



Rulebook

This Rulebook outlines the rules that should at all times be followed when participating in the Rainbow Six Voltage League. Failure to adhere to these rules may be penalised as outlined.

It should be remembered that it is always the League Administration that has the last word, and that decisions that are not specifically supported, or detailed in this Rulebook, or even go against this Rulebook may be taken in extreme cases, to preserve fair play and sportsmanship.

We hope that you as a participant, spectator, or press will have an enjoyable competition to partake in and we will do our utmost to make it a fair, fun, and exciting competition for everyone involved.

To encourage everybody to be at their best behaviour during and outside the tournament, every team who participates in the League Play and works towards the outcome of a fair tournament will be awarded a bonus.

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1. Introduction and basic definitions

1.1. Introduction to the rulebook

This is the official ruleset of the First (1st) season of the “Rainbow Six Voltage League”, which

will take place between 2023 and 2024. These rules will apply to the players (main team and there staff)

line-up and substitutes) and support staff (coaches, analysts, managers and team owners) throughout all stages of the competition which are:

- Qualifier Playoffs
- Group Stages
- Finals

Failure to adhere to these rules can and will be penalised as outlined. It should be noted that tournament administrators and referees have the final word, and the power to make decisions which will benefit the leagues competitive level and integrity. This means that in extreme cases the administrators and referees have the power to overrule this rulebook to maintain a fair competition and a certain level of sportsmanship.

1.2. Definitions

1.2.1. Time zone

Any time mentioned during official communications regarding the Voltage League will always be in

the time-zone currently used in Amsterdam (AMS), the Netherlands. That means the following:

- Between the 27th of March 2022 and the 30th of October 2022 – CEST
- Between the 30th of October 2022 to 26th of March 2023 - CET

1.2.2. The Season

The season will include the qualifiers all the way up to the finals

1.2.4. The European Region The European Region is defined as residents of: Albania, Andorra, Armenia, Austria, Azerbaijan, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Italy, Kazakhstan, Kosovo, Latvia, Liechtenstein, Lithuania, Luxembourg, Malta, Moldova, Monaco, Montenegro,

Netherlands, North Macedonia, Norway, Poland, Portugal, Romania, Russia, San Marino, Serbia,

Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey, Ukraine, United Kingdom and Vatican City.

1.2.5. Offenses

1.2.5.1. Minor offenses

A minor offense will be given to minor incidents, including but not limited to:

- Being late, past scheduled match time. (as stated in section 5.15.2 below)
- Confirming the line-up past given time stamp.
- Banning maps past given time stamp.
- Small toxicity offenses.
- Providing non to insufficient information when asked for.
- Not providing a winner's interview
- Failing to upload match data
- Breaking rules to a certain extent (i.e. use of forbidden skins past warning limit)

Each minor offense will be a deduction of 3% in prize money. 5 minor offenses will evolve in a major

offense and will follow disqualification and a competitive ban for Season 2 or

1.2.5.2. Major offenses

Major offenses will be given for either tallying up to 5 minor offenses, or for major incidents including but not limited to:

- Cheating, hacking or the use of macro's
- Extreme toxicity of players/support staff (This can be in game, or in private & public media such as Twitter or Discord)
- Failing to maintain respect for other players/admins
- Deliberately deceiving admins

A major offense will deduct all prize money the team would receive and will result in a disqualification of Season 2 and a competitive ban for the team in Season 2.

1.2.5.3. Match Forfeit

In the event a team forfeits a Voltage League match or is given a match forfeit, it will result in a 7-0 match result for the opposing team in the specific match-up. Each match forfeit will be a deduction of 5% in prize money. In the event of multiple match forfeits during the same season of Voltage League.

1.2.5.4. Disqualification Threshold

When a player or a team has reached a total of one (1) Major offense or five (5) Minor offenses, he/she or they will receive a disqualification from further participation in the Voltage League. The license will be withdrawn, and a competitive ban will be instated for the remainder of 2023 and 2024.

1.2.6. Live matches

The term Live matches will be used to refer to matches that take part in a public location, during events, LAN finals or any match broadcasted on the Voltage League channel.

1.2.7. Participants

A participant of the Voltage League can be classified as a team or player that is taking part within the Voltage League. Any member of a team that is active within the league, will be

locked to this team, regardless of the fact whether the player has played an official match with the team or not.

1.3. Player information

1.3.1. Standard Information

Each participating member must provide Voltage League staff with the following personal details:

- Filled in player card
- Joined the discord with All of u players and Request team role
- Proof of residence

The information above will be required from all teams after the Qualifier Playoffs stage has finished and before the Group Stage has started. The exact deadline will be shared through Discord. If teams do not send all the required information before the deadline, they forfeit their position for the Group Stage.

1.3.2. Nicknames

If a player is to change nicknames during the duration of the Voltage League, he must first notify the administration, and wait for approval before the change can be undertaken. No sponsor tags are allowed in the nickname under any circumstances. Next to this, nicknames must be acceptable (up for interpretation of the administration team) meaning, no racism, excessive L33T speak or offensive names. Nicknames are also not allowed to reflect negatively on the Voltage League brand.

1.3.4. Game account

Every playing member must have their right game account entered on the document that will be used for the license sheets. If players use the wrong game account, they will receive a minor offense and will not be allowed to continue playing that match. Exceptions will be made if the player filed a change request before the play day starts.

1.4. Teams

1.4.1. Standards

Teams must carry a professional name. Names such as 'Team Kapsalon', 'Team Patat', 'Team Boefman' are not allowed. Next to this, teams and organisations are required to have a relevant and identifiable logo which does not include photos of real people or are parodies of real brands. The tournament operations team has the final say on what names and/or logos are deemed professional or appropriate.

