Project Harmony Rulebook

1. Code of Conduct

1.1 General Behavior

All Players/Teams must adhere to the following rules:

All Players/Teams must be respectful to one another at all times

All Players/Teams must listen to the Project Harmony Staff

All Players/Teams must follow the Project Harmony Rulebook

All Players/Teams must follow the official BLAST EU Rulebook

1.2 Acceptance and Modification of the Rules

1.2.1 Rules

If a rule is not in the Project Harmony Rulebook but IS in the official BLAST EU Rulebook, the official BLAST EU Rulebook can override the Project Harmony Rulebook if Project Harmony staff finds that the BLAST EU rule aligns with the Project Harmony philosophy.

1.2.2 Acceptance of the Rules

Each Player and eligible Team Staff must read and acknowledge the Rules. The Rules may be deemed accepted either through registration for Project Harmony or when a Team participates in a Project Harmony match.

1.2.3 Modification of the Rules

Any changes to the Project Harmony Rulebook will be communicated via Discord to all players/teams involved.

2. Regions and Server Locations

2.1 Regions

All players must be based in either the NA or EU regions. Countries within these regions include:

<u>NA</u>

The NA Region includes the following countries and regions:

Antigua and Barbuda, Bahamas, Barbados, Belize, Canada, Costa Rica, Cuba, Dominica, Dominican Republic, El Salvador, Grenada, Guatemala, Haiti, Honduras, Jamaica, Mexico, Nicaragua, Panama, Saint Kitts and Nevis, Saint Lucia, Trinidad and Tobago, United States, and Puerto Rico.

<u>EU</u>

The EU Region includes the following countries and regions:

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, 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.

2.2 Server Location

2.2.1 Cross-Region Rules

If a team is considered a mixed-region team, the server chosen must accommodate the region that the majority of players are from:

> If a team has more NA players, then that team's server priority will be East US.

> If a team has more EU players, then that team's server priority will be North EU.

If a team is considered an NA team, that team's server priority will be Central US **or** East US.

If a team is considered an EU team, that team's server priority will be West EU **or** North EU.

On match start, the server will be determined by the amount of NA and/or EU players in the lobby:

> If there are a majority of NA players and at least **ONE** (1) EU player, the match will be hosted on the East US server.

> If there are a majority of EU players and at least **ONE** (1) NA player, the match will be hosted on the North EU server.

If there are all NA players and **ZERO** (0) EU players, the match will be hosted on the Central US server.

If there are all EU players and **ZERO** (0) NA players, the match will be hosted on the West EU server.

If there are equal numbers of NA and EU players in the lobby, a coin flip will determine the server to be played. If EU wins the coin flip, the match will be hosted on North EU. If NA wins the coin flip, the match will be hosted on East US.

One hour before the match starts, the server will be determined by a coin flip in the Project Harmony Discord server. On the day of the match, a Project Harmony Staff member will ping team captains to choose heads or tails for the coin flip. The team that wins the coin flip can pick between the servers prioritized by each team.

3. Tournament Format and Details

Project Harmony will consist of a total of 8 teams. The tournament will consist of a single elimination round-robin until there are **FOUR** (4) top teams. Those top four teams will compete in the playoffs, consisting of best-of-three matches.

3.1 Map Pool

The Project Harmony map pool will consist of the following 9 maps:

Bank

Chalet

Clubhouse

Kafe Dostoyevsky

Oregon

Consulate

Border

Skyscraper

Nighthaven Labs

3.2 Tactical Timeouts

Each team will be allotted **ONE** (1) tactical timeout per match; each timeout lasting 45 seconds.

3.3 Rehosts and Technical Pauses

Rehosts and technical pauses will be enacted to allow affected players to rejoin the lobby.

If the affected players cannot rejoin the match lobby, a rehost may take place under the following conditions:

> The issue occurred before the Preparation Phase began.

> If a player cannot move: rehost within the first thirty (30) seconds of the Action Phase if no player has taken damage.

> If a game mechanic is not working (i.e. shooting, reloading, moving, gadgets, equipment): rehost within the first thirty (30) seconds of the Action Phase if no player has taken damage.

> Observer issue: rehost within the first thirty (30) seconds of the Action Phase if no player has taken damage.

Each team will be issued **ONE** (1) rehost per map.

3.3.1 Technical difficulties

If a player runs into technical difficulties while trying to get into the match lobby on time, they must contact an admin and let them know the details of the situation. The admin can then push the official match start time back until the player can resolve the issue.

3.4 Match Settings

The host of the match should always be a Project Harmony Staff member. The following settings can be applied:

	Best of 1 Match	Best of 2 Match	Best of 3 Match	Best of 5 Match
Game Mode	TEAM DEATHMATCH BOMB			
Plant Duration	7	7	7	7
Defuse Duration	7	7	7	7
Fuse Time	45	45	45	45
Preparation	45	45	45	45
Action	180	180	180	180
Time of Day	Day	Day	Day	Day
HUD Settings	Pro League	Pro League	Pro League	Pro League
Number of Bans	4	4	4	4
Ban Timer	20	20	20	20
Number of Rounds	12	12	12	12
Attack/Defense Swap	6	6	6	6
Overtime Rounds	0 or 3	0 or 3	3	3 or Infinite
Overtime Score Difference	2	2	2	2
Overtime Role Change	1	1	1	1
Objective Rotation Parameter	2	2	2	2
Objective Type for Rotation	Rounds Played	Rounds Played	Rounds Played	Rounds Played
Individual Attacker Spawn	On	On	On	On
Pick Phase Timer	15	15	15	15
Damage Handicap	100	100	100	100
Friendly Fire Damage	100	100	100	100
Friendly Fire in Prep Phase	Off	Off	Off	Off
Injured	20	20	20	20
Sprint	On	On	On	On
Lean	On	On	On	On
Death Replay	Off	Off	Off	Off
Death Duration	2	2	2	2

3.5 Tiebreaker Rules

Please refer to the BLAST EU Rulebook Section 1.3, page 5.

