

Phoenix Amateur Circuit



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1. Disclaimer

- 1.1- This rulebook can be modified at any point, for any reason.
- 1.2- This is the ONLY rulebook used for PAC League matches.
- 1.3- We use a 3-strike policy. A strike can be given to a player at the discretion of staff for violating rules.
- 1.4- At 3 strikes, a player is immediately disqualified from the current season.
- 1.5- League format will vary depending on the number of participating teams.
- 1.6- Penalties for violations of this rulebook are at the discretion of the staff.

2. Fair Play / Anti-Cheat

- 2.1- ALL players in the game are required to run MOSS for the entire duration of the match.
- 2.2- All MOSS files must be submitted within 30 minutes of the match ending.
- 2.3- Failure to submit MOSS during Regular Season games will result in a level 2 strike to any offending players.
- 2.4- Failure to submit MOSS in the Playoffs will result in immediate forfeit of the match and level 2 strikes will be distributed to offending players.
- 2.5- Streaming is allowed; however, it is at the risk of stream sniping. Protests regarding stream-sniping will be denied.

3. Roster

- 3.1- Each roster must have a minimum of 5 (five) members.
- 3.2- A total of 2 (two) subs can be added (optional)

- 3.3- A total of 1 (one) manager can be added (optional)
- 3.4- 1 (one) team captain is required. (This can be any member on the team. This person must be available to communicate with staff and the opposing team)
- 3.5- The manager (if appointed) has the highest level of authority on the team and can remove/change ANY players (including captains). Team captains can also remove/change players.
- 3.6- If no manager is appointed, then ONLY the team captain can change/remove players.
- 3.7- Players MUST be on the roster for a minimum of 24 hours before they are allowed to play.
- 3.8- E-Subs are defined as anyone who has been added to the roster within 24 hours of a match.
- 3.9- E-Subs are permitted under the following conditions: they must be declared by the team and must be formally added to the roster (meaning they must populate one of the 5 player or 2 sub slots on the roster), and they require Admin approval. (All criteria must be met to legally use an E-sub).
- 3.10- E-Subs added within 30 minutes of the scheduled match time will result in a one map forfeit penalty.
- 3.11- If a player is not listed on the official roster, or does not have the discord role, or is not declared as an E-Sub, they are illegal and cannot play. Any games found to be played with an illegal player will be automatically forfeited.
- 3.12- All roster changes MUST be documented via support ticket.
- 3.13- All team members must be in the PAC discord. (If they do not have the team role, they are NOT officially on the roster)

4. Pre-Game

- 4.1- During the week of play the team captain of each team will be responsible for scheduling the match.
- 4.2- Game Times will be set before the season starts
- 4.3- Map bans will be conducted by using MapBanGG, using the competitive preset. It is extremely important your team understands how this process works, as do-overs are not allowed.
- 4.4- Maps are limited to the current Pro League map pool. (See Rule 12)
- 4.5- Ban links will be sent via a staff member 15 minutes prior to a game. If no staff member has sent ban links by match start time, teams may conduct the bans on their own, with the condition the log file link is provided. If no log file is provided, protests will be denied.
- 4.6- Teams are responsible for showing up on time. Delays more than 15 minutes after the agreed upon start time will result in a forfeit of at least 1 map.
- 4.7- All players MUST use the provided team voice channel in the PAC League discord. Failure to comply results in immediate forfeit.
- 4.8- 6 people are allowed in the voice channels. 5 for players, 1 for coaches. However, the coach MUST be always muted, except for timeouts/rehosts.

5. In Game

- 5.1- The game host will be decided amongst the teams. In some circumstances, a staff member might be able to host.
 - 5.2- External spectators should ONLY be the observers for the mainstream.
 - 5.3- Host must use the settings provided in Section 10.
 - 5.4- All teams have 1 (one) rehost and 1 (one) timeout per map.
 - 5.5- Rehosts can only last up to 5 minutes. More than that will result in penalization.
 - 5.6- Timeouts last for 60 seconds each. Host is responsible for ensuring fair time use.
 - 5.7- The host MUST honor all rehost and timeout requests. Failure to honor legal requests will result in severe punishment.
 - 5.8- The new operator(s) added in the current season is ALLOWED.
6. Cosmetics and Exploits
- 6.1- All cosmetics are banned EXCEPT: Operator Default Skins, Rainbow is Magic set, Sledge *Halo: Master Chief* elite, Pro League skins (gold sets), Pro branded skins (Ex, G2, Faze Clan etc.), and SI Skins.
 - 6.2- If a banned skin is used, the player must be team killed, or the round must be replayed at the cost of the offending teams rehost. The time of the report is when action will be taken.
 - 6.3- All weapon skins/charms are allowed.
 - 6.4- Exploiting is purposely using a game mechanic that is broken for the sake of gaining an advantage. It is strictly prohibited.
 - 6.5- Glitches are defined as not being intentional but lead to advantages or other unintentional game behavior. Glitches requiring a rehost will cost the team their rehost.
7. Post-Game
- 7.1- Final Scoreboards are required for score verification. The scoreboard should be submitted via the match chat within 1 (one) hour.
8. Protests
- 8.1- Protests are allowed.
 - 8.2- For a protest to occur, a support ticket must be made, and a formal protest is requested.
 - 8.3- For a protest to occur, evidence will need to be displayed to prove guilt. PAC League will use "Innocent until proven guilty" as our judgment method.
 - 8.4- Evidence can include screenshots, videos, or match replay files.
9. Season Format
- 9.1- PAC League has 16 teams.
 - 9.2- there are 2 groups of 8 teams (Group A and Group B)
 - 9.3- There will only be 4 matches per week. (Only Groups)
 - 9.4- There will be a group stage and a playoff stage.
 - 9.5- During groups, each match will be in Bo1 (Best of one) format.
 - 9.6- 1 Maps will be played, with 3 points per map up for grabs.
 - 9.7- 3 points will be awarded for a Regular time win, 2 for an Overtime win, 1 for an Overtime Loss, 0 for a Regular time loss. (3 Points is the maximum number of points you can earn in a week)
 - 9.8- The group stage is in Single Round Robin format. (You will play each team in your group once)

9.9- The top two teams in each group will advance to the playoffs.

9.9- Playoffs will be in Double Elimination format

9.11- Playoff games will be in Bo3

9.12- Final will be Bo5

10. Playoff Format in depth

10.1-

SEMI-FINALS: Group Winners get Round Bye

QUARTER-FINALS: Group B 2nd Seed will play Group A 3rd Seed; Winner will Play Group A 1st Seed, the opposite will happen for QF and SF #2

LOWER BRACKET ROUND 1: Group A 4th seed will play Group B 5th Seed, the opposite will happen in LBR1 #2

11. Match Settings

11.1- Match Settings

Plant duration	7
Defuse duration	7
Fuse time	45
Preparation	45
Action	180
Time of day	Day
HUD settings	Pro League
Number of bans	4
Ban Timer	20
Number of rounds	12
Attack/Defense swap	6
Overtime Rounds	0 or 3
Overtime score difference	2
Overtime role change	1
Objective rotation parameter	2
Objective type for rotation	Rounds played
Individual Attacker Spawn	On
Pick Phase timer	15
Damage handicap	100
Friendly fire damage	100
Injured	20
Sprint	On
Lean	On
Death Replay	Off

11.2- Whomever picks the map also has Overtime side choice

12. Map Pool

