Xenon Gaming Series

Rulebook

1. <u>Validity of Rules</u>

1.1. XGS reserves the right to update, amend, and/or change the rulebook in any way they see fit.

    1.1.1. If the rulebook is updated, amended, or changed in any way, the league will notify all players, staff, and community members of its changing.

1.2. XGS admins have final say on any ruling of a match as well as any allowance of rule exclusions.

1.3. XGS admins have the ability to make judgments on cases that are not specifically outlined in this rulebook

1.4. By signing up for XGS all teams and players are accepting they will follow all guidelines listed in this rulebook

1.5. Anything not outlined in this rulebook will utilize the official Blast R6 Global Rulebook

2. <u>Code of Conduct</u>

2.1. By signing up for XGS the team/players know that all entry fees are non refundable

2.2. All teams and players must act in a respectable manner towards all other teams, players, staff members, and community members

    2.2.1. Teams are permitted to use [ALL] chat, players are responsible for what is displayed in [ALL] chat. If anything is mentioned that is against the league's Code of Conduct in the games text chat this will result in disciplinary action which can risk but is not limited to: round forfeiture, point penalties, suspension, or disqualification all pending on the severity of the offense.

    2.2.2. In the event the players are pushing the boundaries of the league's Code of Conduct the observer will send a "Stop" in [ALL] chat. At this point all use of [ALL] chat is strictly prohibited excluding communication with the production team about a rehost or tactical pause.

2.3.   Toxicity

    2.3.1.   Any form of verbal or textual toxicity will not be tolerated, such as: match throwing, racism, sexism, and/or any other form of discrimination or harassment will result in removal from the event.

3.   **Game Integrity**

3.1.   Cheating

    3.1.1.   Cheating is defined as a team or player attempting or accomplishing gaining an unfair advantage over another player or team

    3.1.2.   Any and all VPNs or Remote Access programs are not permitted for use during matches

3.2.   Anti-Cheat

    3.2.1.   MoSS Anti-Cheat software must be run in the "Tom Clancy's: Rainbow Six Siege" setting during all matches of XGS. This includes all qualifiers, regular season matches, playoff matches, and finals matches

    3.2.2.   Player's MoSS files are the player's responsibility. Everything found in a player's MoSS files are subject to review. Any sign of cheating or any links to accounts that have been cheated on will result in removal from the event.

    3.2.3.   If a player or caster is suspect of a player(s) cheating with sufficient evidence, staff will first review the player's MoSS files. If the player is found to be violating our rules on illegal applications the player will be removed from the event and the offending team will forfeit the match

    3.2.4.   After every match all players on both teams must submit their MoSS files on their match page on OPL, which must be submitted within 30 minutes of match end. Late MoSS files will first result in a warning, followed by disciplinary action.

    3.2.5.   A team or player that refuses to submit their MoSS files to staff will have the match forfeited. Any file name changes in MoSS will be considered as MoSS file tampering.

    3.2.6.   Any and all cheating software and/or macros are strictly prohibited

3.2.7. Any player found to be hacking, DDOSing, stream sniping, or any other form of manipulation will be permanently banned from the league

3.3. Glitches
3.3.1. Game breaking glitch use is not permitted
3.3.2. This includes but is not limited to: wall clipping, wall glitches, invincibility glitches, invisibility glitches, and game crash glitches
3.3.3. Use of glitches or bugs will result in a round loss for the offending team, further use will result in match forfeits and disqualification from the event
   - **Not Allowed**
     - Any position that Players can get their operator, drones or gadgets to, and out of, by passing through any object, wall or surface, resulting in the operator, drone or gadget not being seen as they normally should
     - Any position that Players can get their operator, drones or gadgets to, and out of, only through the help of one or multiple of their teammates clustering around them (through 3D models collisions)
     - Any behavior or action that Players can perform to create a situation where they can see or shoot at an opponent without the opponent being able to see them or attack/shoot at them as they normally should.
     - Standing on a window ledge undetected
     - Blocking window vaulting with a destructible shield
     - Shooting through what is intended to be non-destructible items including walls, floors, ceilings and other objects or surfaces.
     - Placing any equipment or gadget in a place where it cannot be destroyed
     - Vaulting on ledges and proning to reach normally inaccessible spots
     - Vaulting onto skylight windows
   - **Allowed**
     - Using equipment or defusing through a destructible surface
     - Destroying a hatch with the defuser on it to cause it to fall and deactivate (resulting in a win for the defending team)
     - Smoking through walls
     - Hibana's pellets, Ace's SELMA charges and Thermite's exothermic charges can be placed anywhere
3.3.4. With provided evidence the offending player(s) will first be issued a 1 game suspension, after the first offense the player(s) will be removed from the event