3.6 Communications

English should be the primary language for all written and spoken communications.

3.7 Online Process

Before all matches, a Project Harmony Administrator will either create a channel in the Project Harmony Discord with the two team captains invited or the Project Harmony

Administrator will notify each team captain via their specified team chats in the Project Harmony Discord for any questions or concerns, map bans, or technical issues. Teams will follow the instructions provided by the Project Harmony Administrators at **ALL** times.

One hour before all matches, all teams must check in with an Administrator to confirm map bans and to address any potential concerns. The check-in time will be subject to change as Project Harmony operates on a rolling schedule. All teams should be ready to check in and play both sooner or later than their scheduled match time. Teams must check in with an Administrator via either the Project Harmony Discord or OPL. All map bans will take place on OPL unless otherwise determined by an Administrator.

At check-in, an Administrator will communicate with the team captain and the team about the status of the tournament. It is the responsibility of the team captain and the team members themselves to stay up to date on these communications as times tend to change frequently and we may need a team to be ready sooner than expected.

At the start of the match, a Project Harmony Observer will contact both teams via either the Project Harmony Discord or OPL and create the match lobby. The Observer will communicate with both teams to make sure both are ready to play. The match will begin when Production is ready (BLAST R6 EU, 2023, p. 3).

3.7.1 Online Game Version

Every Project Harmony match will be played on the current update of Tom Clancy's Rainbow Six: Siege unless otherwise determined by Project Harmony Staff.

4. Team and Player Requirements for Participation

4.1 Age

All players must be at least 16 or older to compete in Project Harmony.

4.2 Player Eligibility

All players must have both Ubisoft and OPL accounts in good standing. If a player's account is under investigation for ANY reason, the Project Harmony staff can stop that player from competing in the tournament.

4.3 Roster Changes

All roster changes must be made and confirmed with a staff member at least 24 hours before the scheduled match.

4.3.1 Roster Lock

All rosters will lock 24 hours before the first scheduled playoff match.

4.3.2 Team Composition

All teams must consist of a fixed number of female players (at least 5 players). We recommend each team have at least **ONE** (1) sub. Maximum **THREE** (3) subs.

5. Schedule

The Project Harmony "rolling" schedule is subject to change.

5.1 Schedule Changes

All schedule changes must be officially communicated to Project Harmony staff at least **THREE** (3) days before the playday in question.

5.2 No-Shows

If a team does not have all **FIVE** (5) players in the lobby of their match within 15 minutes of the official start of the match, the team will have to forfeit and the opposing team will be granted a victory. In the event of a no-show, the next scheduled match will begin as soon as possible. Project Harmony staff are required to notify the affected players of the forfeit. The players of the next scheduled match must join the lobby within 15 minutes of being notified of the forfeit. The same steps listed above will follow.

5.2.1 Timely Attendance

For the broadcast to run as smoothly as possible, players are required to arrive on time for all their scheduled matches. Server choice and map bans will all take place at least

ONE (1) hour before the scheduled start of the match. All team captains must be present for server choice and map bans. All players must be present in the voice channel provided for their team in the Project Harmony discord server.

5.3 Mid-Game Issues

If a team loses a player during the match, Project Harmony will pause the match for a maximum of **TEN** (10) minutes. If the player does not reconnect within the **TEN** (10) minute timeframe:

- If less than **FOUR** (4) rounds have been played with **FIVE** (5) active players:
    - The team with an insufficient number of players will be required to forfeit.
    - There will be no mid-game player substitutions.
- If more than (4) rounds have been played with **FIVE** (5) active players:
    - The map may be played to the end with fewer players.

6. Project Harmony Tournament Operations

6.1 Official Communication Channels

On game days, the Project Harmony Discord server will have designated text and voice channels for the competing teams. All teams are required to use these designated text channels to communicate any issues with Project Harmony Staff. All teams are required to use these designated voice channels to communicate with each other during matches.

6.2 Decision Making/Final Say

Project Harmony Staff holds the right to make the final decision in all tournament scenarios.

7. Rules and Violations

7.1 Cosmetics

During all Project Harmony Matches, players can only use the cosmetics that are listed below. All other cosmetics are banned:

Default skins

Pro League Skins

Drone Skins (excluding Twitch Elite)

7.2 Protests

Any protests must be made during the match and within 2 rounds of notice.

8. MOSS

All players are required to run MOSS during all Project Harmony matches. All MOSS files must be uploaded to OPL after the match is finished.

8.1 Banned Software

Banned software includes, but is not limited to any third-party programs affecting gameplay, macros, and VPNs.