

The Official TPL RuleBook



The Premier League, TPL follows and makes all judgment calls, rulings and/or disqualification determinations based on the Rainbow 6 Siege Pro League Circuit Rulebook. These rules are the standard rules and regulations for all TPL sanctioned events. Failure to follow them will result in penalties.

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Section 1 General and Rule Changes

1.1- Scope

1.1.1- The TPL rulebook is the only source for league rules. Rulebooks may be referenced but they are not the source for league rules and do not dictate final rulings.

1.1.2- The TPL rulebook is to be used for all league sanctioned events. Failure to abide by the rules set forth by the league will result in a penalty.

1.1.3- TPL staff may make temporary exclusions for rules if both teams agree to the exclusion.

1.1.4- The Premier League reserves the right to make judgment calls on cases that are not covered or supported in the rulebook, or to even make calls that go against the rulebook to continue to foster a competitive and fair match.

1.2- Rule Changes

1.2.1- The Premier League reserves the right to add, remove, and revise rules on a “need be” basis without public notice.

1.2.2- Rule changes will be announced when they are complete and ready to be published. A date will be posted when the rule change goes into effect.

1.2.3- Rule changes can take place at any time. Leading up to an event, mid-season, and other times where the league will need to edit, change, or revise the rules to preserve and foster a better competitive scene.

1.3- Prize Pools and Payment

1.3.1- The season's prize pool will be announced at the beginning of each season.

1.3.2- Season 5's prize pool is set at \$500 USD and will be distributed to the payment contact to then be distributed amongst his/her/their team. 1st Place will win \$350, 2nd place will win \$100, and 3rd place will win \$50/

1.3.3- Payment is final and must be sent before the start of each season to qualify to play. There will be no refunds issued once the season has started.

1.3.4- Failure to pay will result in immediate disqualification from the current sanctioned event.

1.3.5. Prize money will be sent to the payment contact. Once money is received it is no longer The Premier League's jurisdiction for the further distribution

of prize money.

1.4- The Premier League's Code of Conduct

1.4.1- Any breach in the code of conduct is interfering with the safe environment TPL wishes to offer and will be punished accordingly.

1.4.2- The Premier League will not tolerate any of the following

- Racism.
- Homophobia.
- Transphobia.
- Any forms of hate speech.
- Doxxing of players, league staff, or community members.
- Any forms of threats towards players, league staff, or community members.
- Sexual harrasment or explicit content.
- NSFW content.
- Impersonation of players, league staff, or community members.
- Promoting or supporting unsportsmanlike behavior.
- Promoting or supporting the breach of the aforementioned Code of conduct.
- Misinformation
- Toxicity posted about the league
- Toxicity about teams and players

1.4.3- Numerous breaches of the code of conduct will result in increasing penalties.

1.4.4- Players are subject to suspensions, disqualifications, or bans for the breach of the code of conduct.

Section 2 Player and Roster Eligibility

2.1- Player Eligibility

2.1.1 In order to compete in any TPL sanctioned events you must currently reside in the NA region. These countries included but are not limited to, the United States, Canada, and Mexico. Failure to reside in the NA region will result in immediate disqualification.

2.1.2- If a player has been Tab banned, Battleye banned, or has been for cheating in any way shape or form they will not be eligible to compete in any TPL sanctioned events.

2.1.3- Players must maintain a ping of 120ms or less to be able to compete in any sanctioned events.

2.1.4- The Premier League holds the right to disqualify any player for the breach of the rules set forth by the league and not meeting the eligibility requirements.

2.2- Roster Eligibility

2.2.1- Rosters must consist of at least 5 players. This 5 does not include any staff members including but not limited to coaches, managers, and analysts.

2.2.2- Rosters may not exceed 8 players. 5 starters, and 3 substitutes. This limit does not include support staff such as coaches, managers, or analysts.

2.2.3- If a team has 8 rostered players, any staff members including but not limited to coaches, managers, and analysts will be considered an emergency substitute should they play in any TPL sanctioned event. See Section 6.2 for rules regarding emergency substitutes.

2.2.4- All rostered players must meet the Player Eligibility Requirements.

2.2.5- Rosters may not exceed a total of 3 support staff. This includes coaches, analysts, and managers. Organization staff do not count towards this total.

Section 3

Event Rules and Scheduling

3.1- Event Types

3.1.1- The Premier League will host multiple types of events ranging from Full seasons, to weekend tournaments, to weekly tournaments.

3.1.2- The length of the event will be announced by league staff once all details are confirmed

3.2- Event dates

3.2.1- Event dates will be announced as staff members begin to conclude all logistics required for the event.

