

CSPPA WORLD RANKING RULEBOOK

PUBLISHED ON 3 MAY 2021

1. BACKGROUND & CONSIDERATIONS

- 1.1 CSPPA: CSPPA is a worldwide association representing the interests of professional CS:GO Players who are members of the CSPPA, amongst others, in connection with their participation in Tournaments.
- 1.2 Purpose: The purpose of the CSPPA Ranking is to establish a simpler and more transparent ranking system for professional CS:GO Players and to improve the working conditions for professional CS:GO Players with respect to, amongst others, their participation in Tournaments and their mental health.
- 1.3 Development: The CSPPA has developed the CSPPA Ranking and this Rulebook after consulting with the CSPPA Membership and other stakeholders in the CS:GO ecosystem. Prior to the publication of this Rulebook, CSPPA has reached out to and requested input from the Teams, Tournament Organizers and other stakeholders listed in Annex 4 (i.e. the Ranking Consultation Group).
- 1.4 Dynamic and inclusive ranking: Introducing a new ranking system in a global and ever-evolving esports ecosystem with multiple stakeholders such as CS:GO is a complex exercise and CSPPA understands that changes and adjustments to the CSPPA Ranking will be necessary on an ongoing basis. Therefore:
- a) Dynamic ranking: The CSPPA Ranking is dynamic. This means that the CSPPA Ranking can and will be adjusted on the basis of developments in or input from the CSPPA Membership and the CS:GO community on an ongoing basis subject to making material and structural changes available to the public with a least 3 (three) months prior written notice.
 - b) Inclusive ranking: The CSPPA will continue to reach out to and consult with stakeholders in CS:GO in order to improve the CSPPA Ranking on an ongoing basis and CSPPA will continue to extend the Ranking Consultation Group (listed in Annex 4).

CSPPA welcomes any constructive input to the CSPPA Ranking from the community which can be directed to ranking@csppa.gg.

- 1.5 Mental health and burnout: The continued increase of player mental health and burnout issues in professional CS:GO should be a concern for all stakeholders of the CS:GO ecosystem and CSPPA continues to be contacted by more and more professional CS:GO players who are struggling with mental health issues such as feelings of distress, anxiety, depression, sleep disturbance or substance abuse. It is a key priority for the CSPPA to fight for a more sustainable work-life-balance for professional CS:GO players. This includes establishing more balanced incentives with respect to professional CS:GO players' Tournament participation. The CSPPA Ranking seeks to promote this, amongst others, by:
- a) introducing a Protected Ranking for players meaning that players are not penalized for purposes of the CSPPA World Ranking, if they are unable to attend Matches or Tournaments due to illness, mental health issues and/or injury or similar;
 - b) including a limited scope of Tournaments and Matches and excluding entirely any Tournaments from the CSPPA World Ranking which conflict with a Player Break; and
 - c) determining the CSPPA World Ranking on the basis of Tournaments played over a longer Ranking Period (i.e. 9 calendar months).

CSPPA will continue to evaluate and update the CSPPA World Ranking to address Player mental health and burnout issues and it is, amongst others, anticipated to introduce a cap on the number of Tournaments which can be taken into account for the purpose of determining the CSPPA Ranking (as seen in, for example, the ATP Ranking for tennis players).

- 1.6 Independence: To ensure that the CSPPA World Ranking remains independent from the commercial interests of Teams, Tournament Organizers and other stakeholders in the CS:GO community, no third party has discretion (including, for the avoidance of doubt, any third party having been consulted) with respect to the ranking methodology of the CSPPA Ranking or the rules of this Rulebook.
- 1.7 This Rulebook: This Rulebook sets out the rules pursuant to which the Teams of professional CS:GO Players are ranked amongst each other on the basis of their Roster's performance in Tournaments.

2. DEFINITIONS

- 2.1 Defined terms. The following terms shall have the following meaning in this Rulebook including Clause 1 (*Background & considerations*):

"**Annex**" means any annex to this Rulebook.

"**Available CSPPA Ranking Points**" has the meaning ascribed to such term in Clause 6.1 (*Allocation to Tournaments*).

"**BO1**" means a Match where the winner is determined as a best of 1 (one) map.

"**BO3**" means a Match where the winner is determined as a best of 3 (three) maps.

"**BO5**" means a Match where the winner is determined as a best of 5 (five) maps.

"**CS:GO**" means the multiplayer first-person shooter video game 'Counter-Strike: Global Offensive' developed by Valve Corporation.

"**CSPPA**" means the worldwide association representing the interests of professional CS:GO players which are members of the CSPPA called 'Counter-Strike Professional Players' Association' which is organized as a Danish law association with company registration number (CVR) 40 23 59 22 and registered address at Svend Aukens Plads 11, DK-2300, Copenhagen S, Denmark.

"**CSPPA Membership**" means the Players who are members of the CSPPA from time to time.

"**CSPPA Ranking**" or "**CSPPA World Ranking**" means the ranking from time to time of Teams amongst each other as determined pursuant to this Rulebook.

