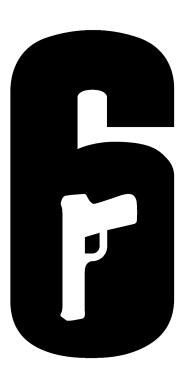# Global EU Console Rules

Rules & Regulations governing all affiliated

EU Rainbow Six Siege Console Tournaments

# Introduction

- By playing in or being a member of the league you agree to all of the rules defined within this document and rulebook(s) specific to events you compete in.
- Players are responsible for being aware of and following all rules.
- If the rulebook(s) does not contain the necessary guidelines to support an admin decision, the league reserves the right to use discretion to pass decisions.

# Table of Contents

---

# Server Rules

---

## 1.1 Respect

- Any form of derogatory and or discriminatory behaviour will not be acceptable.
- No spamming or spam @ing.
- Keep toxicity to a low.
- Any form of racism is not tolerated.
- Stay mature throughout the server.
- No NSFW content.
- No leaking of personal information.
- No DDOS or threat of IP grabbing.

## 1.2 Abuse of Power

- Any role that grants you permission over other people should not be abused (e.g. moving someone without permission or a rule break).

## 1.3 Self Promotion

- Everyone is allowed to promote their youtube, twitch, and any other form of video viewing platform. You should not promote boosting or account selling.

## 1.4 Staff

- Respect should be shown to staff at all times, we are providing this entertaining experience for you so please respect us. Any disrespect will be dealt with immediately.
- The league does not take accountability for the actions taken by our staff in other servers.

## 1.5 Finality of Decision Making

- Admins reserve the right to make all final decisions and use discretion.

# Match Regulations

---

## 2.1 Unsporting Behaviour

1. For an orderly and pleasant game, it is essential that all players have a sportive and fair attitude. If this is not followed the player will be warned, continuation after a warning has been given may result in removal.
2. Every player should represent their team by participating to the best of their abilities.
3. Anything that falls short of this is considered unsportsmanlike and will be penalised depending on the severity of the behaviour.

## 2.2 Collusion/Match-Fixing

- Any form of collusion or match-fixing in order to manipulate a result is not accepted. This includes deliberate "throws" to force the position of another team/player in the standings.
- In addition, matches are expected to remain competitive. Although there will be times where a game does not mean anything for one or both of the teams/players playing, games should not become meme matches or deliberately forfeited.

## 2.3 3rd Party Devices

- All players are expected to use unmodified, licensed controllers only. This includes default, Elite, Scuf and Razer controllers.

## 2.4 Handcam

- If at least one team or the league want handcams, then both teams are expected to handcam for the duration of the match.

## 2.5 Protests

- If a controversial situation occurs, whether or not it is described in this rulebook during a match, the team that has spotted it should immediately stop the match and inform an admin in a protest ticket. Include all possible evidence such as screenshots or video showing the violation. Evidence should show the player name where possible.
- Although admins will try their utmost to monitor games. Teams are responsible for reporting the use of cheating, bugs, glitches, unsporting behaviour and unallowed cosmetics.
- If the team does not stop the match and continues to play after the next round's prep phase (if match point you may also protest within 5 minutes of entering the lobby again), it will be taken as an acceptance of the situation and therefore the result of the match will be changed.
- When the protest is wrong, the team will lose all rights to file a protest concerning that situation after this point. Protests must be made immediately. (Except in 2.5.1)
- 1st breach - round replay; 2nd breach - round loss; 3rd breach - map loss (this doesn't count for skins).

# Prerequisites

---

## 3.1 Times

- All stated times should be published with a respective timezone, for example GMT/CET.

## 3.2 Server Region

- Games are to be hosted on the EU Central server only. Unless both teams agree otherwise before the match begins.

## 3.3 Ping Cap

- The ping limit for a match is 140. If a player is over this value please try to do a re-host first, before a protest is opened, and make sure a dedicated server (eu-central) was created. If the player still has a ping over 140 ms and it's not possible to play the match without there being problems, a protest can be opened. It can only be counted as high ping if the ping is continuously over 140 ms and the necessary evidence was provided.
- When opening a protest due to high ping the match must not be finished and the team must submit at least three screenshots of the scoreboard which were taken at different times over two rounds with the high ping visible from the same player (in the action phase).

## 3.4 Player Equipment and Technology

- All teams and players are responsible for their own network/internet connections and technical equipment to play the game.
- Attempting to interfere with the connection, such as throttling the bandwidth, is forbidden.
- If teams or players have issues with their equipment or internet connection this will not be used as a valid reason to postpone a game.

## 3.5 Game Version

- All games played must use the latest version of Rainbow Six Siege.

# Operators & Cosmetics

## 4.1 Operators

- All Operators are in play, unless stated otherwise by Ubisoft/BLAST guidelines.

## 4.2 Cosmetics

- Players can only use the battle dress uniforms and headgears listed below. All others battle dress uniforms, headgears, drone and gadget skins are banned from use in competitive play:

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

- 1st breach - Round replay; 2nd breach - Round loss
- Retrospective protests (watching VoDs) will not be considered.

# Map Rules

## 5.1 Map Pool

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

## 5.2 Map Bans

- Once bans have started they must be completed within an hour.
- Bans should be completed at least 10 minutes before the match start time.