2. License and Team Composition

2.1. License Sheet

This will be the complete listing of players, substitutes and support staff of a team. All teams participating in Voltage League will have to fill in this license sheet. (All these roles will be discussed in section 2.2). Official license sheets will be required from all teams after the Qualifier Playoffs stage has finished and before the Group Stage has started. The exact deadline will be shared through Discord. If teams do not send all the required information before the deadline, they forfeit their position for the Group Stage.

2.1.4. License holder

A material condition for a team to be granted a license is the appointment by the team of a license holder. This license holder automatically becomes the team's official point of contact for Voltage League. The license holder is the only person authorized to act as a representative of the team, and exercise the prerogatives attached to the license. The License holder may appoint someone else from its organization as official point of contact for the team (usually the team's manager). The Point of Contact can thereon execute all official communications on behalf of the license holder, but still requires the license holder's final validation to execute operations. Voltage League the right to request a change of point of contact should a team's point of contact not be timely responsive.

2.1.4.1. Responsibilities of license holder

The license holder or the designated point of contact will be responsible for keeping the team in order and maintaining the license sheet. This person is also responsible for all actions and commitments of the team. This also means that this person will make sure that match procedures will proceed as intended (for instance line-ups, bans, et cetera) and that all needed documentation to compete in Voltage League is delivered in time. Any changes in the team license must be reported to and accepted Voltage League before it can be followed through. Failure to report changes in the license or leaving critical information outside of Voltage League their reach could result in a punishment and might be awarded a minor offense point or get the license revoked.

2.1.4.2. License owner when an organisation is involved

When a team is represented by a legal entity or organisation, then that specific organisation automatically becomes the license owner. This means that players from the roster are no longer allowed to be registered on the license sheet as the license owner. The acquired license therefore belongs to the legal entity.

2.1.4.3. License owner when no organisation is involved

The team will then be represented by a team member of that team provided all players agree to appoint this team member as their legal representative by executing the acknowledgement letter that is available in the appendix. This person will then be the designated point of contact for Voltage League

By appointing someone as the legal representative, this automatically makes that person the license owner. However, a majority roster must be maintained across each stage of the competitive year. If the license holder leaves the team, Voltage League will decide whether the team can continue or not, and who becomes the new owner of the license. Should a team be promoted through the promotion/relegation system from Voltage League, then the team will have to comply with the obligation to be represented by a legal entity as condition for such promotion to be effective.

2.1.5. Changing license holder

A license holder can request Voltage League to transfer the license to another person present on the license sheet during a season if there is an adequate reason for doing so. Voltage League discretion will be used to decide whether the reason is deemed adequate or not. Once the license holder has been changed, the majority roster of the original license must be maintained for the remainder of

the current stage and season. If that's not the case, the license will be withdrawn. This restriction is meant as a protection of the players and to promote a stable.

2.1.6. Withdrawal of license

Voltage League admins has the right to withdraw the license from any participants if the Voltage League feels that the participant(s) in question have not followed and behaved according to the guidelines.

2.2. Team composition

In this chapter we will discuss the team composition, the age requirement and responsibilities for each role. To play matches Voltage League, all players are required to be 16 years of age or older.

2.2.1. Team positions

2.2.1.1. Team Manager

The team manager must be at least 16 years old, the team manager is responsible for day-to-day operations of the team, such as writing match statements, updating and maintaining the roster for playdays and being the main contact person of the team towards Voltage League admins. This person is responsible for keeping himself, and the team updated with regards to rules and regulations around Voltage League. The Team Manager is NOT able to play in official league matches, unless also indicated as a player/substitute on the license sheet.

2.2.1.2. Coach

The coach must be at least 16 years old, and is responsible for supporting the players during official matches. The coach will also be contacted by Voltage league admins in important matters and is thus also responsible in keeping the rest of the team updated. The coach can also give after match interviews and has the exceptional right to request to substitute one of the roster's players in an official match. In the event a player of a roster, due to exceptional circumstances, is not able to play an official match, with no substitute player of his roster available to replace him, the roster's coach may request the ability to step-in temporarily as a substitute player. A coach may only step-in with the approval of voltage League admins and will not be allowed to step-in as a player in case of noncompliance with the eligibility conditions set forth in section 2.2.4.

2.2.1.3. Analyst

The analyst must be at least 16 years old, and mainly fulfils purpose within the team however he will be held accountable for his/her actions during Voltage League, meaning that unprofessionalism or toxicity of said person can be punished. The Analyst is NOT allowed to play official matches, unless listed as a player/substitute in the license sheet.

2.2.1.4. Team Captain

This is the captain of the team, this is the only member of the team allowed to file protests, comment about certain issues or debates, or communicate about issues during matches. This person will be the spokesperson of the team whilst matches are being played. Next to this the team captain can be interviewed after the match and will be the third and final contact point to Voltage League admins, meaning that he carries the responsibility to keep his team updated about rules and regulation changes.

2.2.1.5. Player

Besides the team captain, there will be 4 other main players active within each team. All these members must be over 16 years of age. The players don't have any further rights/duties/tasks in any case, however, will be held accountable for his or her own actions.

A player cannot be a coach, a team manager or an analyst at the same time. An exception can be made for the coach to temporarily step-in as a player, if permitted by Voltage League admins. This exception is only possible in the event the team does not have enough players or substitutes to participate in a match. The procedure for this can be found in section 2.2.1.7.

2.2.1.6. Substitute

Each team may have up to 3 substitutes on their license sheet. These players are not required to be 16 years of age; however, they will be if they are to play official matches within the Benelux League. Substitutes do not have any specific rights, tasks or duties. Adding substitutes to your roster is highly recommended. If a team chooses to not add substitutes to their roster, and because of this they are unable to field a complete roster for a scheduled match, they are entirely responsible for the penalties that follow. (e.g. match forfeits, disqualification, ...)