3.2.2- The Premier League will announce any postponement of any planned event and will put forth possible dates for the start of the event.

3.2.3- Once an event has started it is the responsibility of league staff to announce any breaks, postponements, or any other infringement that can interfere with the regular schedule.

3.2.4- The following are the averages for the length of a given event. NOTE: These do not include breaks, holidays, or any other infringements that can alter, or extend the length of said event.

- TPL Regulated Season, 5-6 weeks
- TPL Regulated Weekend Tournament, 2-3 Days
- TPL Regulated Week Tournament, 7 days or 1 week
- TPL Regulated Qualifiers, TBA

3.3 Match Chats

3.3.1- Match Chats will come out every week on Monday during the regular season. Match chat schedules may change during playoffs

3.3.2- Matches are to be played by the time announced. If the game cannot be played at the time announced the game can be moved although TPL cannot guarantee the match will be produced and casted live.

3.3.3- Match chats are to be used for their intended purpose of scheduling, facilitating and communicating map bans, communicating with league staff, and opening protests. Toxicity, spam, meming, and other forms of communication that may interfere are to be kept to a minimum.

3.4- Playoff Format

3.4.1- TPL sanctioned playoffs will begin after a week break at the conclusion of a regular season.

3.4.2- The first 4 teams from each division that finish the season with the most points will be selected to go to divisional playoffs. If a team is tied for points it will come down to their overall season round differential.

3.4.3- TPL will facilitate all media, castings, and other production necessary for the match.

3.4.4- TPL sanctioned playoffs will run over the course of 3-4 weeks. Where at the conclusion the Season champion will be announced.

3.4.5- MOSS anti-cheat files will be checked periodically over the course of TPL playoffs to ensure a competitive and fair playoff.

Section 4 In-Game Rules and Settings

4.1- Cosmetics

4.1.1- All but the following cosmetics are banned from use in all TPL sanctioned events

- Operator Default Skins
- Pro League Skins (gold sets)
- R6 Share Skins
- Team Related Skins
- Pilot Program 1 and 2

Weapon skins and charms are not subject to any restriction.

4.1.2- All gadget cosmetics are banned from use in all TPL sanctioned events.

4.1.3- Teams who recognized a banned cosmetic are to report it to staff immediately and stop all play immediately and begin a protest.

4.1.4- If it is not reported immediately then TPL will not honor the protest and will not change the result of the round. League staff will then instruct play to resume.

4.1.5- If a player spawns in with banned cosmetics and the player voluntarily tells both teams immediately before the end of prep phase on DEF, or 30 seconds into attack phase on offense, the team can then call a rehost, or execute a team kill to continue play without a rehost.

4.2- Illegal Actions

4.2.1- Any round an illegal action is used the infringing team will forfeit that round.

4.2.2- The following actions are illegal during all sanctioned events.

- Shooting through what should be a non-destructible surface.
- Blocking window vaults with deployable shields.
- Shield boosting onto an undetectable window ledge
- Placing any utility where it is unable to be destroyed.
- Standing on a window ledge where you can be undetected.
- Being in any spot where the player cannot be normally shot or seen from.
- Glitching through walls, floors, or any other surface.

4.3- Start time and Rescheduling

4.3.1- Rescheduling must be started at least 12 hours before the scheduled match time.

4.3.2- League staff reserve the right to reschedule and postpone a match per their discretion.

4.3.3- If there is a conflict of schedule or an emergency that is causing the match to be delayed and/or rescheduled, please reach out to an admin to discuss prior to requesting rescheduling directly with the opponent.

4.3.4- The final decision for the reschedule/postponement of the match must be made clear to both TPL staff, and the teams.

4.3.5- If there is no decision made the match will proceed to start at the originally scheduled time. If a team fails to show the match will go to the team who showed.

4.3.6- Matches must start within 15 minutes of the originally scheduled match time. This means teams must be in the lobby, and must be ready within 15 minutes of the scheduled match time.

4.3.7- Failure to be in the lobby and be ready within 15 minutes will result in a forfeit win for the team who was ready.

4.3.8- The match can be agreed to start as a 4v5. Once the match has started the team who is a “man down” is not permitted to invite any more team members to fill in.

4.3.9- If a player is having technical issues, or TPL is setting up a cast 4.3.6 and 4.3.7 will be overridden.

4.4- In-Game Settings

4.4.1- The in-game rules set forth by TPL must be followed. Failure to do so will result in the use of the team's technical timeout.