A digital coin flip will be completed before the ban process begins within the match channel. Winner of the flip will decide if they are Team A (bans first) or Team B (bans second).

**In a best of 1, the selection process will be as follows:**

A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – A Ban – B Ban – Map played

Team A bans first. Team A will have a starting side pick and Team B side pick for overtime.

**In a best of 3, the selection process will be as follows:**

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

Team A bans first. Teams select the starting side of the map picked by the opposition and vice versa for overtime.

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:**

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

Team A bans first. Teams select the starting side of the map picked by the opposition and vice versa for overtime.

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

# Match Settings

## 6.1 Server Settings

All games should be played with the following settings:

- Server Type: Dedicated Server
- Server: EU Central (unless agreed otherwise)
- HUD Settings: Pro League

## 6.2 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

## 6.3 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

# Players & Teams

## 7.1 Rosters

- Rosters are capped at 8 players.
- Player accounts must be at least Clearance Level 50 on Rainbow Six Siege.
- Players cannot be on multiple rosters, even if on different accounts.
- All players will be required to be in the discord server.

## 7.2 Esubs

- 1 esub per stage, excluding play offs.
- The use of an esub must be declared to opposition and staff at least 15 minutes before the match, stating the players Gamertag/PSN tag and discord handle.
- Player accounts must be at least Clearance Level 50 on Rainbow Six Siege.
- You cannot have an esub that is a player on another roster.
- If a player has a ban on or sold their account, if they wish to use an alt/different account they must provide evidence. Alternatively if they have provided a player photo they can prove it is them playing on the alt account in the handcam channel.

## 7.3 Player Transfer Windows

- The league has limited player transfer windows. To change the team roster, the Team Rep must submit the changes in the dedicated channel.
- The transfer periods will be detailed within the server.
- Transfers will not go into effect until the next game week match.

# Forbidden In-Game Actions

Any actions that result in an unfair advantage are illegal. This includes bug and glitch use of any kind. If a team is using any bug or glitch in a game it will result in a round loss in the round the bug or glitch was used. A second violation of this rule will result in the team forfeiting the map.

## 8.1 Banned Unintended Mechanics

**These are known unintended mechanics that have been <u>banned</u> for use and, at minimum, will carry an immediate round loss and/or further Sanction(s):**

- 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 behaviour 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 normal
- Standing on a window ledge undetected
- Blocking window vaulting with a placeable 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

## 8.2 Instant Spawn killing

- Killing an attacker within the first 2 seconds of the Action Phase is prohibited (timer on 3:00, 2:59 or 2:58).
- First offence will result in a round replay, second offence will result in a round loss.

# Game Procedure

## 9.1 Lateness

- All players must be in the lobby ready to play at the agreed/stated game start time.
- Teams can be no later than 5 minutes. If a team is later than 5 minutes they will receive round loss, thereafter a round loss will be applied every 3 minutes.
- If both teams are late, staff have discretion.

## 9.2 Map Starting Players

- Teams have the option to play with less than 5 players but a minimum of 3.
- The players the map starts with cannot change, added to or swapped during the map.

## 9.3 Player Switches

- Teams are allowed to add and remove players after each map not during.
- A team captain should ask to add/remove a player after the map has concluded.

## 9.4 Tactical Timeouts

- Teams may use tactical timeouts. Each team can call one timeout per map using the game UI.
- The timeout will last for 1 minute.
- This is managed using the in game mechanics and must be on in the game set up.

## 9.5 Rehosts

- A rehost can be used for any reason and does not have to be agreed by the opposition.
- The number of authorised rehosts are; one per team, per map.
- All members of the team calling the rehost have to leave the game before the action phase.
- If not all members of the rehosting team leave the match within the given time, it will count as a round loss.
- If a team leaves the game because of a protest (mid-round), this will not count as a rehost if their claim is agreed to be valid.
- Admins may decide that multiple re-hosts are appropriate depending on the circumstances e.g Ubisoft servers having issues.
- If a round is to be replayed due to a rehost, players must choose the same operators, the same bomb sites, and the same equipment.
- During a rehost, all players must return to the server within 5 minutes of the invites to the new server being sent. A message will be sent in the game channel when the invites are sent. This will timestamp when the 5 minute timer begins. If all players in a team are not back within the 5 minute timer the lateness rules will apply as per 7.1.

## 9.6 Game Interruption

- If a game is accidentally interrupted for any reason (for example a player crash, server crash, network cuts) the admin/caster may decide to resume the game to a round before the issue was present to ensure the competitive integrity of the game.
- If the integrity of the game is at stake due to server issues, games will be postponed at the discretion of the staff. An appropriate extension can be given.
- If a match is interrupted then it should be continued where it left off, players must choose the same operators, the same bomb sites, and the same equipment.
- If a player drops out of the lobby between rounds, the caster/host may choose to pause the game timer to find out what has happened and if the player will return to finish the game.
- During a pause due to a player drop, the player must return within 5 minutes of the pause start. After 5 minutes the game will automatically start and the game will play on.

## 9.7 Map Breaks

- In matches with multiple maps, there will be a 5 minute allowable break in between each map.
- Please do not leave the lobby and be ready to play after this time allocation has passed unless additional time has been permitted by league admin.