3.4. Skins
3.4.1. All character uniform/headgear skins are banned from use in matches except for:
   -Default skins

-Pro League skins (gold sets)

-Esports Teams' cosmetics (R6 share program skins)

-Esports Programs' cosmetics

3.4.2. All drone skins are forbidden in official matches

3.4.3. All gadget skins are forbidden except the following operators:

Tachanka, Glaz, IQ, Doc, Pulse, Castle, Ash, Thatcher, Sledge, Buck, Capitao, Caveira, Jackal, Mira, Zofia, Dokkaebi, Vigil, Finka, Lion, Maverick, Warden, Nokk, Amaru, Kali, Iana, Oryx, Osa, Sens, Grim, Solis

3.4.4. All operator cards, weapon skins, charms, and attachment skins are permitted

3.4.5. If the offending team is found to be using illegal skins, it will result in round forfeiture in the round the skin was protested only. A third offense will result in match forfeiture. If a player has a skin on an operator the offending player must be teamkilled and they must remove the skins immediately or no longer play that operator.

3.5. Spawn Peeks

3.5.1. No instant spawn peeks (Defined as a defender killing an attacker within the first 2 seconds of the action phase)

3.6. Other

3.6.1. Players must play on their own PC and cannot be shared with between team members

3.6.2. Any player that has an account in their possession that is currently under a BattleEye ban within the last 6 months is ineligible to play in XGS

4. Scheduling:

4.1. Matches will be scheduled around major holidays such as:

4.1.1. Easter, Thanksgiving, Christmas Eve, Christmas, New Years Eve, and New Years Day

4.2. Reschedules

    4.2.1. In the event that one or both teams cannot make the scheduled match time the match may be played off stream with a league admin spectating the game

    4.2.2. The league will then try to accommodate a time to the best of both teams abilities

5. Team/Roster Guidelines

5.1. All players participating must be located in the North American region and maintain a constant ping of under 130ms

5.2. Rosters

    5.2.1. Rosters must include 5 main roster players with up to 3 substitutes

        5.2.1.1. This does not include team support staff

    5.2.2. Coaches/Analysts can play in emergencies to avoid a forfeit

    5.2.3. Coaches may only talk to their teams during a tactical timeout or in between each map.

    5.2.4. Each team may bring in 1 emergency substitute per season, this can be any single player. They may not play for more than 1 team in a single season.

    5.2.5. In the event that a player leaves the match and is unable to join back due to any reason (Family emergency, power outage, etc.), teams may continue without the player that disconnected

        5.2.5.1. Teams must have at least half of their lineup in the match to continue play (In a 5v5 match at least 3 players from each team must be in the lobby to continue play)

    5.2.6. Players may only be signed up for one team in XGS and only play of one team over the course of an XGS Season

    5.2.7. Every player must be signed up on the OPL website and registered with their team to compete.

    5.2.8. All players Uplay usernames must be recognizable to the name they are registered as and their Discord username. No barcodes.

    5.2.9. All players must use the Uplay that they are registered under on OPL

    5.2.10. All accounts played on in XGS must be at least level 100 in game

5.3. Transactions

5.3.1.   Teams may make 2 roster changes during the course of the season

5.3.2.   Any substitutes being added to a roster must be submitted 24 hours prior to any match they are to compete in

6.   <u>Prizes</u>

6.1.   XGS will pay out prizes through PayPal within one week (7 full days) of the events conclusion

6.2.   The prize pool will be split amongst the top 3 teams. The top 2 teams will qualify for the following season.

6.3.   The team captain/manager will be the designated contact for payment (unless otherwise requested) and are fully responsible for distribution of prize money to their team

