



LEAGUE STRUCTURE

1. **Bloodpoint Brawl**: A warm-up of sorts. Simple scoring based on average Bloodpoints, this game mode will open the league and provide a social experience with other Players in order to network and learn better strategies during gameplay. This leads into a competitive weekly tournament that has further match restrictions. ***Four weeks in duration.***
2. **Tournament**: Individual players are scored based on total Bloodpoints earned. Players are seeded against similarly-scoring players each week, culminating with less-restricted playoffs where one Winner will prevail. ***Ten weeks in duration.***
3. CMSA will post following week's lineup after current week's scores are finalized. Match times and instructions will be posted the morning of said Match, to maximize matchmaking account for No Shows, absences, late registrants, etc.
4. **The first match** is seeded according to registration information (Skill Level).
5. *If a Player is unable to attend their scheduled Match due to conflict, they can nominate a substitute player if the substitute is also registered with CMSA. These substitutes should be communicated to League Managers at least 48 hours in advance of the Match, otherwise Player will be considered a **No Show**.*
6. Players may only use a substitute twice during the League's entirety. Substitutes are expected to be on time, abide by rules, and complete the entire Match – failure to complete the entire Match will result in a Match forfeit for the original Player.

MATCH GUIDELINES

1. All Matches consist of (5) **Trials** with the same (5) **Players** alternating as the role of **Killer**. The **Party** has at least (1) additional member that acts as a **Scorekeeper**.
2. The **Scorekeeper** will be pre-assigned to spectate the Match, Scorekeeper rules and participation, and log the Match results. The Players deemed Scorekeeper(s) could be Players from an adjacent Match in the schedule. Players won't have to keep score each week but should expect to do it occasionally before or after their scheduled Matches throughout the League.

3. The Killer order is predetermined at random and provided to all Players before start of match. The Scorekeeper spectates all players to ensure fair and consistent game play. The Scorekeeper shares cumulative scores after each Trial.
4. Stream at your own risk. Cheating, hacking, stream sniping, etc. will result in disqualification and a forced forfeit from all Trials in the Match, pending removal from the league.
5. Players will check-in on **Discord** up to 15 minutes before scheduled Match Start Time and the match Scorekeeper will then invite the Player to a "Kill Your Friends" (KYF) custom game party. Players are expected to "ready up" with a *legal loadout* by the time the Match is scheduled to begin and will be given a (1) minute warning.
6. Players must actively be working towards their objectives for all the Trial's duration. (*"Objectives" are Player tasks, actions, and behaviors that either (1) reward Bloodpoints upon completion or (2) directly contribute to ending the Trial before time is up.*)
7. The map is always chosen at random.

KILLER RULES: The Killer's main objective is to kill as many Survivors as possible.

1. NO MORI KILLS. (*Hex: Devour Hope can be used without performing the 5-Token mori.*)
2. NO FACE CAMPING. (Camping hooks, blocking unhook attempts, preventing chase.)
3. NO SLUGGING. (Putting over 2 Survivors in the dying state without hooking them.)

**** The above Killer rules do not apply once the Exit Gates are powered. Anything goes for the Killer after the last generator has been completed. ****

4. KILLER OFFERINGS can only be **Yellow or Brown**.
5. KILLER ADD-ONS can only be **Yellow or Brown**.

SURVIVOR RULES: The main objective of Survivors is to stay alive in order to complete Generators, power the Exit Gates, and **Escape the Killer**. Survivors must choose whether to work alone or collectively with their teammates to obtain the MOST amount of Bloodpoints.

1. The perk 'Left Behind' is **BANNED** for all Survivors.
2. **SURVIVOR OFFERINGS, ITEMS AND ADD-ONS** can only be **Yellow or Brown**.
 - a. Survivors can use any item found by unlocking chests.