"**CSPPA Ranking Player Committee**" means any committee established by the CSPPA from time to time responsible for collecting and providing input from the CSPPA Membership and/or to make recommendations and/or changes with respect to the CSPPA Ranking and this Rulebook and to make such other responsibilities in respect of the CSPPA Ranking and this Rulebook as CSPPA may decide from time to time.

"**CSPPA Ranking Points**" means ranking points of equal weight on the basis of which the CSPPA Ranking is determined which are awarded to Roster Members as set out in this Rulebook.

"**LAN Tournaments**" means Tournaments where most of the Matches are played on LAN (local area network) (as opposed to online).

"**Major**" means Tournament which is publicly awarded the status of a 'major' by Valve (excluding for the avoidance of doubt any 'minor' part of such Major and any qualification in respect of such 'minor').

"**Match**" means any CS:GO match (whether BO1, BO3 and BO3) forming part of a Tournament.

"**Month**" means a calendar month.

"**Online Tournaments**" means Tournaments where most of the Matches are played online (as opposed to LAN (local area network)).

"**Placement Bracket**" has the meaning ascribed to such term in Clause 7.5.

"**Player**" means a professional CS:GO player of a Roster.

"**Player Break Period**" each of the Summer Break and the Winter Break (as such periods may be changed or adjusted by CSPPA from time to time) during which no Player shall be required to participate in a Tournament.

"**Player Contract**" means a contract between a Player and a Team regarding the Player's permanent employment with and/or provision of professional services to such Team as a professional CS:GO player.

"**Protected Ranking**" means a written approval granted by the CSPPA Ranking Player Committee with respect to such Team's use of a Stand-In in accordance with and subject to the procedure and terms set out in Clause 8.2.4 below.

"**Publication Date**" means the first Monday of each calendar month.

"**Qualifier**" means any CS:GO tournament in respect of which the main prize is qualification to a Tournament unless the Total Prize Pool of such CS:GO tournament is equal to or more than USD 50,000 in which case such CS:GO tournament shall not be considered a Qualifier for purposes of this Rulebook (in each case, as determined by the CSPPA in its sole discretion).

"**Ranking Consultation Group**" has the meaning ascribed to such term in Clause 10.2.

"**Ranking Period**" means each period of 36 (thirty-six) weeks ending on each subsequent Publication Date.

"**Roster**" means, in respect of a Team, the group of Players entered into a Tournament to compete on behalf of such Team excluding any Stand-In(s), any Player which has been benched, is on sick or medical leave, whose Player Contract has been terminated or any Player who is otherwise unsuitable to be awarded CSPPA Ranking Points due to integrity violations, criminal offences or similar (in each case, as decided by CSPPA in its sole discretion).

"**Roster Member**" means each individual Player of a Team's Roster.

"**Rulebook**" means the rules applicable to the CSPPA Ranking as set out in this regulation including any Annex.

"**Stand-In**" means, in respect of a Team, a Player who participates in a Match or a Tournament on behalf of such Team on a temporary basis and who shall be deemed a Roster Member for purposes of this Rulebook in respect of its participation in any such Match or Tournament only.

"**Summer Break**" means:

- a) in 2020, the period from and including 6 July 2020 to and including 6 August 2020;
- b) in 2021, the period from and including 19 July 2021 to and including 15 August 2021; and
- c) in any other calendar year, a period of up to 4 (four) consecutive calendar weeks starting in the third week of July of such calendar year and ending in the third week of August of the same calendar year.

"Team" means each professional CS:GO team entered into a Tournament unless such Team is unsuitable for being awarded CSPPA Ranking Points due to integrity violations, criminal offences or similar (in each case, as decided by CSPPA in its sole discretion).

"Top 20 Teams" means, in respect of a Tournament, the 20 (twenty) highest ranking Teams in the CSPPA Ranking as determined on the first Tournament Day of such Tournament.

"Tournament" means, as at the date of this Rulebook, each of the CS:GO tournaments listed in Annex A together with any other CS:GO tournament that are included by the CSPPA in the CSPPA Ranking and added to Annex A from time to time in accordance with Clause 5.2 and excluding any Tournament removed from Annex A from time to time (in each case, as decided by the CSPPA in its sole discretion).

"Total Prize Pool" means, in respect of a Tournament, the total amount in USD available to be won as prize money by the Teams participating in such Tournament based on such Teams competitive performance in such Tournament. If a Total Prize Pool is not denominated in USD it shall be converted into USD at a rate of a publicly available spot rate of exchange market (selected by the CSPPA Rankings Committee) as at the date when the Total Prize Pool is publicly announced.

"Tournament Days" means, in respect of a Tournament, each calendar day of a Tournament Period.

"Tournament Organizer" means, in respect of a Tournament, the person designated as a 'Tournament Organizer' in respect of such Tournament.

"Tournament Period" means in respect of any Tournament, the period (i) from and including the earlier of the date on which a Roster Member is required to be present at the location of the Tournament Location or to play a Match (ii) to and including the date of the final Match of such Tournament (i.e. the final Match whether such Match is for the main prize or not).

"USD" denotes the lawful currency of the United States of America.

"Valve" means Valve Corporation in its capacity of publisher of CS:GO.