7.   <u>Format</u>

7.1.   <u>Stats</u>

7.1.1.   Any player can take a screenshot of the scoreboard to send to league management to have stats input

7.1.2.   Use of R6 Analyst is not required but is strongly encouraged to keep statistics up to date.

7.1.3.   In the event of a rehost, we ask that both teams screenshot the scoreboard for stats

7.2.   <u>Rehosts, Disconnections</u>

7.2.1.   Players are responsible for their equipment and their internet connections as well as any technical issues that may arise. Matches will not be postponed due to extensive technical issues and will be played anyway

7.2.2.   Voluntarily leaving matches is classified as cheating and will result in removal from the event

7.2.3.   Each team may call for 1 rehost per map

7.2.4.   If such problems reappear after a rehost has already been used, for example a player who abandons when the match has already been rehosted, the team must play the remaining rounds of the map with the

remaining players. Any abuse of this rule will be considered cheating and will result in penalty and even disqualification of the team.

7.2.5. Rehosts may be called up to 20 seconds into the action phase unless damage has been dealt between the two teams (Excluding Twitch drones and Zero Cameras)

7.2.6. Disconnects after the first 20 seconds into the action phase must be played out until round end. After the round a rehost may be called by the team missing a player. Teams with a disconnected player are not required to call for a rehost and may continue playing through the rest of the match without the missing player(s)

7.2.7. In the event a player disconnects and the round is played out the team with a disconnected player may ask for a technical pause that will count as a team's tactical timeout but will last until the player reconnects, during which coaches will not be unmuted. If the pause timer runs out play will continue.

7.2.8. In the event of a rehost, each team must have the same 5 players in the lobby within 10 minutes of receiving an invite

7.2.9. If a team is requesting a second rehost, a league administrator will determine if the rehost is to be allowed

7.3. Timeouts

7.3.1. Each team may call one Timeout per map

7.3.2. Coaches may call a timeout through their Discord match chat by pinging a match admin

7.3.3. Timeouts will last for 1 minute

7.3.4. Timeouts are the only time where coaches are permitted to speak to their team during a map

7.4. Map bans

7.4.1. Map bans will take place 1 hour before match time

    7.4.1.1. In the event a team delays the map banning process the opposing team will gain map ban advantages including but not limited to: Choosing a map before their opponent can ban a map or choosing their sides in each map

7.4.2. Best of 1

    7.4.2.1. Coin toss, winner either chooses "side selection" once a map is selected or "who bans a map first"

      7.4.3.   Best of 3

           7.4.3.1.   Coin toss, winner either chooses "side selection" once a map is selected or "who bans a map first". "Side selection" goes to the other team for the second map.