COMPETITIVE TOURNAMENT: PLAY OF GAME

1. Players are seeded for the first Competitive match by total Bloodpoints earned in the Brawl.
2. **Disconnects** are unfortunate but inevitable, and Players assume this risk.
 - a. If a Player disconnects from the Match within the first 30 seconds of a Trial **AND** before a Survivor is injured by the Killer, the Trial will be reset without penalty.
 - b. After 30 seconds or the first Survivor injury, the disconnected Player's base score is equal to the time remaining in the Trial (as if they'd died normally).
 - c. **Forfeit penalty** is **0** per Trial for Players ejected from the Match or who remain permanently disconnected for subsequent Trials.
3. *In the event of a No Show: The matches resume as normal with the absent player forfeiting 5 Trials. Players play four trials and sum them up, the average score is then added as the "fifth" Trial for the total Match score.*
4. To aid in fostering a social gaming experience, voice chat is allowed for the entirety of the Match. Players are expected to have the ability to login to Discord with a microphone to check in with all players at the Match's start.
 - a. **All Survivors and the Killer will be in the same chat.** Players may choose to communicate gameplay as they feel but should keep in mind that this may be used as clues to the opposing party.
 - b. **Once a Survivor has been killed**, that Player must mute their microphone for the rest of the Trial. (This prevents a spectating player from unfairly benefitting or sabotaging other players after being eliminated.)
5. Players must actively be working towards their objectives for all the Trial's duration. (*"Objectives" are Player tasks, actions, and behaviors that either (1) reward Bloodpoints upon completion or (2) directly contribute to ending the Trial before time is up.*)
6. **Competitive Trials are timed to further encourage active gameplay. When the Trial starts, the Scorekeeper will start a 20-minute countdown timer.**
 - a. All Trials end when the *last* Survivor is **killed**, or when the *last* Survivor has **escaped**. Each Trial is followed by a 5-minute break which includes "readying up" for the next Trial. The Scorekeeper is expected to keep the match running and will provide a 30-second warning to Players that are still unready.

COMPETITIVE SCORING

1. Once the Match Timer has started, Scorekeepers will use the initial score screen at the Trial's start to check for illegal items/perks/add-ons, and then begin spectating.
2. Bloodpoint Scores are subject to penalties and bonuses. Each Player's *in-game Bloodpoints* are recorded and **SUMMED** up at the Match's end (compared to *averaging* in the Brawl).

Post-game Bloodpoints do not count towards this total.

- Rules Infraction/Unsportsmanlike Conduct = -5000 penalty.**
- Killers and Survivors are subject to an **Overtime Penalty** of **-5000** per Trial if the Trial time exceeds 20 minutes.

KILLER PENALTY/BONUS

Action	Penalty	Bonus
Overtime	-5000	
Rules Infraction	-5000	
Hook 3 or 4 Survivors at the Same Time		10000

SURVIVOR PENALTY/BONUS

Action	Penalty	Bonus
Overtime	-5000	
Rules Infraction	-5000	
All Survivors Escape		7000
Escaping Unhooked		3000

- Each penalty and bonus can only be awarded *once* per Trial per Player.
- At the end of five Trials, the **HIGHEST SCORE WINS** 1st place and receives 7 Competitive Points. 5 points for 2nd, 3 points for 3rd, 2 points for 4th, and 1 point for 5th.

Trial 1			Trial 2			Trial 3			Trial 4			Trial 5			Match Total
BP	Penalty	Bonus	BP	Penalty	Bonus	BP	Penalty	Bonus	BP	Penalty	Bonus	BP	Penalty	Bonus	
															0
															0
															0
															0
															0

PLAYOFFS GUIDELINES – All Playoffs are operated under normal Match Rules only each subsequent Round’s rules are less-restricted.

- At least the **Top 20 Players qualify for Playoffs** based on Total Competitive Points earned. *(The number of qualifiers can be adjusted based on total league participation.)*

QUARTERFINALS

Players are seeded according to **Competitive Points Total** and play **TWO MATCHES** (Five Trials each) for a combined Bloodpoint score. Players are re-seeded after first Match.

- Yellow** (and below) Items and Add-ons allowed.
- Green** Offerings allowed.
- Green** Killer Add-ons allowed.

SEMIFINALS

Five Trials. Scores reset and 10 Players remain, seeded according to cumulative Quarterfinal Bloodpoints total. Competitive Rules apply except for the following:

All Offerings allowed except **Vigo's Jar of Salty Lips**.

Green Items and Add-ons allowed.

Green Killer Add-ons allowed.

FINAL MATCH

Five Trials. Scores reset and five Players remain in competition based on cumulative Semifinals Bloodpoints total. Competitive Rules apply except for the following:

All Offerings allowed except **Vigo's Jar of Salty Lips**.

Purple Items and Add-ons allowed.

Purple Killer Add-ons allowed.