"Winter Break" means:

- a) in 2020, the period from and including 21 December 2020 to and including 17 January 2021;
- b) in any other calendar year, a period of up to 4 (four) consecutive calendar weeks starting in the third week of December of such calendar year and ending in the third week of January of the immediately following calendar year.

2.2 Interpretation:

In this Rulebook, except to the extent that the context requires otherwise:

- a) References to a provision of law are references to that provision as amended, extended or re-enacted and includes all laws and official requirements made under or deriving validity from it or enacting such modification.
- b) Reference to any document, or to a provision in a document, shall be construed as a reference to such document or provision as amended, supplemented, modified, restated or novated from time to time.
- c) Use of the singular shall include the plural and vice versa. Words denoting any gender shall include any other gender and words denoting natural persons shall include any other persons.
- d) Headings are for ease of reference only and the headings shall not be taken into account in construing this Agreement.
- e) A reference to a "**person**" includes any individual, firm, company, corporation, government, state or agency of a state or any association, foundation, trust, joint venture, consortium or partnership (whether or not having separate legal personality) or 2 (two) or more of the foregoing.
- f) A reference to a "**Tournament**" shall include any event or competition of such Tournament as rebranded, renamed or adjusted from time to time as determined by the CSPPA in its sole discretion.
- g) A reference to a "**Team**" shall include any CS:GO team of the organization owning such Team as rebranded, renamed or adjusted from time to time as determined by the CSPPA in its sole discretion.

3. THE BASICS

- 3.1 The CSPPA Ranking is a ranking of Teams based on the number of CSPPA Ranking Points awarded to the 5 (five) Roster Members of such Teams holding most CSPPA Ranking Points during the Ranking Period (i.e. period of 36 (thirty-six) weeks).
- 3.2 The CSPPA Ranking is published on each Publication Date (i.e. first Monday of each calendar month) starting from the Publication Date falling on 13 August 2020.
- 3.3 CSPPA Ranking Points are awarded to Roster Members based on their Roster's performance in Tournament played during the Ranking Period which is a rolling period of 36 (thirty-six) weeks ending on each Publication Date.
- 3.4 No CSPPA Ranking Points are awarded in respect of CS:GO Tournaments or Matches which is not included in the CSPPA Ranking.
- 3.5 No Player holds any CSPPA Ranking Points in respect of Tournaments as of 1 January 2020.

4. HOW ARE CSPPA RANKING POINTS AWARDED?

- 4.1 As at each Publication Date, CSPPA Ranking Points in respect of the relevant Ranking Period, are awarded as follows:
 - a) **First**, CSPPA Ranking Points are awarded to eligible Tournaments as set out in Clause 6 (*Allocation to Tournaments*) below;

- b) **Second**, the CSPPA Ranking Points of eligible Tournaments are awarded to each Roster Member of a Roster based on the Roster's performance in such Tournaments during the Ranking Period as set out in Clause 7 (*Allocation to Roster Members*) below;
- c) **Third**, the CSPPA Ranking Points of the up to 6 (six) Roster Members of a Team's Roster holding the most CSPPA Ranking Points are awarded to the Team in accordance with Clause 8 (*Allocation to Teams*) below; and
- d) **Fourth**, all Teams holding CSPPA Ranking Points are ranked amongst each other based on their respective number of CSPPA Ranking Points.

5. TOURNAMENTS INCLUDED IN THE CSPPA WORLD RANKING

- 5.1 Each of the Tournaments listed in Annex A are included in the CSPPA Ranking.
- 5.2 A Tournament Organizer may apply for a CS:GO tournament to be included in the CSPPA Ranking by submitting a written request to CSPPA.
- 5.3 A Tournament is only eligible for being included in the CSPPA Ranking and/or awarded any CSPPA Ranking Points pursuant to Clause 6 (*Allocation to Tournaments*) below, if:
 - a) all Matches in respect of such Tournament has been completed;
 - b) The Tournament has at least 4 (four) participating Teams;
 - c) The Tournament has a Total Prize Pool of at least USD 50,000 (fifty thousand);
 - d) No Tournament day or Qualifier of such Tournament falls on a any day of a Player Break Period;
 - e) The main purpose of such Tournament is not to be awarded CSPPA Ranking Points;
 - f) The Tournament does not constitute a Qualifier (i.e. CS:GO tournament in respect of which the main prize is qualification to a Tournament); and
 - g) If, in the sole discretion of the CSPPA Ranking Player Committee, a Tournament is otherwise not eligible for being awarded CSPPA Ranking Points, for example, due to concerns with respect to competitive integrity and otherwise.