2.2.1.7. Player substitutions

Throughout the Voltage League, a team may request that one or two of the registered substitute players of its roster replaces one or two of the registered main players of said roster for a given match. To request a substitution, the coach or manager of the team must notify Voltage League Admins at the latest at 3 hours before the first match on the play day itself. The notification must mention the name(s) of the main player(s) that will be substituted out and the name(s) of the substitute player(s) that will be substituted in. Following acknowledgement of substitutions for both teams, Voltage League admins will then notify each team of the updated roster of their opponent for said match. No team should be notified of their opponent's final roster for a match ahead of the other, and no team can request a substitution once they have been notified of their opponent's final roster for a match

2.2.2. Insufficient number of players and a stand-in player

If a team is not able to have five players participating in a particular match, including through calling substitute players, or with its coach stepping-in, the team can exceptionally request to play with a stand-in player. A "stand-in player" is a person exceptionally authorized to compete with a team this player is not under contract with, for a limited period of time for the sole purpose of avoiding the team from being disqualified for breach of the team composition requirements. Authorization for a team to compete with a stand-in player is always subject to approval of Voltage League Admins and is subject to the following limitations:

- Stand-in players must meet all eligibility requirements presented in section 2.2.4. Exceptions can be made for the residence eligibility rule for offline competitions only and subject to the approval of Voltage League Admins in each instance.
- A stand-in player cannot have been registered with another team that has competed, in the last two stages, against the team that player is standing-in for. This applies across all competitions of the Rainbow Six Circuit.
- A stand-in player cannot be registered on the roster of another team that is competing in the same competition he is asked to stand-in for.

2.2.3. License spots

On the license sheets each spot is marked with the team position it takes up. To sum this up, each license has: 1x Team Manager, 1x Coach, 1x Analyst, 1x Team Captain, 4x Players and 3x Substitutes.

4. Voltage League information

4.1. Contact points and referees

Full Name:	Role:	Discord Name:
Jordy Meyer	CEO League	kullekemeyer#7914
Bo Rouwen	COO League	rouwen2000#4642
Chakir el idrissi	Eagle Empire Staff	Eagle_-Emperor#4409
Jens Stadeus	Eagle Empire Staff	T4CX / Jens#5376

4.3. Communication

4.3.2. Discord

Discord, and specifically, Voltage League server (<https://discord.gg/38pFRzVvhZ>) will be our First communication tool. where most communication sent over. Information that needs to be dispatched swiftly, last minute changes, will be announced through the Discord with the appropriate roles tagged. Each Group Stage participating team gets its own voice channel. Only that team's players and staff will be able to see and join the voice channel. People do not have speaking permissions in these channels. They are meant to serve as a POV streaming channel to the team's coach. All players and the coach are obligated to be on their own channel as soon as they join the lobby. If, due to FPS reasons, someone prefers not to be in the Discord channel, they should close the Discord app completely so it is no longer running in the background and does not appear in the player's MOSS file. To summarize: a player is either in the discord channel or has no Discord app in their MOSS

4.3.4. Disclosure

All communication over discord or the private channels in the Discord server are considered confidential. Anyone spreading these text messages over social media or any other means will be penalised for doing so, and possibly face disqualification depending on the severity and confidentiality of the message(s).

4.4. Broadcasting rights

4.4.1. Rights

Voltage League admins owns all rights of the Voltage League and all its broadcasting rights. This includes but is not limited to live streams, replays and TV Broadcasts. twitch: [\(1\) voltage_league - Twitch](#)

4.4.2. Waiving rights

Voltage League has the right to hand out these rights (Section 4.4.1) for one or multiple matches to a third party or the participants themselves. If this is the case, the broadcast will be rearranged with a member of the contact points and referees (4.1)

4.4.3. Declining broadcast

Under no circumstances can a player or a team, refuse to have their match broadcasted by voltage League admins or other authorized broadcasters. The broadcast can ONLY be rejected by a member of the administration team (Section 4.1). The players and teams will thus automatically agree to make enough accommodation to make sure the broadcasting can take place

4.4.4. Player interviews

During the broadcast a team member will be asked to deliver an interview on stream. A team is in no way allowed to decline that request. The person delivering the interview should have a decent audio and video setup so the quality of the interview is sufficient to show on stream.

4.4.5. Streaming own matches

Players are allowed to stream their own Qualifier matches only when Voltage League Staff is told and when they stream from their own point of view and apply a **240 second delay**. Players will **not** be authorised to stream their own Group Stage matches.

4.5. Span of the league

The league consists out of 3 stages, each of them will have their own span. The stages are listed below with their corresponding time frames.

Qualifier Playoffs: Multi day qualifying stage.in the qualifiers. The best 6 teams after the two Open Qualifiers will qualify for the Group stages (Main league). Each game will be held in a best-of-one format and the qualifiers will use the system of double elimination (meaning a team will have to lose twice, before it is eliminated from the competition). the Qualifiers will take place 18 and 21 march

Group Stages: 14 playdays crossing a few weeks

Play off Finals: bracket system for the play offs is single elimination bracket

4.6. Participation requirements

The following conditions must be met in order to participate in the Voltage League.

4.6.1. Age restriction

All participants (team manager, main roster, active subs) must be over 16 years of age before their first participation in the competition. If in doubt, voltage League admins reserve the right to confirm eligibility. Voltage League Admins have the right to request a scan of the ID method (passport, driver's license or ID card) or video call to confirm eligibility.

4.6.2. Regional limitations

Teams must follow roster specifications according to section 2.1.1, meaning they need to have a majority roster resident in the europe region with the remaining players being resident in Europe.

4.6.2.1. Home country / residence

A player's residency is the country where their main place of residence is located. For an organisation, the country where their HQ is legally based is considered their home country

4.6.3. Numbers of teams per organisation

Each organisation can only have one (1) team in the entire League. This is introduced in the sense of sportsmanship and legality of the competition.

