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Rhosts & Reschedules

Late start

Matches 10 minutes later than the starting time can be protested in #create-a-ticket to award minor points, being late will not be a loss but could lead to a 5% decrease in prize money for each major penalty point awarded. If a team is more than 20 minutes late that will then lead to a loss and penalty points. [2 minors = a major]

rehost Limits

B01: One re-host per team and No Pauses!

B03: One Re-host, per team, per map and One tactical Time Out, per team, per map! (Pause of 5mins)

Rehost Law

A Re-Host Will take no longer than 10 minutes or the game will play on regardless of the situation, Rehosts in a B01 will always be required to leave the game. Rehosts that take longer than 10 minutes because of the caster will not reflect any given team. (eg: Messing up round settings)

A rehost can only be called before the action phase starts.

The caster can pause the game if a player leaves to see what happening with the player, this is up to the caster to keep the integrity of the game and its competitive nature.

If the caster deems the game to stop/start, becoming unworthy of watching due to disconnections or if he believes a player is leaving on purpose [3.3] the rule allowing the caster to pause the game keeping the integrity and the competitive nature can be ignored by the caster. - once a pause or rehost is used then the caster doesn't have to pause or rehost the game unless the caster needs to or wants to keep the game as competitive as possible.

Finally, the caster is the ref and you must show respect to the caster at all times, any disrespect will be punished. The caster's decision is final.

Time Reschedule issues

If you ask to Reschedule exactly one hour before the game your request will be denied. No matter the reason 1 hour before a game is too short a notice. Reschedule messages should be clearly typed in chat "We cannot play this game at this time, we would like to reschedule!"

Games must be 1.30 minutes apart for a B01 to stop game overlaps.

Default Game times will be;

Monday = 8pm - 9.30pm [1 game slot]

Wednesday = 4pm - 5.30pm / 6pm - 7.30pm / 8pm - 8.30pm [3 game slots]

Sunday = 3pm - 4.30pm / 5pm - 6.30pm / 7pm - 8.30pm [3 game slots [there will be 30 mins between each game for the caster to set up the next game they may end stream / change caster between games] Any other no-listed days will be organised accordingly by the caster.

[4.4] All games will be Timed in GMT/BST (British Time Zone)

GMT = winter - BST = summer

Date Reschedule

An extended time of 3 days will be given to the teams to play the rescheduled date. This game must be played. Any Rescheduled games will not be cast and it will be down to the teams to play it.

If a team cannot play in these extended days, The league match will be rescheduled at the end of the season or on a week that is free.

If the event is a knock-out event such as a single-elimination failure to play at the next convenient day will be a FF. This rule gives all teams time to organize their games without FF. Any 2nd reschedule will be a FF win and a minor penalty point

Default game days will be:

Monday 8pm - 10pm [by ItsTD]

Wednesday 4pm - 10pm [by ItsTD]

Sunday 3pm - 10pm [by ItsTD]

If another day is desired please message an admin for help [All games must be cast] [IF there is no caster there is no game]

Due to the event being a prize pool a caster or staff may be needed to watch hand cam meaning a league rep must be present to watch the game and enforce rules.

If there is no caster the game will be rescheduled for the end of the season - however if it's a single /double elimination it must be set to the next available day.

Roster rules

[1.1] There is one Transfer window at the end of week 5 start of week 6. (2 players max per roster)

[1.1.1] If there is a qualifier - league - playoff - prize structure then a transfer window will be open for 1 week after teams are selected from qualifiers.

[1.2] Players cannot be from other rosters unless that roster drops the player within transfer windows.

[1.2.1] 10 players Max per roster to allow fairness this means e-subs won't be necessary.

[1.2.2] If a player from Team A plays for Team B on a Team B account that is on the Team B roster this is roster exploitation and will be punished. [Major point] [for both rosters]

[1.2.3] We can prove this by looking at key factors: (Performance change/sense change / kill analysis and comparison / Average KD / operator selection and other factors may be tested)

[1.3] Players can not be on a second account under level 120 with a game score lower than 5k

[1.3.1] Legit new players will be investigated but are unlikely to be accepted due to the use of alt accounts.

[1.4] 3 days before a game if you don't have any players available to play that day you should ask to reschedule, this is because rosters have 10 players which is equivalent to 2 rosters removing e-subs from the league.

Punishment System

Major & minor Penalty points

If a Team Breaks rules they will be awarded minor or major penalty points. (Specified punishment list below)

you can reach a max of 3 major points! every 2 minor points are one major.

Every major point received is a 5% reduction in the prize pool. If you receive 3 major points you will be suspended from the league.

If you receive a minor point it will be classified as a team warning.

