their starting side on the first map. Team 2 picks the second map. Team 1 picks their starting side on the second map. Team 1 bans a map. Team 2 bans a map. Team 1 will pick between the three remaining maps with starting side determined by default side selection settings.

2.5 – Banned Operators

(2.5.1) As of Y7S2, there will be no Operator Quarantine. Therefore, the only banned operators will be due to game breaking bugs as decided by Ubisoft.

2.6 – Cosmetics

(2.6.1) SGL follows the Faceit/Ubisoft operator cosmetic whitelist. The allowed Skins are: Default Skins, Pro Team Skins, and Ubisoft “Annex C” Skins. (2.6.2) If a team identifies a banned skin, then they must immediately inform the observer or game host of a possible infraction. Then leave the game and open a protest ticket in the SGL Discord. Proof must then be sent, and a ruling will happen. If the claim is validated then the round will be awarded to team that started the protest, if the claim is found to be fraudulent then the team will lose their timeout and rehost for the game. Multiple fraudulent protests may lead to disciplinary action for the team

2.7 – Team Communication/In-Game Subs

(2.7.1) Teams must use the VCs set up in the discord for all competitions. (2.7.2) Coaches may be in the VC if they are muted during gameplay. They may only unmute during tactical timeouts. (2.7.3) Teams may sub out team members in between maps of the BO2 regular season matches. You may not sub out team members during the BO3 and BO5 playoffs matches.

2.8 – Banned In-Game Actions

(2.8.1) All these actions will result in a Round Loss for the team that committed the infraction: Any position that Players can get to, and out of, by passing through any object, wall or surface and the Player cannot be both seen and attacked/shot at as normal. Using Collision of 3D player models to reach a spot that would not normally be reached. Standing on a window ledge undetected. Blocking vaulting through a window with a deployable shield. Shooting through a non-destructible surface. Playing any piece of utility where it cannot be destroyed. Vaulting on ledges to reach normally inaccessible spots. Spawn peeking before the timer has reached 2:57 of the action phase.

2.9 – Match Scheduling/Reschedules/Forfeits

(2.9.1) Match Times will be decided upon by the team captains involved in the game. Once a match time is confirmed by both teams, the game time is posted and will require both parties to agree to a time change. (2.9.2) Teams have 15 minutes from Lobby Creation or Match Time (Whichever is later) to join the lobby and have all 5 players ready to play. If a team is not all in the lobby after 15 minutes, then they will either forfeit the match or play in a man count deficit. (2.9.3) Forfeits will result in 6 points (or 3 if only one map is FF'd) and a + 14 (+7) Round Differential for the winning team.

2.10 – Tiebreaker Criteria

(2.10.1) The tiebreaker system is run as a tiered protocol whenever a head-to-head match result is submitted. The tiers are as follows: Wins. (Forfeit wins and bye wins are scored as a full series undefeated win). Head-to-head record. (If the two tied teams have played each other, their match record against each other is compared). Overall game win percentage. (e.g. winning a match 3-0 is better than 3-2). Higher opponents' game win percentage. (e.g. it is better to beat an opponent who consistently won 3-0 than 3-2). Fewer forfeit losses. Fewer bye wins. The team which had a higher number of wins before their first loss. If the first loss is received after the same number of wins, then the team which lost to the stronger opponent (as defined by game win percentage) will be ranked higher.

Timeouts and Rehosts

Section 3

3.1 – Tactical Timeouts

(3.1.1) Teams will have 1 tactical timeout per a map. These timeouts last 1 minute and can be taken after any round. (3.1.2) As of Y7S2, this will be done using the Official feature placed in Custom Games. (3.1.3) During this timeout, Coaches may unmute and talk to players.

3.2 – Rehosts

(3.2.1) Any player may call a technical rehost/timeout for any game breaking bug that will affect the match. There is no limit for timeouts/rehosts taken this way. (3.2.2) If a player disconnects during the pick phase, then the game will be paused, and the player will have 10 minutes from the time of disconnecting to join back. (3.2.3) Game Rehosts will happen when a player disconnects from the lobby before 2:30 in the action phase of a round where no player has taken any damage yet. The players will leave the lobby after the observer confirms the rehost and the disconnected player will have 10 minutes to return to the new lobby. (3.2.4) If a player disconnects after the 2:30 mark of an action phase or either team has taken any non-self-inflicted damage, then the round will be played out. If the player hasn't connected back after the round is over then the game can be paused at the pick screen. (3.2.4) In any situation where a player is disconnected, if they do not return within 10 minutes then the game will continue in a 4v5, or it will end in a FF. The game will not be stopped for a player to rejoin but if said player is able to rejoin without gameplay being stopped then he is allowed to do so. Teams may not sub a different player to maintain 5 after the game has started.

Moss and Player Integrity

Section 4

4.1 – Moss

(4.1.1) Moss anti-cheat must be run during all SGL sanctioned events. Players are responsible for turning in a valid and complete Moss File after the match. (4.1.2) If a player fails to turn into a Moss File within 24 hours following their game, then their team will forfeit the match. (4.1.3) The following programs are banned from being active during SGL sanctioned competition: Virtual Machines, Remote Access Programs, Recoil Macros, and/or Cheating Software. (4.1.4) If any of the program outlined in section 4.1.3 are found to be active, Static Gaming League reserves the right to disqualify the entire team from that individual event. (4.1.5) If a player is found to have any banned programs open during the match, then the team will be forced to forfeit the match. Suspensions or Disqualifications will be handed out if a player/team has multiple lesser infractions

4.2 – Player Integrity/Code of Conduct

(4.2.1) Players are barred from doing the following actions/using the following language in all Discord chats, as well as in game lobbies during competition: Discrimination of any shape or form, Direct or indirect threats towards other players, admins, or community members, Bigotry, Racism, Doxing of any member of the community, Sexual Harassment, Match Fixing, and/or Spamming. (4.2.2) Players who break the SGL Code of Conduct are subject to suspensions or even Disqualification if the abuse is severe enough. Suspended players still take up a spot on the roster and may not be dropped until the suspension is over.

Prize Winnings and Payout Regulations

Section 5

5.1 – Payout Policy and Qualifications

(5.1.1) In order to be eligible to receive funds as a result of winning a Static Gaming League event, the individual receiving the funds must be at or above the age of 18 (Static Gaming League reserves the right to request proof of age via a government issued ID). (5.1.2) The individual described in section 1.5.1 must also have participated in the event the funds are for. (5.1.3) The individual the winnings are sent to is responsible for distributing said funds to his/her team accordingly. (5.1.4) Static Gaming League will provide the team with documentation the funds have been sent. (5.1.5) Static Gaming League is not responsible for lost or misplaced winnings as a result of incompetence.

5.2 – Legal and Required Documents

(5.2.1) Static Gaming League reserves the right to require that a W-9 tax form be filled out by the individual outlined in section 5.1 on any amount over \$50 before the funds are sent. (5.2.2) The existence and terms of the document outlined in section 5.2.1 shall not be disclosed to any third party without the consent of both Parties, except as may be (i) reasonably required to consummate the transactions contemplated hereby (provided that any persons receiving the information agree to the confidentiality restrictions contained herein or are otherwise subject to confidentiality obligations) or (ii) required by law.

5.3 – Taxes and Fees

(5.3.1) By participating in any Static Gaming League event, you acknowledge that certain taxes and fees may be applied on transactions at or above \$600. (5.3.2) In some cases, these fees are not controlled by Static Gaming League, rather by the platform the funds are being transferred through.