6. ALLOCATION TO TOURNAMENTS

- 6.1 Each Tournaments may be awarded up to 1000 (one thousand) CSPPA Ranking Points ("**Available CSPPA Ranking Points**").
- 6.2 The number of Available CSPPA Ranking Points allocated to a Tournament is equal to the total number CSPPA Ranking Points awarded based on each of the 3 (three) categories set out in Clauses 0 to 6.3.3 below.
- 6.3 The Number of participating teams (Category 1) is multiplied with the total number of points earned from Category 2 (Top 20 Teams participating in the Tournament) and Category 3 (Amount of Total Prize Pool) as set out in Clause 6.3.1 below:

6.3.1 Category 1: Number of participating Teams

- a) This category determines up to 250 (two-hundred and fifty) of the Available CSPPA Ranking Points that can be awarded to a Tournament.
- b) The more Teams that participate in a Tournament, the more CSPPA Ranking Points are awarded to the Tournament. 16 Participating Teams are considered the optimal number of Teams participating in a Tournament. Consequently, Tournaments with 16 Participating Teams are awarded 250 CSPPA Ranking Points. Tournaments with more than 16 Participating Teams are awarded 250 CSPPA Ranking Points.
- c) A Tournament is awarded the number of CSPPA Ranking Points set out in Annex 2A opposite the relevant number of Teams participating in such Tournament. The Number of participating teams (Category 1) is multiplied with the total number of points earned from Category 2 (Top 20 Teams participating in the Tournament) and Category 3 (Amount of Total Prize Pool) as follows:

$$\left(\frac{2}{\left(1 + e^{(-0.4(x-3))}\right)} - 1 \right) * (\text{Category 2 points} + \text{Category 3 points})$$

6.3.2 Category 2: Top 20 Teams participating in the Tournament

- a) This category determines up to 500 (five hundred) of the Available CSPPA Ranking Points that can be awarded to a Tournament.
- b) The higher the number of Top 20 Teams and the higher ranked Top 20 Teams that participate in the Tournament (as determined on a rolling basis), the more CSPPA Ranking Points are awarded to a specific Tournament.
- c) A Tournament is awarded the number of CSPPA Ranking Points set out in Columns 2, 3, 4, 5 or 6 (as applicable (#CSPPA Ranking Points) of Annex 2B opposite the relevant Top 20 participating in such Tournament.

6.3.3 Category 3: Amount of Total Prize Pool

- a) This category determines up to 250 (two-hundred and fifty) of the Available CSPPA Ranking Points that can be awarded to a Tournament.
- b) The higher the Total Prize Pool a Tournament has, the more CSPPA Ranking Points are awarded the to the Tournament.
- c) A Tournament is awarded the number of CSPPA Ranking Points set out in Annex 2C opposite the relevant amount of the Total Prize Pool.

6.3.4 Majors

Notwithstanding anything to the contrary in this Rulebook, a Major shall always have the highest amount of CSPPA Ranking Points available any of the above categories.

6.3.5 Online Tournaments

- a) Subject to paragraph b) below, if a Tournament is an Online Tournament, then any CSPPA Ranking Points otherwise allocated to such Tournament pursuant to this Clause 6 is automatically decreased by 50 (fifty) %.

- b) If a Tournament is required to be played as an Online Tournament strictly as result of COVID-19 or similar event, the CSPPA may determine that paragraph a) shall not apply with respect to such Tournament.

6.3.6 **BO1 elimination Tournaments**

If a Team can be eliminated from a Tournament after only playing BO1, then any CSPPA Ranking Points otherwise allocated to such Tournament pursuant to this Clause 6 is automatically be decreased 50 (fifty) %.

6.3.7 **Qualifiers**

No CSPPA Ranking Points are awarded in respect of Qualifiers (any CS:GO tournament in respect of which the main prize is qualification to a Tournament).

If a Qualifier offers a Total Prize Pool of 50,000 USD or more such Tournament will not be considered a Tournament in which the main prize is qualification to a Tournament.

7. ALLOCATION TO PLAYERS

- 7.1 CSPPA Ranking Points of Tournaments are awarded to a Team's Roster Member based on the Roster's performance in Tournaments during the Ranking Period.
- 7.2 The higher a Team is placed in a Tournament, the more CSPPA Ranking Points of such Tournament are awarded to the Team's Roster Members.
- 7.3 Each Roster Member having participated in a Tournament is awarded the number of CSPPA Ranking Points equal to 20 % (twenty percent) of the CSPPA Ranking Points awarded to its Roster as set out in columns 2, 3, 4, 5 or 6 (as applicable) (*#CSPPA Ranking Points*) based on the relevant placement of such Roster in the relevant Tournament.
- 7.4 If a Roster Member has not participated in all Matches of a Tournament, then the Roster Member is only awarded CSPPA Ranking Points in respect of the Matches in which the Player has participated on a pro rata basis.
- 7.5 If the placement of a Roster Member's Team in a Tournament is equal to the placement of 1 (one) or more other Teams participating in such Tournament (a "**Placement Bracket**"), then such Roster Member shall be awarded a number of CSPPA Ranking Points equal to:
 - i. the total number of CSPPA Ranking Points awarded to any Roster Member in such Placement Bracket
divided by
 - ii. the total number of Roster Members in such Placement Bracket.
- 7.6 No Player may be awarded CSPPA Ranking Points from more than 1 (one) Team in respect of the same Tournament.

8. ALLOCATION TO TEAMS

- 8.1 Each Team is awarded the number of CSPPA Ranking Points equal to the total number of CSPPA Ranking Points held by the 6 (six) Roster Members of the Team who holds most CSPPA Ranking Points as at the Publication Date.