Minor Point offence

[1.1] Game chat misconduct, If you decide to verbally abuse a team or caster in a hostile way this rule will apply. If there is an M&K or cheating Issue then 『 ? 』create-a-ticket and Admins will deal with it. Do not take it into your own hands.

[2.1] For Every 2 Games that you Forfeit, you will receive a minor point.

[3.1] Being late to a match by 15 or more minutes after the allocated time. [1 minor point]

[4.1] Use of Banned skins in a round is a -1 Round difference for each round played. If multiple games have had banned skins used after 2 games you will receive a minor point (supply evidence) #『 ? 』create-a-ticket

[4.2] If you receive your first Minor point for banned skins, after this point every game you break this rule in will be another minor point. [You will be banned on your 6th minor point] [2 minors = 1 major] [1 Major = - 5% prize payment]

- Outbreak Collection
- Wind bastion Bundle
- Blood Orchid Bundle
- Twitch & Valkyrie Elite utility
- Ember Rise Bundle
- Seared Flats Bundle
- Satellite Bundle

- Wanderer Bundle
- Desolate Bundle
- Shadow Legacy
- North Star Bundle
- All future season skins
- All drone skins

[Screen shots/captures are needed of the offence]

[5.1] Dilibritley Taking too long to reconnect to a rehost. This will be at the league's discretion to deem it as a time-wasting offence. (10 mins or longer)

[6.1] Picking a quarantined operator and refusing to kill them within 30 seconds of the prep phase.

[6.2] If you use the operator's gadget or utility to cause map damage such as impacts / c4 / gadget damage then it will also be deemed as breaking the rules even if the operator is killed within the prep phase.

[6.2.1] If you place the operator's shield utility, drone blockers or any other placeable utility it will be deemed as breaking rules. [Minor point]

Major Point offence

[1.1] Teams allowing M&K players to play will receive a major point and a player ban.

[1.2] Any banned M&K players will be shared with ESA CUP/ RSX / and any other competitive discord league.

[1.3] Players who receive a ban will stay banned for all future events in Rage Tournaments R6S.

[2.1] Use of Second Accounts (0-5k gamerscore and below level 120) You are not allowed to use an alternate account to play and you must have over level 120 and over 5k game score.

[3.1] Use of players not on your roster under the selected account names. If a player is not on your roster and they are playing in the match it's a major offence, they could be playing on their own no listed account or playing under an already listed player.

[4.1] Use of MACRO will receive a major point and a player ban. Following the same results as [1.2]

[5.1] Any use of stressing methods on players and casters will be a team ban and [3 major points]

[6.1] Stream sniping or being in the stream will result in a player ban and [2 major points] - We will have an ad break every 18 minutes to help combat possible snipes, meaning you have to pay to skip ads. We will also add a 30-second or more delay to the stream if possible.

[6.1.1] If a stream has no delay for the reason of casters not having access to OBS studios then a caster will increase ad breaks accordingly.

[7.1] use of glitch spots making it impossible to cause any type of damage to a player or glitch spots making it impossible to defuse/plant the bomb are banned [1 major point] and [round loss]

[7.2] Casters will use their judgment to deem the spot as a breach of rules and the game may be paused to determine if the spot is a breach of rules.

Mouse & keyboard (major punishment)

[1.1] If a report is made that a player or team is M&K The player or team will be hand-cammed. A report must be made in an admin ticket and not a game chat.

[1.1.1] Any player can be randomly hand-cammed at any point in any game.

[1.2] All big point-deciding games / top 4 battles and 3rd place decider, quarter-final, semi-final and finals will be hand-cammed. This means for both teams all 10 players.

[1.2.1] During a team hand cam the camera must clearly see your controller/hand and arm. The game will stop if any cams turn off / disconnect/turn black or look at the roof.

[1.2.2] If you are asked to hand cam but you are not playing that particular game, the next time you play you will hand cam.

[1.2.3] You must make sure when using another device to hand cam that it is fully charged, if you disconnect from the hand cam you cannot use the excuse of " the device has run out of battery " If this happens you will use your rehost and have 10 minutes to find a charger. If you cannot charge your device you will have to leave the game making it a 4v5. Alternatively, the caster can choose to abandon the game, both situations will receive one major point.

[1.2.4] When hand camming you must show your Xbox account list, who's in your party and your face, this way we can identify you and see you are not breaking other rules.

[1.3] When hand camming because of a claim you must load Xbox accessories and show us your controller configuration then you must turn on a light and show us your Xbox, we will ask you to unplug every USB port on the xbox and show us the empty USB port.

[1.3.1] When your USB ports are all unplugged we must then watch you plug in your wired controller only, from there you can only have the controller wire plugged in.

[1.3.2] At any point after this check, in section [1.3] the caster will be required to spot-check you at any point and make sure that you only have the xbox wire plugged in.