4.7. Player changes

4.7.1. Transfer rules

Any transfer of a player and/or team coach from one team to another team of the Rainbow Six Circuit, or any addition of a free agent player, is considered a player or coach transfer. A “free agent player” is an individual who is not contracted by a team competing in the Rainbow Six Circuit, whether in local or regional competitions. At the beginning of each Stage, teams shall provide any documentation set forth in section 1.3.1 for all new players and/or coach in their roster (players and/or coach that weren’t already part of said team during the previous stage) to Voltage League admins. Player and/or coach transfers can only occur during the pre-established transfer windows set forth in section 4.7.3 and are subject to the limitations set forth in the section 4.7.4. Any period outside of these transfer windows is considered a period of roster lock with no addition to a team’s roster of players (main or substitute) permitted

4.7.2. Transfer process

Only license holders are allowed to get in touch with other license holders in order to discuss and/or initiate the transfer of a player. License holders are not authorised to reach out or contact any other players or team staff from another team themselves for the purpose of a player transfer. A license holder may delegate this right to discuss transfers by appointing one of his team staff as its representative on his or her behalf for the transfer discussion and negotiation purposes. Appointment of said team staff shall immediately be notified to Voltage league staff. Breach of this rule will be considered poaching and will be heavily sanctioned

4.7.3. Transfer windows

Transfer windows are timeframes during which license holders may execute the transfer of a player from one team to another. For sake of clarity, a license holder may initiate a discussion and negotiation with another license holder regarding an upcoming transfer of player outside of the transfer window, but the execution of such transfer may occur during a transfer window. There are 3 mid-season transfer windows in 2023 and 1 off-season transfer window

4.7.4. Transfer limitations

4.7.4.1. Mid-Season Transfers

All Transfer Windows are considered “Mid-Season Transfer Windows”. During a mid-Season Transfer Window, Teams can bring a maximum of two new Players and one Coach in their Roster

4.7.5. Roster registration

At the start of the season and/or of any given stage, each team must provide Voltage League Staff with a list of information regarding its official roster for the upcoming stage of competition, as part of a roster registration process. This list should include, for all newly acquired player(s), coach(es) or other team staff the following information:

- First name
- Last name
- Role (Player or substitute)
- Birthday
- Uplay ID

Additionally, for all players and coach(es), the location of residence must be updated/reconfirmed. Once those information are provided and registered by voltage League admins,

the roster of a team is considered locked until the next transfer window meaning that no changes of players or coach can be made.

4.8. Qualification

4.8.1. Qualification into the Voltage League

To qualify for the Voltage League, you have to go through either option:

- End top 3 within the Q1
- End top 3 within the Q2.

Qualifier points tie-breakers:

If after both qualifiers teams are tied in qualifier points, the tie will be broken as follows:

1. Highest placement
2. Round difference
3. Head-to-head
4. Match win percentage
5. Round win percentage

4.9. Prize Money

All prize money should ideally be paid out within 1 month after the conclusion of the Voltage League (This means finals). However, it can take up to 3 month. The license holder will claim their prize funds via a discord that will be informed to the winning teams. All teams that receive prize money should be a registered company, otherwise Voltage League might be unable to transfer the prize money.

4.9.1. Withholding taxes

Prize's payment may be subject to applicable federal, state and local income tax or withholding tax and it is the responsibility of the Team eligible to such payment to seek assistance of a local tax advisor to determine which taxes may apply to the receipt of a prize and ensure that any applicable taxes are reported and paid to the appropriate authority.

4.9.2. Prize deductions

Every offense a team acquires during an event or its qualifiers is penalised with a prize money deduction. These deductions are as listed below:

- For each Minor offense a 3% overall prize money deduction will occur.
- For each Major offense a 100% overall prize money deduction will occur.

The deduction is calculated out of the grand total of prize money awarded to the participant at the end of the offline or online event in question, including both online and offline won prizes, but excluding any expenses that are to be provided by Voltage League Admins .Next to this, additional deductions can occur if other rules described in this rulebook are broken.

9.3. Withdrawal of prize money

If the prize money for the Voltage League have not been paid out yet Voltage League reserves the right to cancel any pending payment if any evidence of fraud, foul play or match fixing have been discovered

4.9.4. Transferring prize money

The prize money will be sent via paypal or bank transfer as specified by the License holder. Failure to provide enough information for the payments to be completed will result in payments not being made. If a participant has not collected or redeemed their winnings within two (5) months of the conclusion of a season, the winnings will be forfeited.

4.9.5. Prize money distribution

The total prize money available will be: **Be Announced after Quilifiers**

4.9.5.2. Finals

For the Finals the distribution is as follows:

1st:

2nd:

3rd:

4th:

4.10. League ranking

Every match will give teams a certain amount of points. These points are distributed as follows:

- Win = 3 pt
- OT win = 2 pt
- OT loss = 1 pt
- Loss = 0 pt

In case of two teams rallying up the same amount of points, the following tiebreaker rules will be used to decide who will end up on the higher rank of the leader board

4.10.1.1. Application of the tiebreaker rules

These tiebreaker rules act sequentially. If there is a set of tied teams and a rule can break at least part of the tie, this rule is applied and we move on to the next rule to break the remaining tied teams (ie: if there are three teams tied and the first rule is able to break the set of three tied teams into one singleton and a pair of two teams who remain tied then the tie is broken for the singleton team and the other two teams proceed to the next tiebreaker rule in order to break their tie if needed, and so on)

4.10.1.2. Round difference

If two or more teams are tied, the first tie-breaker will be decided by round difference. To calculate the round difference, the total rounds lost in the season will be deducted from the total rounds won. The team with the better round difference will win the tie.