4.4.2- Game Settings

- Playlist Type: Normal Mode:
- Server Type: Dedicated Server
- Voice Chat: Team only
- Time of The day: Day
- Hud Settings: Pro League

Match Settings:

- Number of bans: 4
- Ban Timer: 20
- Number of Rounds: 12
- Attacker/Defender Role Swap: 6
- Overtime Rounds: 3

- Overtime Score Difference: 2
- Overtime Role Change: 1
- Objective Rotation Parameter: 2
- Objective Type Rotation: Rounds Played
- Attacker Unique Spawn: On
- Pick Phase Timer: 15
- 6TH Pick Phase: On
- 6TH Pick Phase Timer: 15
- Revel Phase Timer: 5

- Health and Damage:
- Damage Handicap: 100
- Friendly Fire Damage: 100
- Reverse Friendly Fire: Off
- Injured: 20

Character Control:

- Sprint: On
- Lean: On

Death:

- Death Replay: Off

Game Mode:

- TDM Bomb
- Plant Duration: 7
- Defuse Duration: 7
- Fuse Time: 45
- Defuser Carrier Selection: On

Phases:

- Preparation Phase Duration: 45
- Action Phase Duration: 180

4.4.3- Current Map Pool

- Clubhouse
- Kafe
- Oregon
- Bank
- Chalet
- Villa
- Border
- Themepark
- Skyscraper

4.5- Map Bans

4.5.1- Map bans are to take place no earlier than 10 minutes prior to the scheduled match time. If the game is going to be casted live then the map bans must wait till the production team allows them to start the banning process.

4.5.2- The Premier League will follow the current Pro League Rainbow Six Siege Circuit map pool.

4.5.3- If map bans are done before the allowed time/period a new map will be selected by staff to be played out.

4.6- Banned Operators

4.6.1- There is no operator currently banned.

4.6.2- The Premier League reserves the right to ban the use of other operators per the leagues and Ubisoft's discretion.

4.6.3- If a team identifies a banned operator the team is to stop the match and protest it immediately.

4.6.4- If a player is to use a banned operator the 6 PICK MUST be used to change off of the operator. If the player fails to utilize the 6 pick to change the operator the team must teamkill the player immediately, or the player must selfkill. If there is use of any primary/secondary gadgets then the round will be forfeit.

4.7- Timeouts and Rehosts

4.7.1- Each team will receive 1 tactical timeout (1 per map). Tactical timeouts will last no longer than 1 minute.

4.7.2- A technical Timeout may be called for technical issues such as a player losing connection. Technical Timeouts will last 5 minutes.

4.7.3- Technical timeouts may only be used for their purpose. Fraudulent use will result in the loss of a round and your tactical timeouts will be used.

4.7.4- Rehosts are permitted to be performed only if a player cannot reconnect to the lobby, or a protest for a round score including but is not limited to, skin protests, illegal operators, or illegal spawn peaks. If a server is deemed unplayable then a rehost can be performed if both teams agree to the rehost.

4.8- Subs Mid Game

4.8.1- If a player loses connection during a match the team is not permitted to call a rehost and replace the player with a sub. They must attempt to reconnect the original player by all means necessary by using timeouts and rehosts. If the player is unable to reconnect then the match can either be forfeit or continue as a 4v5.

4.8.2- Mid-Game and Between map subs are strictly forbidden. If a team attempts to switch out a player, or does switch out a player it will result in a FF win for the opposing team.

Section 5

Moss anti-cheat and cheating

5.1- Moss Anti-Cheat

5.1.1- Moss anti-cheat is required to be run during any and all TPL sanctioned events. Failure to do so will result in a match FF. Multiple offenses will lead to disqualification.

5.1.2- At the conclusion of each game MOSS is required to be uploaded. Failure to upload will result in a match being FF.

5.1.3- Moss must be turned in no more than 2 hours after the completion of a match.

5.2- Cheating

5.2.1- Upon a cheating accusation with sufficient evidence the player being accused will be placed under an immediate suspension pending an investigation.

5.2.2- Once TPL receives the cheating accusation we will instruct the player to submit any recent MOSS files which will be kept confidential between the leagues "higher-ups".

5.2.4- During a MOSS review if TPL finds any of the following banned software the player is subject to disqualification.

- TeamViewer
- LogMeIn
- TightVNC
- Windows Remote Desktop Connection
- UltraVNC
- CrossLoop
- mRemote
- Remote Utilities
- AeroAdmin
- RemotePC
- Parsec
- Seecreen
- Chrome Remote Desktop
- AnyDesk
- LiteManager
- BeamYourScreen
- VPNs of any kind

Section 6

Roster Changes and Emergency Substitutes

6.1- Roster Changes

6.1.1- Roster changes during the regular season are permitted at all times.