- 8.2 Teams which at the time of the Publication date have 2 or fewer Roster Members will not be awarded any CSPPA Ranking Points.
- 8.2.1 **Roster changes**
- 8.2.1.1 The total CSPPA Ranking Points of a Team in respect of a certain Ranking Period excludes any CSPPA Ranking Points held by a Player who is benched, who is on sick or medical leave (subject to such Player being granted a Protected Ranking) or whose Player Contract is terminated as at the date of publication (Publication Date) of the CSPPA Ranking.
- 8.2.1.2 Subject to Clause 8.2.1.3 below, with effect as of the date when a Player signs a binding Player Contract with a new Team, a Player is benched or a player is on sick or medical leave (subject to such Player being granted a Protected Ranking), then:
- a) All CSPPA Ranking Points held by such Player shall be deducted from the number of the CSPPA Ranking Points of the Player's old Team,
 - b) 50 % (fifty percent) of the CSPPA Ranking Points held by such Player shall be added to the number of CSPPA Ranking Points of any new Team; and
- in each case, subject to this Clause 8 (*Allocation to Teams*).
- 8.2.1.3 If 4 (four) or more Roster Members concurrently transfers from one Team to another, each such Roster Member shall maintain the full amount of its CSPPA Ranking Points (i.e. such Roster Members will not maintain only 50 % (fifty percent) as determined in clause 8.2.1.2 above).
- 8.2.2 **6-man Roster**
- 8.2.2.1 The CSPPA World Ranking will facilitate the possibility of adding a sixth player to a Team ranking with the introduction of "the regulator". The CSPPA Ranking Points from up to 6 (six) players will be added and those points will represent the CSPPA Ranking Points a Team will hold.
- 8.2.2.2 Adding a sixth player will be considered as a normal roster change and subject to the rules of Clause 8.2.1 above.
- 8.2.2.3 If the new player does not hold 45 (forty five) percent or more CSPPA Ranking Points of the average CSPPA Ranking Points held by the 5 (five) other Roster Members, the Team will have added 45 (forty five) percent of the average CSPPA Ranking Points held by the 5 (five) most awarded Roster Members to its CSPPA Ranking Points. This add-on is considered "the regulator".
- 8.2.2.4 If a team only holds 5 (five) players their "the regulator" will be equal 50 percent of the Teams 5 (five) most awarded Roster Members.
- 8.2.2.5 If a team has less than 5 (five) players no regulator points will be added to the Teams CSPPA Ranking Points.
- 8.2.2.6 An eventual sixth player will not receive CSPPA Ranking Points equal to the regulator as personal CSPPA Ranking Points but earn his own CSPPA Ranking Points when participating in actual Tournaments for that Team. If this sixth player has earned CSPPA Ranking Points exceeding the value of the regulator of his Team his CSPPA Ranking Points will be valid instead of the CSPPA Ranking Points given by the regulator.
- 8.2.3 **Tiebreakers**

8.2.3.1 If 2 (two) or more Teams have an equal number of CSPPA Ranking Points, then their respective CSPPA Ranking shall be based on their placement in previous CSPPA Ranking so that higher ranking Teams shall be ranked ahead of lower ranking Teams.

8.2.4 Protected ranking

8.2.4.1 If a Team has used 1 (one) or more Stand-Ins for a Match of a Tournament or a Tournament due to a reason set out in Clause 8.2.4.2 below, then the Team and/or the Player may apply to the CSPPA Ranking Player Committee for a Protected Ranking with respect to such Match(es) or Tournament ("**Protected Ranking**"). If such Protected Ranking is granted by CSPPA Ranking Player Committee or the CSPPA board of directors (in their sole discretion), any CSPPA Ranking Points awarded to the Stand-In(s) which replace the Roster Member(s) shall be deemed to be awarded to such Roster Member(s) in lieu of such Stan-In(s) for purposes of determining its CSPPA Ranking in respect of a Publication Date.

8.2.4.2 Any Protected Ranking may only be awarded by the CSPPA Ranking Player Committee if the reason the Roster Member being replaced is reasonably documented by the Team and:

- a) relates to illness, mental health issues and/or injury of a Roster Member or similar;
- b) is unrelated to competitive considerations; and
- c) is unrelated to financial reasons.

9. DECAY OF POINTS

9.1 CSPPA Ranking Points awarded to a Roster Member decay over the Ranking Period (i.e. a period of 36 (thirty-six) weeks ending on the Publication Date which is the date on which the CSPPA Ranking is published).

9.2 The more time that passes following the Publication Date, the more CSPPA Rankings Points decay.

9.3 Any CSPPA Ranking Points of a Roster Member decay per 4 (four) weeks as set out in Column 2 (*Decay of Ranking Points*) opposite the relevant period during which such CSPPA Ranking Points were awarded.