4.10.1.3. Head-to-head record

If the previous rule was not able to resolve the ties, head-to-head records will be considered. To calculate the head-to-head tiebreaker, the teams who are tied are listed, then total number of wins, ties, and losses that each team has against the other teams involved in the tie is calculated. The team who has the best win-rate amongst the set of tied teams qualifies.

4.10.1.4. Percentage of matches won in the Voltage League

If the previous rule was not able to resolve the ties, the percentage of matches a team has won in the Voltage League will be considered. The team with the highest percentage will win the tie.

4.10.1.5. Percentage of rounds won in the Voltage League

If the previous rule was not able to resolve the ties, the percentage of rounds a team has won in the Voltage League will be considered. The team with the highest percentage will win the tie.

4.10.1.6. Tiebreaker match

If none of the previous rules were able to resolve the ties, an additional tiebreaker match will be scheduled between the tied teams at a moment decided by the Tournament Organizer. The team that wins the tiebreaker match will qualify.

5. Voltage League Specific Rules

5.1. Rule changes

Voltage League Admins reserve the right to amend, remove, or otherwise change the rules or any other component surrounding the competition, without further notice. Voltage League admins also reserve the right to make judgement calls on cases not specifically covered by the rulebook in order to preserve the spirit of fair competition and sportsmanship. Players will be expected to have knowledge of the latest rulebook, which can be found on the discord channel

(<https://discord.gg/h9HPdcNSw2>)

5.2. General

When a player or team has broken one or several rules set forth by this document, it will be referred towards this section for the appropriate penalty, where all general punishments are listed and catalogued.

5.3. Match schedule

The tournament schedule will be published on the voltage League Discord. Voltage League Admins reserves the right to make changes to this schedule. Team members should check the discord to make note of any possible changes.

5.4. Validity of the ruleset

If any rule(s) within this rulebook are void for any legal reasons in any specific country, the remainder of the rulebook will remain valid for that country.

5.5. Confidentiality

The content of protests, discussions or any other correspondence with tournament officials and administrators are deemed strictly confidential. The publication of such material is prohibited without written consent of a Voltage League admin or the tournament director of Voltage League. If the contents have been shared without consent, then this could lead to a minor or major offense following possible disqualification.

5.6. Code of Conduct

All participants of Voltage League agree to behave in an appropriate and respectful manner towards all other participants, spectators, the press, the broadcasting team, and members of the tournament administration. By taking part in the competition players and support staff become role models for the community and should behave accordingly. All parties participating in the voltage League (player, teams, staff, etc.) agree to the rules established in this rulebook and confirm that they have read and

understood the R6 Esports Code of Conduct. Any communication or discussion privately held and related to any confidential in nature components of the Rainbow Six Circuit or any competition thereof, made either through written instruments or verbal communication, made between UBISOFT and/or the Tournament Organizer and/or any Team and/or Players shall be deemed strictly confidential and cannot be disclosed publicly without the prior written approval of UBISOFT.

5.11.2. Spamming

The excessive posting of senseless, harassing or offensive messages is considered spamming at the discord. Spamming on the website, protests, in matches (if it disturbs the flow of play) or anywhere else can be punished depending on the nature and severity.

5.12. Unsportsmanlike behaviour

For a pleasant gaming experience and game, it is essential that all players have a sportsmanlike mind and a fair attitude. Breaches of this rule will be punished with a minor to major offense and possible **prize money deduction**. The most common offenses are listed below, however, Voltage League admins remain the right to assign penalties which are not explicitly listed below.

5.12.1. Misconduct

The attempt to mislead admins or other players using false information or in other way deceive other participants will be punished as follows.

5.12.2. Faking MOSS

Faking match media will be punished with a minor offense, and could potentially be punished with further **deductions of prize money**. If cheating is suspected, and match media has been faked a major offense can be awarded to the team in question.

5.12.3. Ringer/Faker

Any player involved in faking or ringing a player will be suspended for 3 matches. Also 1 Minor offense will be awarded.

5.12.4. Playing with a suspended player

If a team plays with a suspended player, the match will be forfeited into a 7-0 for the opposing team. Next to this a Minor offense will be granted, and the player will be suspended for 3 more matches.

5.12.5. Misleading admins or players

Any attempts to deceive opposing players. Admins or anyone else related to the Voltage League may be penalised with 1 Minor offense

5.12.6. Cheating

When a player or multiple players are discovered cheating, they will receive a major offense. The team in question will have their license revoked, players not caught cheating however will NOT receive a competitive ban for the next season. The players who have been caught cheating WILL receive a two year ban

5.12.7. Use of remote desktop programs

It is strictly prohibited to have any remote desktop program running during an online match. When a remote desktop program is discovered, the team will be awarded 1 minor offense combined with a default loss of the map. This includes programs such as but not limited to: Teamviewer, Skype,

Chrome remote access and any other program capable of granting remote access to the operating system

5.13. Match procedures

5.13.1. Line-up

For each team, the line-up must be confirmed on Discord 1 hour before the first match starts on the scheduled match day. Violations can be punished with one (1) minor offense if deemed adequate, and will be awarded with an additional 0,5% prize pool deduction per 30 minutes of delay. The line-up must be confirmed in the dedicated Discord channel provided by the tournament referees.

5.13.2. Map bans

5.13.2.1. Deadline

For every match, the map-bans must be completed **2 hours** before the first match on the scheduled match day. Violations can be punished with one (1) minor offense if deemed adequate, and will be awarded with an additional 0,5% prize pool deduction per 30 minutes of delay.

