

CGPA APEX

ONE ON ONE CHAMPIONSHIP LADDER

1. Ladder:

- 1.1 Initial Ranks:** Initial ladder ranks arbitrarily decided by CGPA.
- 1.2 New Admissions:** Any player joining after the ladder starts (subject to CGPA approval) will join at bottom of ladder.
- 1.3 Ladder Duration:** Perpetual until reset or closed by CGPA.

2. Challenge:

- 2.1 Issuing a Challenge:** Any player ("Challenger") may challenge another player ("Defender") up to three ranks above (Example: Rank #7 player may challenge Rank #6, Rank #5, or Rank #4 players) by registering the challenge on the CGPA website (in the format prescribed therein) and sending a message to the Defender.
- 2.2 Time limit:** The challenge must be played within 3 days. Scheduling disputes, if any, to be referred to CGPA, which shall settle such disputes arbitrarily.
- 2.3 No Simultaneous Challenges:** A player who has issued a challenge or has been challenged cannot issue a new challenge or be challenged again until the first challenge is resolved. For deciding when a challenge has been issued, the time of registering the challenge on the CGPA website shall be considered.
- 2.4 Resolving a Challenge:** A challenge is considered resolved at the earlier of any of the players, spectators, or CGPA admin reporting the result on the CGPA website. Disputes, if any, regarding the reported results shall be referred to CGPA, which settle such disputes arbitrarily. Both Challenger and Defender are barred from making a challenge within 15 minutes from the time of resolving a challenge.
- 2.5 Invalid Challenges:** Invalid challenges (Examples: rank difference greater than three, prior challenge not yet resolved as per Rule 2.4, challenge barred by Rule 4.4) and matches played based on invalid challenges will not be considered for the purposes of the ladder.

3. Match Rules:

- 3.1 Map and Civ Choices:** Challenger may either (a) chose a map out of the following map pool ("Map Pool"): Acropolis, Arabia, Arena, Baltic, Cenotes, Coastal, Crater Lake, Cross, Ghost Lake, Fortress, Hideout, Highland, Gold Rush, Golden Pit, Oasis, Migration, Mongolia, Scandinavia Team Islands, & Yucatan, then chose his civ first and veto one other civ, and then allow Defender to get last pick of civ (after knowing Challenger's civ and vetoed civ), or (b) opt for random land map and random civs for both players. CGPA may add/remove maps from the Map Pool during the Ladder.
- 3.2 Disclosing Map and Civ Choices:** Recommended (not mandatory) times for disclosing map and civ choices are two hours prior to match for Challenger and one hour prior to match for Defender.
- 3.2 Game Settings:** Game: AOE2 HD; Data Set: Expansions; Game: Random Map; Map Size: 2 Player (Tiny); Difficulty: Easiest; Resources: Standard; Population: 250; Reveal Map: Normal; Starting Age: Standard; Ending Age: Standard; Treaty: None; Victory: Conquest; Team Together, Lock Teams, Lock Speed, Record Game enabled; All Techs, Allow Cheats disabled.

4. Change in Ranks:

- 4.1. Win Reports:** The winner of the challenge shall report the match and submit recording on the CGPA website (in the format prescribed therein).
- 4.2. Challenger Victory:** If the Challenger wins, the Challenger swaps ranks with the Defender and the ladder will be updated, except where the Defender is Rank #1 ("Defending Champion"), in which case Championship Defence Rules (Rule 5) shall apply.

4.3 Defender Victory: If the Defender wins, there is no change in ranking and the Challenger is barred from challenging the Defender until winning at least one other challenge (either for or against), except where the Challenger is Rank #2, in which case the Challenger may (also) challenge the Defender again after 3 days.

4.4 Consecutive Challenger Losses: A Challenger that loses three consecutive challenges made by himself swaps rank with the player ranked immediately below him.

5. Championship Defence Rules:

- 5.1 Match One:** If a Challenger wins a challenge against a Defending Champion, the challenge shall go into a three match Championship Defence round (with the Challenger deemed to have won the first match). If the Defending Champion wins the challenge, Rule 4.3 shall apply.
- 5.2 Match Two:** For the second match in the Championship Defence, instead of the Rule 3.1, the Defending Champion may either (a) choose the map from the Map Pool, pick his civ first and veto another civ, and then allow Challenger to get last pick of civ, or (b) opt for random land map and random civs for both players. If the Challenger wins the second match as well in the Championship Defence, the Challenger becomes the Champion and Defending Champion swaps rank with the Challenger. If the Defending Champion wins the second match, the third match of the Championship Defence shall be played.
- 5.3 Match Three:** For the third match in the Championship Defence, Rule 3.1 shall apply. If the Challenger wins the third match of the Championship Defence, the Challenger becomes the Champion and Defending Champion swaps rank with the Challenger. If the Defending Champion wins the third match, Rule 4.3 shall apply.

6. Disconnection / Out of Sync:

In the event of an unintentional disconnection or out-of-sync, the following options shall be considered in decreasing order of preference: (a) players mutually agree on resolution, (b) if a save is available, save shall be restored, (c) if disconnected player can be ascertained, disconnected player loses, (d) if disconnected player cannot be ascertained and score difference is equal to or greater than 2000, player with lower score loses, (e) if disconnected player cannot be ascertained and score difference is lesser than 2000, then there shall be a rematch. Disputes, if any, to be referred to CGPA, which shall settle such disputes arbitrarily.

7. More Nuts November:

Between Nov 5 to Nov 30, 2020 (or such other period as CGPA may arbitrarily decide): (a) Challenger may challenge any Defender above his rank (not limited to 3 ranks), (b) Restriction in Rule 4.3 on losing Challenger challenging Defender again shall not apply, (c) If mutually agreed between Challenger and Defender, maps other than those in Map Pool may be chosen (subject to CGPA veto), (d) If mutually agreed between Challenger and Defender, game may be played in AOE2:DE, and (e) For avoidance of doubt, Championship Defence Rules continue to apply.

8. CGPA Arbitrariness:

CGPA may arbitrarily and unreasonably supplement, delete, amend and/or re-interpret these rules in any manner and at any time. CGPA decisions are final and binding on all players. CGPA reserves the right to detect and punish collusion or match fixing.