Column 1	Column 2
Period during which CSPPA Ranking Points were earned	Decay of CSPPA Ranking Points
Weeks 36 - 32	10 % (ten percent)
Weeks 32 - 28	25 % (twenty five percent)
Weeks 28 - 24	40 % (forty percent)
Weeks 24 - 20	55 % (fifty five percent)
Weeks 20 - 16	70 % (seventy percent)
Weeks 16 - 12	80 % (eighty percent)

Weeks 12 - 8	90 % (ninety percent)
Weeks 8 - 4	95 % (ninety five percent)
Weeks 4 - Publication Date	100 % (one hundred percent)

10. RANKING EVALUATION

- 10.1 CSPPA evaluates the CSPPA Ranking and the rules of this Rulebook on an ongoing basis on the basis of consultations, evaluations and input from:
- a) Valve,
 - b) Teams,
 - c) Tournament Organizers,
 - d) the CSPPA Ranking Player Committee and the CSPPA Membership;
 - e) each person listed in Annex 4 (unless such person has asked to be excluded); and
 - f) CS:GO fans, media and other key stakeholders in the CS:GO community having provided written input to ranking@csppa.gg.
- 10.2 Annex 4 includes a list of the persons that CSPPA has reached out to and requested input from prior to the publication of this Rulebook (the "**Ranking Consultation Group**").
- 10.3 The CSPPA Ranking Player Committee and the CSPPA board of directors make proposals with regards to changes to the rules of this Rulebook and the CSPPA Rankings based on consultations and input received from the CSPPA Players, the Ranking Consultation Group, CS:GO fans, media and other key stakeholders and each other persons listed in Clause 10.1.
- 10.4 Subject to Clause 10.6 below and unless otherwise set out in this Rulebook, material and structural changes to this Rulebook may be changed only by a simple majority of the CSPPA Ranking Player Committee or the CSPPA board of directors subject always to such changes having been (i) announced publicly announced via csppa.gg at least 3 (three) months prior to effective date of such changes with such announcement including a markup of this Rulebook showing all changes to be effected (ii) finally approved by the CSPPA board of directors.
- 10.5 Subject to Clause 10.6 below, any material and structural change to this Rulebook pursuant to Clause 10.4 shall take effect on a Publication Date.
- 10.6 If events or circumstances which could not be reasonably anticipated by CSPPA as at the publication date of a Rulebook occur which has a material adverse or unfair impact on the CSPPA Ranking, then the CSPPA board of directors shall have discretion to change the Rulebook and the CSPPA Ranking with such notice as the CSPPA board of directors deem is necessary to cure for such material adverse or unfair impact subject always to using reasonable efforts to adhere to the procedure set out in Clause 10.4 above.

11. PUBLICATION

- 11.1 The CSPPA will announce the standings of the CSPPA World Ranking on each Publication Date (i.e. the first Monday of each calendar month).

ANNEX 1 – TOURNAMENTS

Tournament	End date
Nine to Five 3 – Online	26 August 2020
ESL One Cologne 2020 North America – Online	29 August 2020
ESL One Cologne 2020 Europe – Online	30 August 2020
Perfect World Oceania League Fall 2020 – Online	6 September 2020
LOOT.BET Season 7 – Online	11 September 2020
Vie.gg Legend Series 2020 - Online	13 September 2020
Nine to Five 4 – Online	17 September 2020
ESL Pro League Season 12 North America – Online	27 September 2020
ESL Pro League Season 12 Europe – Online	4 October 2020
Perfect World Asia League Fall 2020 - Online	11 October 2020
IEM New York 2020 Europe - Online	11 October 2020
IEM New York 2020 North America - Online	18 October 2020
IEM New York 2020 CIS - Online	25 October 2020
DreamHack Open Fall 2020 - Online	25 October 2020