THIS WILL ONLY COUNT FOR THE "GUILTY" PARTY, THIS MEANS THE TEAM STALLING WILL BE PUNISHED, NOT THE TEAM THAT WAS READY AND WAITING. WE ADVISE YOU TO CONTACT AN ADMIN AT LEAST 30 MINUTES BEFORE DEADLINE TO SHOW INITIATIVE

Map bans must be done through the map pick/ban feature on the current website ([LINK](#))

5.13.2.2. Banning procedure

A match of Rainbow Six: Siege begins with a map ban sequence where both teams alternate banning and selecting maps of the official map pool in a predefined order that varies depending on the match format; in order to determine which map is (are) played throughout the match. The following table presents the sequence of bans prior to a match between team "A" and team "B", for each match format: Winner of the coin toss can decide on having side selection for whichever map is selected or decide which team will ban a map first. The loser of the coin toss gets to make the other decision .During the Voltage League Group Stage, all teams play each other twice. This means that both teams will be able to choose if they are Team A or Team B in the pick/ban procedure once each. The team mentioned on the left side of the match-up on the tournament platform, will be able to choose if they are Team A or Team B.

Starting from the playoffs, there will be a coin toss to determine who chooses "side selection" or "who bans map first". There will be another coin toss to determine who gets "side selection" for the decider map.

Map ban sequence

Best of 1:

Coin toss, winner either chooses "side selection" once a map is selected or "who bans a map first". A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – Map played

Best of 2:

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. B Ban – A Ban – B Ban – A Ban – B Ban – A Map pick – B Ban – B Ban – B Map pick

Best of 3

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. New coin toss to determine who gets “side selection” for the decider map.

A Ban – B Ban – A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – Decider

Best of 5

If the format of the competition this is used for features a Single Elimination bracket: coin toss, winner chooses either “side selection” once a map is selected or “who bans a map first”. “Side selection” goes to the other team for the second map. New coin toss to determine who gets “side selection” for the decider map.

A Ban – B Ban – A Pick – B Pick – A Ban – B Ban – A Pick – B Pick – Decider

In each of those ban sequences, should any map go to Overtime, the team that didn't get “Side Selection” on said map, will get “Overtime Side Selection”.

5.13.5. Discord Team voice channel

All players and the team's coach should be present in their team's discord voice channel in the Voltage League Discord as soon as their standby time starts. People do not have speaking rights in this channel. These channels are the only POV streaming from players to the coach that is permitted. If, due to FPS reasons, someone prefers not to be in the Discord channel, they should close the Discord app completely so it is no longer running in the background and does not appear in the player's MOSS file. To summarize: a player is either in the discord channel or has no Discord app in their MOSS.

5.13.6. Coaching timeouts

Tactical timeouts are short pauses in the flow of a game that can be requested by a team's coach. In order to request a tactical timeout, the coach needs to notify the referee or tournament administrator at the end of a round, or during the first 15 seconds of the operator pick phase. Upon notification, the game will be paused and a 45 seconds timer will start during which the coach will be allowed to communicate with its players. A referee or tournament administrator will be listening to the communications between the players and their coach for the entire duration of the timeout. Once the 45 seconds have past, the communication between the coach and the players will automatically be cut-off and the game will resume. Each team may request one tactical timeout per map during any given match. Timeouts that are not used do not carry over to the next map and are lost. When one team requests a tactical timeout, the other team also benefits from having their coach allowed to communicate with their players.

5.13.7. Match result

When a match concludes, both teams have to confirm the outcome of the match to the referee, if a team does not confirm they have to protest the result with a valid reason. When confirmed, the

match will be ended, and the scores will be pushed through to the scoreboard. This, however, does not mean a match is not protestable after the match has concluded. If a team finds valid reason to protest the match after confirmation, they can do so for seventy-two (72) hours after conclusion.

5.13.8. Match media (MOSS files)

Each playing participant is required to upload his MOSS files on the tournament platform as a form of anti-cheat. Failing to do so will award the team a minor offense. Next to this the player will be warned, by a third warning within 4 playdays the player will be suspended for the next official match-up. Also note that the player is still urged to upload his MOSS files to the Voltage League tournament platform after the warning has been given off, failing to do so can lead into suspension for the next official match. Every player needs to upload their own MOSS on the tournament platform before 2:00 A.M. CEST the day after the match.

5.13.9. Leaving match

All players and coach should remain in the match server and TeamSpeak server until the League Officials say it is ok to do so. One player from the winning team should be put forward to do an interview. The team captain needs to appoint 1 player each match for the interview.

5.14. Leaving the Voltage League

If a participant leaves, disbands, gets disqualified or get their license revoked during an ongoing this event, the participants forfeit all prize money from this event and season. Furthermore, ALL players from the license will be banned for the next season. This rule has been implemented to promote teams of staying active, and to maintain an active and reliable competition. Exceptions to the rule can be made in special cases.

5.14.2. Deletion of matches

All matches involving the teams that have left, disbanded, got disqualified or had their licensed revoked before the end of the event and/or season will have their matches deleted/removed. In a bracket system the next upcoming match (depending on the situation) of the participant will be considered a default win for their opponent.

5.15. Match start

5.15.1. Punctuality

All matches in the Voltage League should start as stated on the Discord (<https://discord.gg/h9HPdcNSw2>). If a team wants to reschedule, this needs to be approved by all teams in question, and the tournament director. All participants need to be standing by 30 minutes before the match starts (in case when it's the first match of the evening) or by the time the match prequel to the participants match have started. To visualize:

- TEAM A and B be ready 30 minutes before match start.
- TEAM C and D be ready when Match 1 starts.
- TEAM E and F be ready when Match 2 starts.
- TEAM G and H be ready when Match 3 starts.

5.16. Match protests

5.16.1. Definition

A protest is for issues and incidents that affect the match outcome; a protest may even be filed during a match for things like incorrect server settings and other related issues. A protest is the official communication platform/protocol between the parties and the referee.