6.1.2- While roster changes are permitted at all times, rosters will lock 24 hours or 1 day prior to a teams scheduled match time. Teams will also only be allowed 1 roster change per week.

6.1.3- Roster change restrictions, locks, and guidelines can change during any of the following events

- TPL Sanctioned Playoffs.
- TPL Sanctioned Weekend tournaments.
- TPL Sanctioned weekly tournaments.
- TPL Sanctioned qualifiers.

6.1.4- Any change in restrictions, locks, and guidelines will be announced and the above restrictions will then be overridden for the time the temporary changes are in place.

6.1.5- If your team is playing with an unrostered player that player is then considered illegal. At that time the match will then be FF and the illegal player will be disqualified for the remaining time in the current event/season.

6.1.6- Team staff may play as subs, but they must be elevated in-order to play. Failure to do so will result in the staff member being unable to play. Organization staff members such as managers will not be allowed to play.

6.1.7- If a player goes from staff, to player, and vice versa then the player will be placed on a 1 game suspension.

6.2- Emergency Substitutes

6.2.1- Each team is permitted 2 emergency substitutions per season.

6.2.2- Only 1 esub is permitted for use per game. Any more required must be approved by the opposing team.

6.2.3- Esubs must be announced 1 hour prior to the start of a match. Both TPL staff and the opposing team must know about the change in personnel for the match.

6.2.4- E-Sub rules may be subject to change for playoffs and other events TPL may host. Temporary restrictions and changes will be announced.

Annex A**Punishment Chart**

<u>Infringement</u>	<u>Description</u>	<u>Punishment</u>
Failure to dump MOSS	A player fails to turn in their moss file within 2 hours of match completion, or at the end of each map.	Minimum- Warning upon turn in Maximum- Map FF
Failure to run MOSS Anti-cheat	A player fails to turn on MOSS anti-cheat which then gives suspect for cheating.	Minimum- Map FF Maximum- DQ
Illegal Software	If a player were to be running any illegal software listed in Section 5.2.4 during a sanctioned match,	Minimum- Map FF Maximum- DQ
Illegal Player	A team uses a player who is not on the roster, and was not declared as an emergency sub 1 hour prior to the game.	Minimum- Map FF player DQ Maximum- Team DQ
Illegal Skin	A player is seen using an illegal skin within a TPL sanctioned game. Infringement was reported immediately and play was stopped by the reporting team.	FF of rounds used
Illegal Operator	A player is using a banned operator within a TPL sanctioned game. Infringement was reported by the end of the round.	FF of rounds used

Annex B

Updates

May 23rd 2022

-Rulebook complete and put into effect

May 30th 2022

-Added Annex A Chart

-Added subsection 5.1.3

June 14th 2022

-Removed sub sections in 4.6

4.6.1- After the introduction of a new operator, that operator will be banned from use in all TPL sanctioned events till it goes through its 3 months evaluation period.

4.6.2- The current banned operator is Azami

August 6th 2022

-Added VPNs to the banned software list

-Revised sub section 4.8.2

Calling a rehost to switch out a player mid game is strictly forbidden and will result in a FF win for the opposing team.

-Removed sub section 4.8.3

In a BO3 or BO5 one player may be switched out between maps. Any more than 1 then the map will be FF.

November 15th 2022

- Amended 1.3.2 to meet current (season 5) prize pool and prize distribution
- Removed 5.2.3- 10+ matches queued with cheater/glitchers will subject a player to disqualification
- Changed former 2.2.3 to 2.2.4
- Added 2.2.3
- Amended 2.2.2- Rosters may not exceed 8 players. 5 starters, and 3 substitutes. This limit does not include support staff such as coaches, managers, or analysts.
- Amended 2.2.1- Rosters must consist of at least 5 players. This 5 does not include any staff members including but not limited to coaches, managers, and analysts.

November 25th, 2022

- Amended 3.3.1- “Match Chats will come out every week on Monday during the regular season. Match chat schedules may change during playoffs.”
- Amended 3.3.1- “matches are to be played at the time announced. If the game cannot be played at the time announced the game can be moved although TPL cannot guarantee the match will be produced and casted live.”
- Amended 4.5.1 “Map bans are to take place no earlier than 10 minutes prior to the scheduled match time. If the game is going to be casted live then the map bans must wait till the production team allows them to start the banning process.”
- Amended 6.1.2- “while roster changes are permitted at all times, rosters will lock 24 hours or 1 day prior to a teams scheduled match time. Teams will also only be allowed 1 roster change per week.”

November 28th, 2022

- Added 2.2.5
- Added 6.1.6
- Added 6.1.7