

Ascend Leagues Rulebook

1. Season Overview

1. Duration

- Season runs for **3 months**: October, November, December

2. Prize Pool

- Total:** ₹1,50,000
- Monthly Distribution:**


October – Total ₹20,000

Position	Prize
 1st	₹8,000
 2nd	₹5,000
 3rd	₹3,500
4th	₹2,000
5th	₹1,500

November – Total ₹50,000

Position	Prize
 1st	₹20,000
 2nd	₹12,500
 3rd	₹9,500
4th	₹5,000
5th	₹3,000

December – Total ₹80,000

Position	Prize
 1st	₹32,000

Position	Prize
 2nd	₹20,000
 3rd	₹14,000
4th	₹8,000
5th	₹6,000

3. Match Queue Times

- Daily from 5:00 PM – 2:00 AM

4. Broadcasts

- Select **APL (Pro League)** and **Invite matches** will be live-streamed

2. League Structure & Eligibility

1. Roles & Entry Requirements

- **APL (Pro League):** Immortal 3 (250+ RR) in current/previous act
- **ACL (Challengers League):** Immortal 1+ in current/previous act
- **AEL (Elevate League):** Ascendant 1+ in current/previous act

2. Levels & MMR Placement

Level	MMR Range	League	Entry Point	MMR Multiplier
Level 1	1 – 650	AEL	–	0.9x
Level 2	651 – 850	AEL	–	0.9x
Level 3	851 – 1050	AEL	Ascendant 1 → Start at 1000 MMR (Level 3)	0.9x
Level 4	1051 – 1250	AEL	–	0.9x
Level 5	1251 – 1400	ACL	–	1.0x
Level 6	1401 – 1550	ACL	Immortal 1 → Start at 1450 MMR (Level 6)	1.0x

Level	MMR Range	League	Entry Point	MMR Multiplier
Level 7	1551 – 1725	ACL	–	1.0x
Level 8	1726 – 1900	APL	Immortal 3 → Start at 1800 MMR (Level 8)	1.1x
Level 9	1901 – 2100	APL	–	1.1x
Level 10	2100+	APL	–	1.1x
Invite	2100+	Invite	Starts at 2100 MMR	1.2x

3. League Queue Access

- **Invite League** → Invite Players can queue
- **Pro League** → Invite & APL can queue
- **Challengers League** → ACL & APL can queue
- **Elevate League** → AEL & ACL can queue

4. Progression

- Initial level assigned at season start
- Promotion/demotion is **fluid** and based on MMR
- No reassessment of initial placements

3. MMR System

1. Scoring

- Wins grant MMR and affect leaderboard standing
- Matches cannot end in a tie (OT until a winner is decided)

2. Decay & Reset

- **Daily decay:** Players who do not participate in a game for 24 hours lose **20 MMR**.
- **Seasonal Reset:** Players start next season at the **base MMR of the league** they finished in

3. Bonuses & Multipliers

- **First Match Bonus:** +10 MMR on first match of the day
- **Streaming Bonus:** +10 MMR for publicly streaming matches (must submit link in channel)

4. Leaderboard Calculation

- **Leaderboard is based on the neatqueue leaderboard.**
- **Combined Leaderboard:** Leaderboard is combined across all leagues for a cumulative ranking.

4. Matchmaking & Game Flow

1. **Queueing:** Players enter queue via Ascend Discord
2. **VC Creation:** Bot creates VC once 10 players are ready
3. **Joining VC:** 3-minute window, failure = 5-minute cooldown
4. **Captains:** Bot initiates captain vote
5. **Team Selection:** Captains pick players alternately
6. **Map Voting:** All players vote on map
7. **VC Split:** Players moved to team VCs
8. **Match Start:** 5 minutes allowed after map vote

5. Match Rules

1. Pauses

- 1 tech pause (max 10 minutes) per team
- **Tactical timeouts:** Allowed as per **in-game rules**

2. Overtime

- Matches continue until a winner is declared

3. Communication

- Players must maintain comms in-game
- Failure = penalties (timeouts or cooldowns)

4. Game Remake

- Allowed only if connectivity issues occur **before Round 1 ends**
- Requires both teams' agreement

6. Code of Conduct

1. **Respect** → Treat players, admins, and viewers respectfully
2. **Integrity** → Cheating, bug abuse, and win-trading are strictly prohibited
3. **Reporting** → All disputes must be reported immediately
4. **Zero Tolerance** → Severe violations (toxicity, threats, cheating) = permanent ban

7. Offenses & Penalties

Communication Issues

Offense	First Offense	Second Offense	Repeated
Text Abuse	Warning	1–3h cooldown + -10 to -25 MMR	3–6h cooldown + -25 to -50 MMR / temp ban
Voice Abuse	Warning / 3–7d VC suspension	2–6h cooldown + -10 to -30 MMR	6–12h cooldown + -30 to -50 MMR / temp ban
Threats	1–7d ban	7–14d ban	Permanent ban
Disrespect	Warning	1–3h cooldown + -5 to -20 MMR	3–6h cooldown + -20 to -40 MMR
No Comms	Warning	30m–2h cooldown	2–6h cooldown

Gameplay Integrity

Offense	First Offense	Second Offense	Repeated
Cheating	Permanent ban	-	-
Glitch Abuse	1-7d cooldown + -10 to -50 MMR	7-14d cooldown + -30 to -50 MMR	7-30d ban
Sabotage	2-8h cooldown + -10 to -30 MMR	8-12h cooldown + -30 to -50 MMR	7d ban
Win Trading	7-30d ban + -20 to -100 MMR	30-60d ban + -50 to -100 MMR	Permanent ban

Participation

Offense	First Offense	Second Offense	Repeated
AFK/Leaving	30m-6h cooldown + -5 to -20 MMR	6-12h cooldown + -10 to -20 MMR	12-24h cooldown + -20 to -40 MMR
Botting	7d ban + -50 MMR	14d ban + -75 MMR	Permanent ban

8. Admin Authority

- Admins have **final authority** on all disputes and decisions
- Rulebook may be updated during the season for competitive fairness