

R6 MEDITERRANEAN LEAGUE

****All matches will be played on a single map.****

- Time of day: Day
- Interface setup: Pro-League

****Match Settings****

- Number of vetoes: 4
- Veto timer: 20
- Number of Rounds: 12
- Attacker/Defender role swap: 6
- Overtime rounds: 3
- Overtime score difference: 2
- Side switch: 1
- Objective rotation parameter: 2
- Objective rotation type: Rounds played
- Pick phase timer: 30
- Agent health: 100
- Friendly fire damage: 100
- Return friendly fire: no
- Injured: 20
- Sprint: Yes
- Lean: Yes
- Death replay: No
- Game Mode: CME – Bombs
- Time-out requests available per team: 1
- Who can execute it: Everyone
- Duration: 60 sec
- Placement duration: 7
- Disarm duration: 7
- Activation time: 45
- Defuser carrier selection: Yes
- Preparation phase duration: 45
- Action phase duration: 180

****Each team can receive one rehost, at most, per map.**** Rehosts requested due to a game mechanic not working as it should (bugged sound, reloading, shooting, etc..) will not count as a rehost for the team requesting it.

****SKINS****

Pro League sets, eSports team sets, and charity event sets. Drone and gadget skins cannot be used. To report a skin, teams must leave the match and send a photo of the skin to an administrator. Using them will result in one less round in favor. If the opponent uses it but the round has been won, the match is not abandoned since the round has already been won by the affected team.

****CHEATING****

Any player observed using any type of device that gives an advantage over others (Xim, rapidfire, anti recoil, etc..) will be disqualified along with their respective team.

****MAP BAN****

Map banning follows the rules of the current competitive scene and its respective maps. The team on the left starts banning. The deadline for banning is 1 minute before the agreed time for the match. Bans must be made via a link provided by an admin. It is mandatory to use it unless a team has a problem with the website.

****TOXICITY****

Any behavior demonstrating toxic gameplay can lead to sanctions against the player or the expulsion of the team.

****Player Changes during the Tournament****

Rosters can only be changed when an administrator announces that the market is open.

****Reporting Game Issues****

Players must immediately report any technical or gameplay issues to the tournament organizer and follow their instructions.

****Live Streaming****

If required, players may be asked to live stream their match. The use of delay in the stream is not allowed.

****Claims and Appeals****

If there are disputes or problems, teams can submit claims following the procedure established by the organizers. The decisions of the organizers are final.

****Granting "Free Win"*****

Each team is allowed to grant a "free win" (victory without playing) to their opponent once during the league. However, if a team grants a second "free win", it will be considered a serious rule violation and result in the automatic expulsion of the team from the league.

****Waiting Time****

Teams will have a maximum of 15 minutes to show up for a match. In this, the administrators may be more flexible depending on whether it is the regular phase, final phase, or some unforeseen event.

****Lineup****

Teams must play matches with registered players. A match cannot be played with 4 players.

****Voice Verification****

Any team may request a voice verification from the other team, following the instructions given by an administrator.

****Handcam****

Teams may request handcam from one or several players, provided they justify the reason. Suspicions are not sufficient reason for granting it; they must add exact facts that can be verified.