      7.4.4.   Team 1 will ban first and have first pick as well as side selection in map 3

      7.4.5.   OT sides are picked by the opposite team that chose regulation starting side

7.5.   One player is eligible to be swapped out between each map in multiple map series.

      7.5.1.   Players may not be substituted in or out during a map

7.6.   The winning team of a match must have one player available for a post game interview.

8.   <u>Match Settings</u>

8.1.   <u>Universal Settings</u>

      8.1.1.   Server: CUS

      8.1.2.   Time of day: Day

      8.1.3.   Voice Chat: Team Only

8.2.   <u>Match Settings</u>

          -HUD Settings: Pro League

          -Number of Bans: 4

          -Ban Timer: 15

          -Number of rounds: 12

          -Attacker/Defender role swap: 6

          -Overtime

               -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

          -Damage handicap: 100

          -Friendly fire damage: 100

-Injured: 20

-Sprint: On

-Lean: On

-Death Duration: 2

-Death replay: Off

-Plant duration: 7

-Defuse Duration: 7

-Fuse Time: 45

-Defuser Carrier Selection: On

-Prep Phase Duration: 45

-Action Phase Duration: 180

-Tactical Timeouts

    -Requests Available per Team: 1

    -Allow Requests From: Everyone

    -Timeout Duration: 60 Seconds

8.3. *Grand Final Only*

-HUD Settings: Pro League

-Number of Bans: 4

-Ban Timer: 15

-Number of rounds: 12

-Attacker/Defender role swap: 6

-Overtime

    -Overtime Rounds: INFINITE OVERTIME

    -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

-Damage handicap: 100

-Friendly fire damage: 100

-Injured: 20

-Sprint: On

-Lean: On

-Death Duration: 2

-Death replay: Off

-Plant duration: 7

-Defuse Duration: 7

-Fuse Time: 45

-Defuser Carrier Selection: On

-Prep Phase Duration: 45

-Action Phase Duration: 180

-Tactical Timeouts

-Requests Available per Team: 1

-Allow Requests From: Everyone

-Timeout Duration: 60 Seconds

8.4.   <u>Map Pool</u>

-Bank

-Chalet

-Clubhouse

-Border

-Kafe Dostoyevsky

-Oregon

-Villa

-Skyscraper

-Theme Park

9.   <u>**Standings/Playoffs**</u>

9.1.   <u>Regular season</u>

9.1.1.   16 Team Swiss System Format

9.1.1.1.   Rounds 2 to 5 are seeded using the Buchholz system & teams' initial seeds

9.1.1.2.   Elimination and Advancement matches are Bo3

9.1.1.3.   All other matches are Bo1

9.1.2.   Top 8 Teams proceed to Playoffs

9.1.3.   Bottom 8 Teams are eliminated

9.2.   <u>Team disqualification/Forfeits</u>

9.2.1.   If a match has not started by 10 minutes after the scheduled time, the delaying team will be forced to play their first map with the players currently in the lobby. The exception to this rule includes verified technical delays.

9.2.2.   In the event that a team is disqualified for any reason the standings will be adjusted at the discretion of league administrators

    9.3.   <u>Playoffs</u>
        9.3.1.   8 Team Single-Elimination Bracket
            9.3.1.1.   Quarter- and Semi-Finals are Bo3
            9.3.1.2.   Grand-Final is Bo5

10.   <u>Protests</u>

10.1.   A protest may be opened before a match, during a match, or no later than 24 hours after the matches conclusion

    10.1.1.   If a protest is to be opened during a match the protesting team must call for a protest and contact XGS staff via

        10.1.1.1.   OPL protest on the match page during qualifiers or Discord Ticket

        10.1.1.2.   A Discord message in the match chat

    10.1.2.   Both teams must submit their MoSS files during a match protest

    10.1.3.   In the case that the leagues Production/Admins do not catch any glitch use, or other cheat use, please submit any clips/screenshots of the offense through a match protest.

10.2.   In the event of an illegal skin protest only the round that is protested will be protested. Illegal skins do not add up through the match

10.3.   MoSS checks in a league qualifier must have valid evidence provided, screenshots, clip, etc.

10.4.   In the event of match fixing, both participating teams will be disqualified from the event. The player(s) found to be involved will be blacklisted from future XGS events.

10.5.   Any and all communication between captains, members, and league staff involved in a protest is to be kept confidential

10.6.   A player being reported to the league for violating any of the leagues rules on use of illegal software must be reported either through an OPL or Discord Ticket

11.   <u>Broadcast Guidelines</u>

11.1.   General Broadcast Information

    11.1.1.   Every stream will have at least a 180 second delay

    11.1.2.   Each game must be setup in accordance with Section 8

    11.1.3.   Players are not permitted to stream the games from their perspective if the match is scheduled to be streamed or will be streamed at any point during the duration of the season.

    11.1.4.   If a player is seen to be in the league's official broadcast at any point during the match, the match will immediately end, both teams will be required to submit MoSS files and the offending team will forfeit the match

        11.1.4.1.   In the case that a match is pre-recorded this rule does not apply.

11.2.   Casters

    11.2.1.   Casters may not be affiliated with the teams playing the match. If a caster is affiliated in any way with either team they must switch out for the match.

    11.2.2.   Casters may not be discriminatory towards players for any reason

11.3.   Observers

    11.3.1.   In the event that an observer disconnects from the game after the pick phase the round must be played out. Both teams must provide a screenshot of the scoreboard to confirm the round outcome to league staff. After the round ends the match must be paused so the observer can reconnect to the lobby

    11.3.2.   In the event the observer cannot reconnect to the match a rehost will be called and both teams will be notified via their teams designated Discord channel