[1.3.3] Any USB device that has previously been unplugged such as a keyboard and mouse should be placed behind you or on the floor and not in the player's desk space allowing admins to clearly see the player's desk space and determine if only a controller is connected to the device.

[1.4] An admin can demand that the player also stream their POV to Twitch so that the admin can see their every move, Teams will be told in advance about this check-up and will be given an account by the admin team to connect to VIA Twitch activate.

Spawn killing penalty

[1.1] A caster will see if a spawn kill occurs within the first 2 seconds of a round but they will not be inclined to stop the game until the round is over.

NOTE: Do not leave the round instead record the last 60 seconds of gameplay and make a ticket in the server with the evidence.

[1.2] The round must be played and if a protest ticket happens then the caster will pause. If the clip is deemed a breach of the rule it will be a rehost and the round will be replayed, if within the same game, it happens again the round will be a loss to the offender.

[1.2.1] When a second breach of the spawn peak rule happens then the team will receive a minor penalty point.

[2] Spawn killing rule

[2.1] A defender cannot kill an attacker in their spawn within the first 2 seconds of the action phase!

A kill on any of these times is a breach:
> timer on 3:00, 2:59 or 2:58

[You must open a support ticket]

Map Pool and map settings

Map Pool:

- Bank
 - Chalet
 - Club House
 - Kafe Dostoyevsky
 - Oregon
 - Nighthaven Labs
 - Consulate
 - Skyscraper
 - Border
-

Map Selection Process

- Map bans should be done within 2-6 hours before a game. This is due to casters needing to prepare overlays in advance.
- Once bans have started they must be completed within an hour.
- If the bans are not completed within the allowable time then teams are allowed to protest. Staff will use discretion in the proceedings.
- A digital coin flip will be completed before the ban process begins with the match channel. The winner of the flip will decide if they are Team A (bans first) or Team B (bans second). In a best of 3, the selection process will be as follows:

ban, ban, ban, ban, pick, pick, ban, ban, decider.

Team A bans first. You select the starting side of the map picked by the opposition.

The side pick for the decider is chosen by the team with the highest round difference.

- In a best of 5, the selection process will be as follows:
ban, ban, pick, pick, ban, ban, pick, pick, decider.

Team A bans first. You select the starting side of the map picked by the opposition.
The side pick for the decider is chosen by the team with the highest round difference.

Map settings

Server Settings

All games should be played with the following settings:

- Server Type: Dedicated Server
- 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
- Individual attacker spawn: On
- Pick Phase Timer: 15
- Operator HP: 100
- Friendly fire damage: 100
- Reverse friendly fire: Off
- Injured: 20
- Sprint: On
- Lean: On
- Death Duration: 2
- Death replay: Off
- Match replay: On
- One tactical time out of 1 minute per team per map

Game Mode & Settings

- Game Mode: Bomb
- Plant Duration: 7
- Defuse Duration: 7
- Fuse Time: 45
- Defuse Carrier Selection: On
- Prep Phase Duration: 45
- Action Phase Duration: 180

If a caster messes up the settings the league may choose to replay the game

Prize pool and payment

Prize pool:

The prize pool will be made up of donations and entry fees in which all team must pay the full amount without any exceptions.

The amount of teams who sign up will determine the final prize pool amount

The league can divide the money up as they see fit

The league can save some of the money to keep for future investment such as £600 is made from entry fees + £500 staff donation, £100 from entry fee is kept as profit.

The prize pool will be kept in a secure bank account held by ItsTD [In a British Bank] The bank account is with Nationwide and is a business account.

Reduction to the winner's prize can happen if the team who wins has major penalty points. [1 major = 5% reduction] A max of 10% prize pool money can be taken. for example, the prize pool is £600 for the winner - a 10% reduction will reduce the prize pool by £60. this reduction can be increased at the league's discretion depending on key factors.

If a team pays to play in the event but then drops out of the event money will not be refunded.

Refunds will only accrue if the wrong amount of money is deposited such as an accidental payment of £50 [£25 pound would be refunded]

Payments:

1st place, 2nd place and 3rd place prizes will receive payment via the following methods:

Cash app

[For UK players] Bank transfer

Paypal will only be used by players who dont have a cash app or a UK card

Payments for winners can be paid 1 month after the event and will be made in 3 separate payments.

Any payments that dont go through due to the wrong information being provided by you will not be our fault and you will not get a refund payment.

Entry fee payments must be made before the qualifier event starts.

A deadline for final payments will be set in the server announcement channel and each payment will be provided with a receipt.

Entry fees are non-refundable

If you cannot pay the full amount for the entry fee we will find a replacement team or remove you from the event.