5.16.2. Match protest rules

5.16.2.1. Deadline for protests

The latest time that a participant is allowed to issue a match protest is the earliest of the following:

- 72 hours after the confirmation of the match-up
- Only at offline events; the end of the event day

5.16.2.2. Contents of a match protest

The protest must contain a detailed explanation about why the protest has been filed. Things that should be described is: Why or what happened, and when it happened. A protest can be declined if proper documentation is not presented.

5.16.2.3. Contact member for a match protest

In team matches, only one representative (Team Captain) per team is allowed to file, and reply to a protest. Violations can be punished with a minor offense.

5.16.2.4. Behaviour in match protests

Insults and rants are strictly prohibited in a protest, and may result in a minor offense and possibly the protest being ruled against the insulting/ranting party.

5.17. Results of a rematch

If due to a referee decision, a match can be replayed, it is up to the victim to decide whether they want to or not. If the victim decides to replay the match, the old result is null and void, and only the new result will count in the rankings.

5.18. Rehosts

Rehosts can occur in the following cases:

- Any issue before the action phase starts.
- Player cannot move (rehost within 120 seconds of the action phase if no one took damage)
- Game mechanic not working as intended (rehost within 120 seconds of the action phase if no one took damage)
- Disconnect/hardware/software problems (rehost before the end of the preparation phase)
- Observer issue (rehost within 120 seconds of the action phase if no one took damage) Each team has the right to request 1 rehost per map. Any other rehposts need to be approved by the referees

5.18.1. Rehost request procedure

If in need of a rehost, players should use the in-game chat to request a rehost followed by the reason. Players should continue the game until the observer confirms that a rehost is coming through.

5.18.2. Continuing an interrupted game

After a rehost, the game will go on where it left off. Meaning the same score line will be used but also the same bombsite and operators have to be picked as were being used before the rehost. Different strategies or executions however are allowed.

5.19. Technical issues

Players are responsible for their own hardware, software and internet connection. Matches will not be rescheduled or paused because of technical issues. If a team cannot play with the number of players that is stated in the requirements then this will be counted as a forfeit. Substitutes can be used with permission of the opponent and the admin. A penalty point might be given to the team with the technical issues. Circumstances will be taken into account and the admin will decide.

6. Offline events

6.1. Play-off stages

The play-off stages are playing a single elimination format, these are considered the final stages of the competition in a best-of-three format.

6.2. Punctuality

Unless stated otherwise, players are expected to be at the venue 90 minutes before their match starts to set up, prepare and solve any technical problems that might occur. If you notice at any point you will be late for any match, please inform tournament officials as soon as possible. Delays caused by showing up late may lead to Minor offenses and prize money deduction.

6.3. Equipment

Gamax will only provide: computers, monitors and headsets. This means that any additional equipment required will have to be brought in by the participants. This includes, but is not limited to: keyboards, mice, in-ears, mouse mats. Please note that our systems do not support PS2 connections, and PS2 to USB adapters will not be provided by the tournament organiser. Other types of controllers such as PS4 and Xbox controllers are permitted, however it is the responsibility of the participant to make sure they are PC compatible

6.4. Clothing

The player and team need to ensure that they are all in equal coloured team attire, failure for a player or team to bring such attire will result providing suitable clothing for the participants. The cost of this clothing will be deducted from the prize money paid out to the participants.

6.5. Gaming areas

If nothing else has been announced, it is forbidden to bring or eat food in the gaming areas, with the exception of unbranded bottles of water. Smoking is also strictly prohibited. All mobile telephones should be switched off or handed over to the referee to promote sportsmanship. Exaggerated loud noises and offensive language is forbidden and may be punished with a prize money deduction.

6.6. Administrators

The instructions of Administrators should always be obeyed and followed, failure to do so may result in a minor offense, prize money deduction and Round, Map, Match losses or disqualification and removal of the license.

6.7. Press conference/signing/photograph or video session

If Voltage League admins decide that a player needs to be part of a press conference, autograph, photograph or video session, then the player cannot deny this and must attend.

6.8. Stage matches

Each participant is required to play his/her/their stage matches. Exceptions may only be granted if substantial evidence (e.g. a medical declaration) proving disability to play on a stage is provided.

6.9. Removable Media

It is strictly forbidden to connect or use any removable media on the tournament computers without prior examination and approval from the tournament director.

6.10. Warm-up period

A warm-up period of 30 minutes is normally provided before a Live match; however, this period is **NOT guaranteed**.

6.11. Photo and other media rights

By participating, all players and other team members grant Voltage League the right to use any photographic, audio or video material on their websites or for any other promotional purposes. Additionally, each player may have to sign two copies of a release that he will receive before hand for reading and having to sign before he starts his first match.

7. Game rules

7.1. Cosmetics

During Benelux League official matches, players can only use the battle dress uniforms and headgears listed below. All others battle dress uniforms and headgears are banned from use in competitive play:

- Operator's default skins
- Pro League skins (gold sets)
- Pro teams branded cosmetics
- Esports Programs' cosmetics

For sake of clarity, permitted operator battle dress uniforms and headgears that aren't operators' default skins nor pro teams branded are listed in ANNEX B. Weapon skins, weapon charms and operator background cards are not subject to any restriction. Voltage League reserves the right to update the list of prohibited cosmetics at any point during the Season and will inform teams of any such update through the Discord server

Using skins which are banned will, if protested, result in the following punishments:

- 1 st offense: A warning to the player will be given, the round CAN be rehosted
- 2 nd offense: The round will be forfeited by the offending party.
- 3 rd offense and further: All remaining rounds will be forfeited by the offending party. A Minor offense will be awarded.