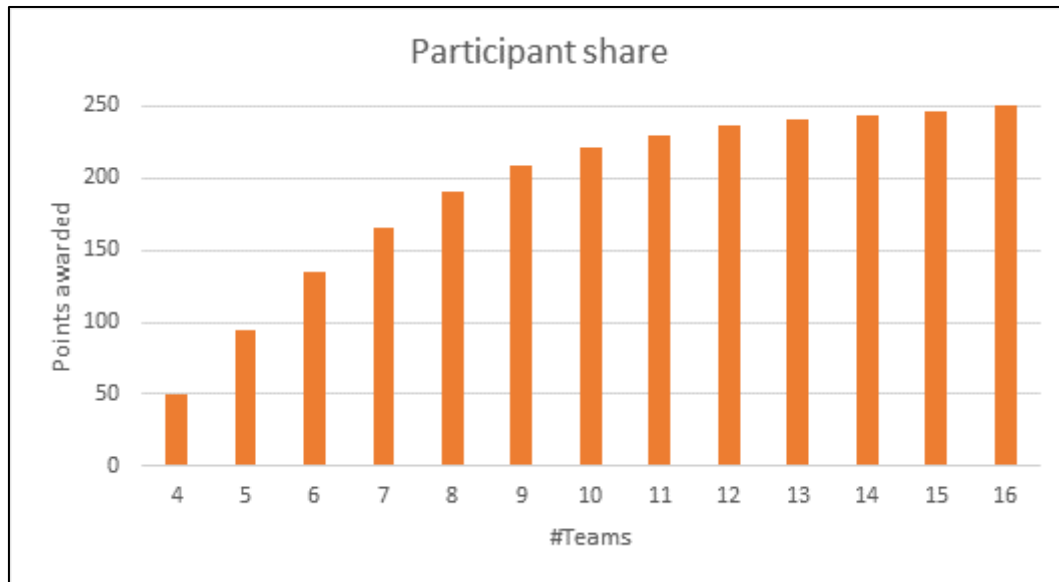
ANNEX 1 – TOURNAMENTS

Tournament	End date
Nine to Five 5 – Online	4 November 2020
BLAST Premier Fall Series 2020 - Online	4 November 2020
LOOT.BET Season 8 - Online	8 November 2020
IEM Beijing-Haidian 2020 North America - Online	22 November 2020
IEM Beijing-Haidian 2020 Europe - Online	22 November 2020
Nine to Five 6 - Online	25 November 2020
BLAST Premier Fall 2020 Showdown - Online	29 November 2020
DreamHack Open November 2020 - Online	29 November 2020
DreamHack Masters Winter 2020 North America - Online	6 December 2020
DreamHack Masters Winter 2020 Europe – Online	6 December 2020
Flashpoint 2 – Online	6 December 2020
BLAST Premier Fall 2020 Finals - Online	13 December 2020
DreamHack Open December 2020 – Online	13 December 2020
Nine to Five 7 – Online	16 December 2020
IEM Global Challenge 2020 – Online	20 December 2020
BLAST Premier Global Finals 2020 – Online	24 January 2021

ANNEX 1 – TOURNAMENTS

Tournament	End date
cs_summit 7 – Online	31 January 2021
DreamHack Open January 2021 Europe – Online	31 January 2021
Snow Sweet Snow 1 – Online	10 February 2021
BLAST Premier Spring Groups 2021 – Online	14 February 2021
IEM Katowice 2021 – Online	28 February 2021
Snow Sweet Snow 2 – Online	10 March 2021
DreamHack Open March 2021 North America – Online	14 March 2021
Pinnacle Cup 2021 – Online	4 April 2021
Snow Sweet Snow 3 – Online	7 April 2021
ESL Pro League Season 13 – Online	11 April 2021
ESEA Premier Season 36 North America – Online	18 April 2021
ESEA Premier Season 36 Europe – Online	18 April 2021
BLAST Premier Spring Showdown 2021 – Online	18 April 2021
Elisa Invitational Spring 2021 – Online	18 April 2021
FunSpark ULTI 2020 Europe Final – Online	26 April 2021

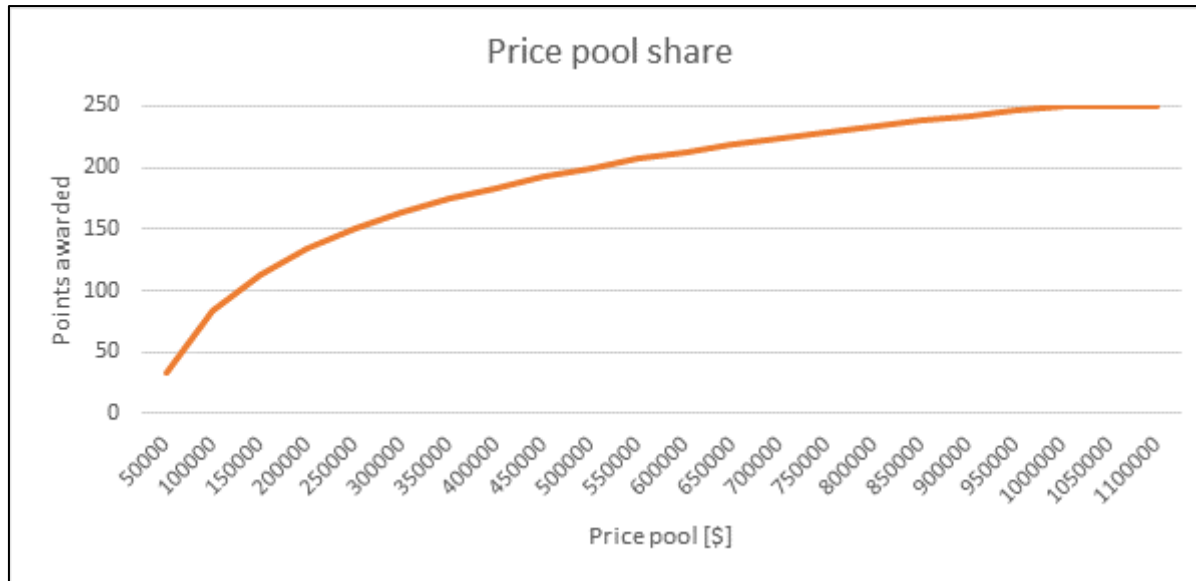
ANNEX 2A – CSPPA RANKING POINTS ALLOCATED TO TOURNAMENTS BASED ON NUMBER OF TEAMS



