

## ***CSPPA World Ranking values consistency and player health***

### **CSPPA introduces the second version of The CSPPA World Ranking**

- Press release, Copenhagen, October 5, 2020.

CSPPA is proud to present an updated version of the CSPPA World Ranking. This new version enables us to showcase our transparent and dynamic ranking which amongst other things considers player health and rewards team consistency over a longer period.

We have received a lot of great feedback and proposals for improvements to the new CSPPA World Ranking from players and other stakeholders in the industry including the community. We are grateful that so many have taken the time to assist us in improving the ranking. Thank you!

#### **1. Sustainable work-life for players and player health.**

Current ranking systems are too sensitive towards latest achievements. CSPPA fights for a sustainable work-life balance for professional CS:GO players and the protection of player health. This has been addressed by:

- Rewarding teams that perform consistently over a longer period (9 months decay).
- Allowing 6-man rosters.
- Having a 'protected ranking'.
- Excluding any tournament or qualifier that conflicts with the player breaks.

#### **2. Ranking transparency & simplicity**

As opposed to current rankings the CSPPA World Ranking has clear and transparent rules for how the ranking is determined. The CSPPA World Ranking is governed by a Ranking Rulebook which is available to all on the CSPPA website.

The first edition of the CSPPA World Ranking had some obvious issues that was pointed out to us by the players, community and other stakeholders. We have worked towards solving these issues in different ways.

The following are among the changes that has been implemented in the updated CSPPA World Ranking Rulebook:

**1. Number of teams participating in a tournament**

We have replaced the 250 points available from tournament size (number of teams) with a scaling percentage. We have added a scaling which sets 16 (or more) teams as the gold standard. 8 team tournaments will have approx. 75 percent of the value of 16 team tournaments. 4 team tournaments will have approx. 20 percent of the value.

**2. Expanded rosters**

The ranking now allows for teams to use 6-man active rosters. The value of the points of the 6<sup>th</sup> player (the roster member with the fewest points) are scaled down a little in order to ensure that it is not an advantage for teams to have 6-man rosters compared to 5-man rosters.

**3. Team points in tournaments where coaches are found to have abused the coaching bug**

In tournaments where ESIC has found evidence of abuse of the coach bug such teams have had their points for the specific tournament suspended pending any final decisions on the matter.

**4. Tournaments with qualifiers during the player break**

Such tournaments that have qualifiers scheduled during the player break will not provide points to the CSPPA World Ranking.

**5. Change in decay**

Decay of points will be 'less linear'. The decay has been changed so that it has less effect in the first months following the conclusion of a tournament. Decay of points will increase significantly over time.

**6. Points for tournaments based on total prize pool.**

The points allocated based on the amount of total prize pool will no longer be based on a linear scale but a logarithmic scale.