7.2. Bugs and glitches

7.2.1. Allowed

- Using equipment or diffusing through a destructible surface
- Destroying a hatch with the diffuser on it to cause it to fall and deactivate (resulting in a win for the

defending team)

- Smoking through wall.
- Hibana's pellets, Ace's SELMA charges and Thermite's exothermic charges can be placed anywhere
- Any position that Players can get to, and out of, by passing through any object, wall, floor, ceiling or surface and the Player can be both seen and attacked/shot at as normal.
- Utilizing a Teammate to boost.
- Standing on a window ledge and being detected.
- Shield boosting, including on to a detected window ledge.
- Long-arming.
- Destroying the whole floor of a bomb site so the enemy team cannot plant the defuser.

7.2.2. Unallowed

Using these bugs will result in an instant round loss.

- Any position that Players can get to, and out of, by passing through any object, wall or surface, and the Player cannot be seen or attacked/shot at as normal
- Any position that Players can reach only through the help of one or multiple of their teammates clustering around them (through characters' 3D models collisions)
- Any position that Players can reach only through the help of one or multiple of their teammates clustering around them (through characters' 3D models collisions)
- 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.
- Using a Mira shield boost.
- Shield boosting onto undetected window ledges.
- One-way shots.
- Placing a Maestro's Evil Eye on Alibi's decoy.
- Any Team or Player action in which results in the kill of an attacker during the first two (2) seconds of an action phase, normally referred to as spawn killing.
- Parkour/Ledge exploit.
- Vigil boosting that renders Vigil undetectable.

7.3. Game settings

HUD Settings: Pro League

Match Settings:

Number of Bans: 4

Ban Timer: 20

Number of rounds: 12

Attacker/defender roleswap: 6

Overtime rounds: 3

Overtime Score Difference: 2

Overtime Role Change: 1

Objective rotation parameter: 2

Objective type rotation: Rounds Played

Pick phase timer: 15

Damage handicap: 100

6th pick phase timer: 15

Reveal phase timer: 5

Friendly fire damage: 100

Injured: 20

Sprint: ON

Lean: On

Death Duration

Death replay: Off

Gamemode settings: Bomb

Plant duration: 7

Defuse duration: 7

Fuse Time: 45

Defuse carrier selection: On

Preparation Phase Duration: 45

Action Phase Duration: 180

7.4. Map pool

The following maps are in the current competitive map pool:

- BANK
- BORDER
- CHALET
- CLUBHOUSE
- KAFE
- OREGON
- SKYSCRAPER
- THEME PARK
- VILLA

At the end of every stage of the circuit or of the season, Ubisoft may change some of the maps in the map pool. The Voltage League admins will notify competing teams at least 2 weeks prior to the start of the next stage or season.

Annex B

ESPORTS PROGRAMS & PRO LEAGUE BATTLE DRESS UNIFORMS AND HEADGEARS PERMITTED IN COMPETITIVE PLAY The following list of operators' battle dress uniforms and headgears is permitted for use in competitive play in the Rainbow Six Circuit. Any new operator battle dress uniforms or headgear part of esports programs' cosmetics and released after this list's last update will be addressed on a case-by-case basis.

Ace; Heyday (Y6S4)

Alibi; Sharp Adversary (2021 North America League),
Outstanding Performance (Y6S2)

Bandit; Resilient Entrant (2021 APAC League), Ultimate Competitor (Y5S4)

Blackbeard; Septentrion (2020 NAL Bundle) Hardy Candidate (2021 LATAM Bundle)

Blitz; Eastern Sunrise (2020 APAC League Bundle), Beyond Terrific (Y6S2), Competitor Blitz (SI 2020)

Buck; Elated Prodigy (2021 NAL Bundle)

Capitão; Athletics Professional (2021 LATAM Bundle)

Castle; NA Major (2021)

Caveira; Golden Courage (2020 LATAM League), Competitor Caveira (SI 2020)

Doc; Disciplined Contestant (2021 EUL Bundle)

Ela; Assiduous Venture (2020 APAC League), Art Explosion (SI 2022)

Finka; Unfailing Perseverance (2021 EUL Bundle), Nano Revolution (SI 2022)

Flores; Talented Strategist (2021 LATAM Bundle)

Frost; Sturdy Aspirant (2022 NAL Bundle)

Gridlock; Arduous Hardship (Y5S4)

Hibana; Triumphant Challenger (Y5S4), Competitor Hibana (SI 2020)

Iana; SI 2022

IQ; Doyenne (Y6S3)

Jager; Herculean (2020 EUL)

Kaid; One of a Kind (2020 EU Major Set)

Kali; SI 2022 Battlepass

Kapkan; Eminent Unity (2021 EUL)

Lesion; Dedicated Athletics (2021 APAC), APAC Major (2021)

Maestro; Studious Player (2021 EUL Bundle)

Maverick; Record Breaking Stamina (2020 NAL Bundle)

Melusi; Unending Endurance (2021 LATAM Bundle)

Mira; Wild Exuberance (2021 LATAM Bundle)

Mozzie; Competitor Mozzie (SI 2020), Split Squatter (SI 2022)

Nomad; Spirited Victor (2020 LATAM League Bundle)

Osa; Tough Partaker (2021 EUL Bundle)

Pulse; Seasoned Contender (Y5S4), Beating Heart (SI 22)

Sledge; Road to SI 2021, SI 2020 Attendee, Competitor Sledge (SI 2020)

Smoke; Orbes & Maples (2020 NAL League Bundle), Mortal Cloud (SI 22)

Tachanka; SI 2021 VIP

Thermite; Competitor Thermite (SI 2020)

Thunderbird; SI 2022 VIP

Twitch; Fierce Alliance (2020 EUL Bundle), Preeminent (Y6S4)

Valkyrie; SuperJock (2021 NAL Bundle)

Ying; Prestigious Heritage (2021 APAC Bundle)

Zofia; Soaring Flame (SI 22)