ANNEX 2B – CSPPA RANKING POINTS ALLOCATED TO TOURNAMENTS BASED ON TOP 20 TEAMS ATTENDING

	Column 1	Column 2	Column 3	Column 4	Column 5
Ranked team	16 teams	12 teams	8 teams	6 teams	4 teams
#1	53 Points	62 Points	81 Points	100 Points	140 Points
#2	49 Points	57 Points	75 Points	93 Points	129 Points
#3	45 Points	53 Points	69 Points	86 Points	120 Points
#4	42 Points	49 Points	64 Points	79 Points	111 Points
#5	39 Points	45 Points	59 Points	74 Points	102 Points
#6	36 Points	42 Points	55 Points	68 Points	95 Points
#7	33 Points	39 Points	51 Points	63 Points	88 Points
#8	30 Points	36 Points	46 Points	59 Points	81 Points
#9	28 Points	33 Points	43 Points	54 Points	75 Points
#10	26 Points	30 Points	39 Points	50 Points	69 Points
#11	24 Points	28 Points	36 Points	46 Points	64 Points
#12	22 Points	26 Points	34 Points	43 Points	59 Points
#13	21 Points	24 Points	31 Points	40 Points	55 Points
#14	19 Points	22 Points	29 Points	37 Points	51 Points
#15	17 Points	20 Points	27 Points	34 Points	47 Points
#16	16 Points	19 Points	25 Points	31 Points	43 Points
#17	15 Points	17 Points	23 Points	29 Points	40 Points
#18	14 Points	16 Points	21 Points	27 Points	37 Points
#19	13 Points	15 Points	20 Points	25 Points	34 Points
#20	12 Points	14 Points	18 Points	23 Points	32 Points

ANNEX 2C – CSPPA RANKING POINTS ALLOCATED TO TOURNAMENTS BASED ON PRIZE POOL



ANNEX 3 – CSPPA RANKING POINTS ALLOCATED TO ROSTER BASED ON TEAM TOURNAMENT RESULT

Tournament Result	16 teams	12 teams	8 teams	6 teams	4 teams
#1	24,61% of points	28,64% of points	35,92% of points	42,32% of points	53,08% of points
#2	19,03% of points	21,25% of points	24,51% of points	26,54% of points	28,08% of points
#3	14,33% of points	15,27% of points	15,94% of points	15,50% of points	13,08% of points
#4	10,43% of points	10,54% of points	9,79% of points	8,38% of points	5,77% of points
#5	8,11% of points	7,71% of points	6,21% of points	4,61% of points	
#6	6,17% of points	5,48% of points	3,78% of points	2,65% of points	
#7	4,60% of points	3,78% of points	2,30% of points		
#8	3,33% of points	2,54% of points	1,55% of points		
#9	2,55% of points	1,79% of points			
#10	1,91% of points	1,27% of points			
#11	1,43% of points	0,95% of points			
#12	1,06% of points	0,78% of points			
#13	0,80% of points				
#14	0,63% of points				
#15	0,53% of points				
#16	0,48% of points				

ANNEX 4 – RANKING CONSULTATION GROUP

The first edition of the CSPPA Rankings Rulebook was developed based on input from the player representatives mentioned below. Further, the CSPPA Rankings Rulebook was sent to the parties below for consultation purposes and adjusted according to proposals from various stakeholders.

PLAYER REPRESENTATIVES

- | | |
|-------------------------------|----------------------------|
| 1. Snappi, ENCE | 16. JT, Extra Salt |
| 2. MiGHTYMAX, Endpoint | 17. STYKO, FunPlus Phoenix |
| 3. Shakezullah, Triumph | 18. Golden, fnatic |
| 4. cadiaN, Heroic | 19. EliGE, Liquid |
| 5. AcilioN, Copenhagen Flames | 20. friberg, Dignitas |
| 6. doto, ENCE | 21. HooXi, MAD Lions |
| 7. Bubzkji, Astralis | 22. Lekr0, no team |
| 8. tarik, Evil Geniuses | 23. Jerry, forZe |
| 9. denis, Sprout | 24. USTILO, ORDER |
| 10. MSL, no team | 25. vanity, no team |
| 11. steelega, Movistar Riders | 26. AZR, EXTREMUM |
| 12. allu, ENCE | 27. chrisJ, mousesports |
| 13. kennyS, G2 | 28. arT, FURIA |
| 14. dexter, mousesports | 29. leo_drk, O PLANO |
| 15. TACO, GODSENT | |

Further, the first edition of the CSPPA Rankings Rulebook was sent to all CSPPA member players to allow for feedback from all members as well as to tournament organizers, teams, Valve and others.

2ND EDITION

The second edition of the CSPPA Rankings Rulebook was developed and amended by the CSPPA following extensive feedback from the CS:GO community including fans, coaches and players.

The following players are currently part of the CSPPA Ranking Player Committee:

1. NBK-, OG
2. chrisJ, mousesports
3. steelega, Movistar Riders
4. dexter, mousesports
5. AcilioN, Copenhagen Flames
6. Jerry, forZe

The following players are currently part of the CSPPA Board:

1. apEX, Vitality
2. STYKO, Funplus Phoenix
3. MiGHTYMAX, Endpoint
4. NBK-, No team
5. JT, Extra Salt
6. Golden, fnatic
7. chrisJ, mousesports